



## **CASINO CONTROL ACT 1992**

### **Order**

Pursuant to section 66(1) of the Casino Control Act 1992, the Independent Liquor and Gaming Authority Board does, by this Order, add to the list of games approved for play in the casino, the game of "Snake Eyes" and approves the following rules for the game 'Snake Eyes' in the casino operated by The Star Pty Limited under licence granted by the Independent Liquor and Gaming Authority Board on 14 December 1994:

**(1) Rules for the playing of "Snake Eyes"**

The rules for the playing of the game of "Snake Eyes" in the casino as set forth in the attachment hereto are approved.

This Order shall take effect on the date of publication on the Authority's website.

Signed at Sydney, this 13<sup>th</sup> day of March 2019

**Luke Freeman**  
**Manager**  
**Market Product Approvals &**  
**Casino Operations**



# **SNAKE EYES**

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## 1. Definitions

1.1. In these rules, unless the contrary intention appears:

“**active dice**” means the two dice that are to be rolled to settle the wagers placed on the next hand;

“**Assistant Gaming Manager**” means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

“**casino promotional token**” means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher, subject to any conditions specified on the voucher for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

“**casino supervisor**” means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a Gaming Supervisor and Assistant Gaming Manager;

“**dealer**” means a person responsible for the operation of the game;

“**float tray**” means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

“**Gaming Manager**” means a person responsible for the supervision of the operation of the gaming floor;

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

“**inspector**” means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

“**promotional prize**” means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

“**roll**” means the throw of the dice by the shooter;

“**7 Out**” means a total of 7 thrown by the shooter;

“**shooter**” means a player who throws the dice;

“**total**” means the sum of the numbers shown on the uppermost sides of the two dice on any given roll;

“**void**” means invalid with no result.

## 2. Table Layout and Equipment

- 2.1. The game of Snake Eyes shall be played on a table with rounded corners and high walled sides.
- 2.2. The layout cloth shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A" or "B"
- 2.3. A set of five dice shall be present at the table at the commencement of play. The sides of each die shall be numbered by the use of dots from one to six, so arranged that the sum of the numbers of any pair of opposite sides on each die is seven.
- 2.4. The following equipment shall also be used:
  - 2.4.1. a dice bowl for the retention of all dice not in active play; and
  - 2.4.2. a float tray.
- 2.5. The table shall have a drop box attached to it.
- 2.6. The following equipment may be used:
  - 2.6.1. a stick designed for the dealer or Casino Supervisor to retrieve and/or pass the dice; and
  - 2.6.2. a game results display, being an electronic device for recording and displaying the most recent winning results at the table; and/or
  - 2.6.3. electronic equipment which is:
    - 2.6.3.1. capable of capturing and/or entering the outcome of a Roll; and
    - 2.6.3.2. programmable to illuminate all areas of the layout representing the winning combination(s)

### **3. Dice Retention and Selection**

- 3.1. The dealer shall be responsible for the control and retention of the dice.
- 3.2. At the commencement of play, the dealer shall offer the set of dice to the player immediately to their left. If that player rejects the dice, the dealer shall offer the dice to each of the other players in turn, clockwise around the table until one of the players accepts the dice.
- 3.3. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice. The remaining dice of the set shall be returned to the dice bowl which shall be placed immediately in front of the dealer.
- 3.4. In the event of a die or dice going off the table the following procedures shall be implemented:
  - 3.4.1. an immediate effort shall be made to retrieve the die or dice;

- 3.4.2. the remaining dice shall be offered to the shooter to select new dice. The shooter may select new dice or request the original dice back again.
- 3.5. If the missing die or dice are found they shall be checked by the Casino Supervisor, then:
  - 3.5.1. if requested by the player, returned to him/her; or
  - 3.5.2. otherwise placed back in the dice bowl.
- 3.6. In the event that two dice are lost a new set of dice shall be placed at the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the dice becoming lost shall be allowed to continue with the remaining dice of the original set.
- 3.7. It shall be the option of the shooter after any roll, either to pass the dice or remain the shooter except that:
  - 3.7.1. the shooter shall pass the dice upon throwing a 7 Out; and
  - 3.7.2. the Casino Supervisor may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game.
- 3.8. When a shooter relinquishes the dice in the course of play, the dice shall be offered to:
  - 3.8.1. the player having a wager immediately to the left of the previous shooter; and
  - 3.8.2. if that player does not accept, to each player with a wager in a clockwise direction around the table.
- 3.9. The first player to accept the dice becomes the new shooter and may use the current dice, or select two new dice.

