



CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the Casino Control Act 1992, the Independent Liquor and Gaming Authority does, by this Order, approve amendments to the rules for the playing of the game of "bACEball" in the casino operated by The Star Pty Limited under licence granted by the Independent Liquor and Gaming Authority on 14 December 1994:

(1) Rules for the playing of 'bACEball'

The rules for the playing of the game of 'bACEball' 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 Parramatta, this 17th day of August 2016.

Luke Freeman
Manager, Market Product
Approvals & Casino
Operations
Delegate of the
Independent Liquor and
Gaming Authority.



bACEball

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

“1st Strike” wager means an optional wager that the first card dealt to the playing area is a ten-value card;

“2nd Strike” wager means an optional wager that the second card dealt to the playing area is a ten-value card;

“3rd Strike” wager means an optional wager that the third card dealt to the playing area is a ten-value card;

“Angel pre-shuffled cards” means playing cards from Angel Playing Cards Co., Ltd that are shuffled at the time of manufacture;

“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;

“Bet” wager means the compulsory wager required to participate in a round of play or game;

“burn/ed” means to remove a card from play by placing it in the discard holder;

“casino pre-shuffled cards” means playing cards checked and shuffled by the casino operator prior to these cards being introduced to the table;

“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 (with the exception of jackpot wagers). 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/Assistant Gaming Manager;

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

“dealer’s hand” means the three cards dealt to the dealer in a round of play;

“deck-checking device” means a machine used to check that each deck of cards contains the correct cards for the game;

“fixed jackpot” means an element additional to the game in play in which qualifying hands are paid in accordance with rule 11.;

“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;

“Home Run” means three Aces dealt to a player’s hand which shall automatically win;

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

“jackpot wager” means an optional wager on the jackpot element of the game in which qualifying hands are paid in accordance with rule 11.9, 11.10 and 11.11;

“Major Jackpot” means the total of the major progressive jackpot;

“Minor Jackpot” means the total of the minor progressive jackpot;

“mixed Aces” means three cards, all of which are Aces that are not all of the same suit or two cards which are Aces that are of different suits and one other card;

“mystery jackpot” means a jackpot amount that may be randomly won by players wagering on the jackpot element of the game in accordance with rule 11.

“player’s hand” means the three cards dealt to a playing area in a round of play;

“playing area” means a marked area consisting of all wagering options for one hand in a round of play;

“point count” means a total value of cards in a hand as determined in accordance with rule 3.3;

“prize meter system” means an approved system used to control the jackpotting element of the game;

“progressive jackpot” means an element additional to the game in play in which qualifying hands are paid progressive amounts dependent on the cards dealt to those hands;

“promotional prize(s)” 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;

“round of play” means the period of play commencing with the removal of the first card from the shuffling device by the dealer and concluding when the dealer, after drawing the last card, announces a result and, if applicable, collects losing wagers and pays out winning wagers;

“shuffling device” means a device used for the shuffling of cards and from which cards are dealt (Note – does not include a multishuffler);

“standoff” means where a wager shall neither win nor lose;

“strike” means a ten value card;

“Strike Out” means three ten value cards dealt to a hand which shall result in an automatic loss of the ‘Bet’ wager;

“Strike Out” wager means a wager placed for the occurrence of three ten value cards in a player’s hand in accordance with rule 5;

“suited Aces” means three cards, which are Aces that are of the same suit or two cards which are Aces that are of the same suit and one other card; and

“void” means invalid with no result.

2. Table Layout and Equipment

- 2.1 The game of bACEball shall be played at a table having places for seven seated players and a place for the dealer.
- 2.2 The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram “A” or “B” with:
 - 2.2.1 Areas for the placement of a ‘Bet’ wager;
 - 2.2.2 Areas for the placement of individual Strike wagers as indicated by an ‘X’ and the wording of 1st, 2nd or 3rd;
 - 2.2.3 Areas for the placement of ‘Strike Out’ wagers;
 - 2.2.4 Areas or slots provided for wagers on the jackpot.
- 2.3 The table shall be fitted with electronic equipment which shall be programmed to record the amounts wagered at the table on the jackpot, and the amount of the prize pools applicable to linked tables.
- 2.4 The following equipment shall also be used:
 - 2.4.1 a shuffling device;
 - 2.4.2 a discard rack;
 - 2.4.3 a float tray;
- 2.5 Where a jackpot option is offered a progressive meter or electronic jackpot display which shall display the amount of the jackpot prize pools applicable to linked tables shall also be used.

2.6 The table shall have a drop box attached to it.

3. The Cards

- 3.1 The game of bACEball shall be played with 6 decks of cards, with each deck comprising of 52 cards without jokers, with backs of the same colour and design.
- 3.2 All suits have the same rank, with the exception of the jackpot element of the game whereby the suit of Diamonds shall be ranked higher than the other suits. The suits of Hearts, Spades and Clubs shall be of equal ranking.
- 3.3 The value of the cards shall be as follows:
- 3.3.1 any card from 2 to 9 inclusive shall have its face value;
 - 3.3.2 any ten, jack, queen or king shall have a value of 10; and
 - 3.3.3 an ace shall have a value of eleven.
- 3.4 Cards may be checked by a dealer or a casino supervisor or by use of a deck-checking device prior to use on a gaming table.
- 3.5 Cards may be checked, pre-shuffled and shall be secured until such time as they may be required.
- 3.6 All cards used in the game of bACEball shall be dealt from a shuffling device specifically designed for such purpose and located on the table to the left of the dealer. All cards shall be dealt face upwards.
- 3.7 No player or spectator shall handle, remove or alter any cards used in the game except as expressly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so.
- 3.8 Cards may be removed from the table and replaced with new cards, at the discretion of a casino supervisor, upon the completion of any round of play.
- 3.9 A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the cards.
- 3.10 Each player at the table shall be responsible for correctly computing the point total of their hand/s and no player shall be entitled to rely on the point total announced by the dealer.