#### **4. The Throw of the Dice**

- 4.1. To be eligible to throw the dice a player must have a wager placed at the time of that roll.
- 4.2. Upon selection of the dice, the player shall throw the two selected dice so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table furthest from him/her.
- 4.3. When the dice come to rest from a valid throw:
  - 4.3.1. the dealer or Gaming Supervisor shall at once call out the total;
  - 4.3.2. only one face on each die shall be considered as uppermost, which will be the face of the die opposite the obstruction;

- 4.3.3. in the event of a dispute as to which face is uppermost, the decision of the Gaming Supervisor shall be final.
- 4.4. After calling the throw, the dealer shall collect the dice and bring them to the centre of the table.
- 4.5. When collecting and passing the dice the dealer may use either the stick, or their hand.
- 4.6. If electronic equipment is being used in accordance with rule 2.6.3, at the same time as announcing the total the dealer shall enter the result into the electronic equipment.
- 4.7. All wagers decided by that throw shall then be settled, following which the dealer shall pass the dice to the shooter for the next throw.
- 4.8. Where the shooter loses all of their wagers before a 7 Out is rolled, they shall be given the opportunity to place a further wager and may continue to roll, or relinquish the dice.

## 5. Invalid Throws

- 5.1. A throw shall be invalid when the dealer or Casino Supervisor calls "no roll".
- 5.2. The call of "no roll" may be made if:
  - 5.2.1. the dice do not leave the shooter's hand simultaneously; or
  - 5.2.2. either (or both) of the dice fail to strike an end of the table; or
  - 5.2.3. for any other reason the dealer or Casino Supervisor considers the throw to be irregular; or
  - 5.2.4. any other irregularity has occurred.
- 5.3. The call of "no roll" shall be made if:
  - 5.3.1. either or both the dice come to rest off the table;
  - 5.3.2. one die comes to rest on top of the other;
  - 5.3.3. either or both the dice come to rest on the chips constituting the Snake Eyes float located in front of the dealer;
  - 5.3.4. either or both the dice come to rest in the dice bowl in front of the dealer or on one of the rails surrounding the table;
  - 5.3.5. either or both the dice are cocked in such a way that it would be impossible to call its natural fall;
  - 5.3.6. if any person other than the designated shooter picks up the dice and throws them;
  - 5.3.7. a fraudulent device or technique is used in the roll of the dice; or

- 5.3.8. dice other than those approved for the game are used in the roll.

## 6. Wagers

- 6.1. The wagers defined in this rule shall be the permissible wagers by a player at the game of Snake Eyes:
- 6.1.1. "Hardways" means a wager made on a selected hardway (hard 4, hard 6, hard 8 or hard 10) which shall win if the selected total is thrown the hardway (i.e. with the two dice showing the same value) before the selected total is thrown in any other way, or before a total of 7 is thrown;
  - 6.1.2. "Hardway Combo" means a wager made on all of the Hardways which shall win if a hard 4, hard 6, hard 8 or hard 10 is rolled before any of those totals is thrown in any other way, or before a 7 is thrown;
  - 6.1.3. "Craps Two" means a one roll wager which shall win if a total of 2 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown;
  - 6.1.4. "Craps Three" means a one roll wager which shall win if a total of 3 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown;
  - 6.1.5. "Craps Twelve" means a one roll wager which shall win if a total of 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown;
  - 6.1.6. "11 in 1 Roll" means a one roll wager which shall win if a total of 11 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown;
  - 6.1.7. "Field" bet means a one roll wager which shall win if any of the totals of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such wager and shall lose if any other total is thrown;
  - 6.1.8. "Any Seven" means a one roll wager which shall win if a total of 7 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown;
  - 6.1.9. "5" means a wager which shall win if a total of 5 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 5;
  - 6.1.10. "6" means a wager which shall win if a total of 6 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 6;
  - 6.1.11. "8" means a wager which shall win if a total of 8 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 8;
  - 6.1.12. "C&E Combo" means a one roll wager which shall win if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

- 6.2. All wagers shall be made by placing chips, and/or casino promotional tokens on the appropriate wagering areas of the layout.
- 6.3. All wagers should be made before the dice are thrown. At casino discretion 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 accompanied by chips or casino promotional tokens and confirmed orally by a dealer and/or Casino Supervisor.
- 6.4. A player may, at any time, remove or reduce any wager placed by him/her before the active dice come to rest.
- 6.5. Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.
- 6.6. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.
- 6.7. Each wager shall be settled in accordance with its position on the layout when the result of the relevant roll has been established.
- 6.8. A Casino Supervisor may modify the application of rule 6.6 if it is apparent that the strict application of the rule would be unfair to the player

## **7. Minimum and Maximum Wagers**

- 7.1. The minimum and maximum wagers permitted by a player shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 7.2. A wager found to be below the stated minimum, after the dice are thrown, shall be valid.
- 7.3. A wager found to be above the stated maximum shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous roll(s) the wagers and results of the previous roll(s) shall stand.
- 7.4. Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 7.5. A Casino Supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.
- 7.6. A Casino Supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.



## 8. Settlement Odds

8.1. Winning wagers at the game of Snake Eyes shall be paid at the odds listed below:

|                   | <b>Option One<br/>- see<br/>Diagram A</b> | <b>Option<br/>Two - see<br/>Diagram B</b> |
|-------------------|---|---|
| <b>Wager</b>      | <b>Odds</b>                               | <b>Odds</b>                               |
| Hardways          |   |   |
| Four (4)          | 7.5 to 1                                  | 7 to 1                                    |
| Six (6)           | 9.5 to 1                                  | 9 to 1                                    |
| Eight (8)         | 9.5 to 1                                  | 9 to 1                                    |
| Ten (10)          | 7.5 to 1                                  | 7 to 1                                    |
|                   |   |   |
| Hardway Combo     | 4 to 1                                    | 4 to 1                                    |
|                   |   |   |
| C&E Combo         | 4 to 1                                    | 4 to 1                                    |
|                   |   |   |
| Craps Two         | 33 to 1                                   | 33 to 1                                   |
|                   |   |   |
| Craps Three       | 16 to 1                                   | 15 to 1                                   |
|                   |   |   |
| Craps Twelve      | 31 to 1                                   | 31 to 1                                   |
|                   |   |   |
| 11 in 1 Roll      | 16 to 1                                   | 15 to 1                                   |
|                   |   |   |
| Any Seven         | 4 to 1                                    | 4 to 1                                    |
|                   |   |   |
| Field             |   |   |
| 3, 4, 9, 10 or 11 | 1 to 1                                    | 1 to 1                                    |
| 2                 | 3 to 1                                    | 3 to 1                                    |
| 12                | 1 to 1                                    | 2 to 1                                    |
|                   |   |   |
| 5, 6 & 8 Wagers   | 1 to 1                                    | 1 to 1                                    |

8.2. If the casino operator changes the pay table used, a sign is to be placed at the table for one month from the implementation of the change, informing the players of this change.

## 9. General Provisions

9.1. A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is

- capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 9.2. Rule 9.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 9.3. Where a casino supervisor is satisfied that a person has contravened any provision of rule 9.1, he/she may:
- 9.3.1. declare that any wager made by the person is void;
  - 9.3.2. direct that the person shall be excluded from further participation in the game;
  - 9.3.3. exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
  - 9.3.4. cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 9.4. A casino supervisor may invalidate the outcome of a game if:
- 9.4.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
  - 9.4.2. any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 9.5. Where the outcome of a game is invalidated under rule 9.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 9.4.2 be forfeited.
- 9.6. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.7. No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 9.8. A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 9.9. A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 9.10. Players and spectators are not permitted to have side bets with or against each other.
- 9.11. A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player, and in so doing may cause the wager(s) to be removed, in accordance with rule 6.4, from the layout.

- 9.12. Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor, subject to a review (if requested) by a casino supervisor.
- 9.13. In any dispute arising from the play of this game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 9.14. A copy of these rules shall be made available for inspection upon request.

## **10. Player Rewards and Promotional Prizes**

- 10.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 10.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 10.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 10.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 10.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
  - 10.5.1 tobacco in any form;
  - 10.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
  - 10.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
  - 10.5.4 more than 20 litres of liquor; or
  - 10.5.5 any item or service prescribed by the regulations.
- 10.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.
- 10.7 The terms and conditions to any Promotional Prize must include, but are not

limited to, the following:

- 10.7.1 the manner in which a Promotional Prize is to be awarded;
- 10.7.2 when and where the Promotional Prize will be awarded;
- 10.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
- 10.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 10.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 10.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 10.7.7 the place, date and time of any Promotional Prize promotion;
- 10.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 10.7.9 how the winner of a Promotional Prize will be notified;
- 10.7.10 how the results of a Promotional Prize will be published;
- 10.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
  - 10.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
    - i) Make
    - ii) Model;
    - iii) Accessories.
  - 10.7.11.2 If the prize is a motor vehicle, details shall also include:
    - i) Make
    - ii) Model;
    - iii) Accessories; and
    - iv) whether registration and other on-road costs are included.
  - 10.7.11.3 If the prize is travel, details shall also include:
    - i) number of persons entitled to take advantage of the travel prize;
    - ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
    - iii) restrictions on when the travel must be taken;
    - iv) if spending money is included.

10.7.11.4 If the prize is real estate, details shall also include:

- i) the type of dwelling;
- ii) plans;
- iii) contract details;
- iv) easement details;
- v) address or other location;
- vi) what is included – conveyancing, legal costs, fixtures, furniture.

10.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

10.8.1 face-to-face; or

10.8.2 mail; or

10.8.3 telephone; or

10.8.4 email.

10.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.

10.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.

10.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

10.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

10.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.

10.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.



# DIAGRAM B