4. The Shuffle

- 4.1 The dealer shall either use a shuffling device or manually shuffle the cards so that they are randomly intermixed:

- 4.1.1 immediately prior to the start of play;
- 4.1.2 after a round of play if directed by a casino supervisor, where there is reason to suspect that the cards are not randomly intermixed.
- 4.2 Where casino pre-shuffled cards are to be introduced the dealer may, upon the request of a player and with the approval of a casino supervisor, riffle shuffle the cards prior to placing them into the shuffling device.
- 4.3 The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.
- 4.4 The first card from the shuffling device shall be burned by placing it face down in the discard rack and shall not be exposed.
- 4.5 If the dealer mishandles or drops the cards the dealer shall inform the casino supervisor to enable the casino supervisor to verify that all cards have been collected.

5. Wagers

- 5.1 The wagers defined in this rule shall be the permissible wagers at the game of bACEball:
 - 5.1.1 A 'Bet' wager placed on the area of the layout marked 'Bet' which shall:
 - 5.1.1.1 except as provided for in 5.1.1.4, win and be paid at odds of 1 to 1 if the player's three card point count is higher than the dealer's three card point count;
 - 5.1.1.2 win and be paid at odds of 10 to 1 if the player's three cards are a 'Home Run';
 - 5.1.1.3 lose if the player's three card point count is lower than the dealer's three card point count;
 - 5.1.1.4 lose if the player's three cards are a 'Strike Out';
 - 5.1.1.5 be declared a stand-off if the player's three card point count is the same as the dealer's three card point count.
 - 5.1.2 A '1st Strike' wager is an optional wager which shall:
 - 5.1.2.1 win and be paid at odds of 2 to 1 if the first card dealt to the playing area is a ten-value card;
 - 5.1.2.2 lose if the first card dealt to the playing area is not a ten-value card.
 - 5.1.3 A '2nd Strike' wager is an optional wager which shall:

- 5.1.3.1 win and be paid at odds of 2 to 1 if the second card dealt to the playing area is a ten-value card;
- 5.1.3.2 lose if the second card dealt to the playing area is not a ten-value card.
- 5.1.4 A '3rd Strike' wager is an optional wager which shall:
 - 5.1.4.1 win and be paid at odds of 2 to 1 if the third card dealt to the playing area is a ten-value card;
 - 5.1.4.2 lose if the third card dealt to the playing area is not a ten-value card.
- 5.1.5 A 'Strike Out' wager is an optional wager which shall:
 - 5.1.5.1 win and be paid at odds of 30 to 1 if all three cards dealt to the playing area are ten-value cards;
 - 5.1.5.2 and otherwise shall lose.
- 5.1.6 A jackpot wager is an optional wager which shall:
 - 5.1.6.1 win and be paid in accordance with rule 11 if two or three aces are dealt to the player in a round of play;
 - 5.1.6.2 lose if one or no aces are dealt to the player in a round of play.
- 5.2 When a 'Home Run' is dealt to a playing area:
 - 5.2.1 the 'Bet' wager shall automatically win and be paid at odds of 10 to 1, regardless of the dealer's hand; and
 - 5.2.2 the jackpot wager, if applicable, shall be paid in accordance with rule 11.
- 5.3 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.4 Wager/s made by a player shall be placed on the appropriate wagering area/s of the bACEball layout prior to the first card being removed from the shuffling device for each round of play.
- 5.5 Except as provided in these rules or until a decision and settlement has been made in respect of any wager, no wager may be handled, placed, increased or withdrawn after the first card of the round of play has been removed from the shuffling device.
- 5.6 Only one wager shall be accepted on any playing area. Where there are insufficient seats at the table to accommodate player demand, a player wagering on more than one playing area shall give up a playing area or

playing areas to accommodate other players.

- 5.7 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.
- 5.8 Notwithstanding rule 5.5, a Casino Supervisor may reserve a series of playing areas at a table for the sole use of a specific player.
- 5.9 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. Minimum and Maximum Wagers

- 6.1 The minimum and maximum wagers permitted per player per playing area 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.
- 6.2 A wager found to be below the stated minimum, after the first card has been removed from the shuffling device, shall be valid.
- 6.3 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 round(s) of play the wagers and results of the previous round(s) of play shall stand.
- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 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 the proposed time of change has been displayed at the table at least 20 minutes before the change.
 - 6.5.1 Notwithstanding rule 6.5, a casino supervisor may increase the minimum wager on a gaming table at any time, provided that any player already playing on the table at that time shall be entitled to continue to play at the pre-existing table minimum.
 - 6.5.1.1 A marker shall be placed directly in front of the players' box, indicating that the player is entitled to continue to play at the pre-existing table minimum.
 - 6.5.1.2 When the player leaves the table, the marker shall be removed from the layout.
 - 6.5.1.3 Should a player be controlling more than one box, the marker shall be placed in front of the box at which he or she is located.

- 6.5.2 Where a player continues to play at the pre-existing table minimum, that 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.
 - 6.5.3 When two table minimums are in place, table signage must indicate the previous table limits as well as the new table limits.
 - 6.5.4 New players arriving at the table after the change shall be required to adhere to the new table minimum.
- 6.6 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.

7. The Deal

- 7.1 Immediately prior to the commencement of a round of play and after wagers are placed and all wagers on the jackpot have been made, the dealer may announce "no more bets".
- 7.2 Prior to dealing the cards for the round of play, all jackpot wagers shall be collected by the dealer and placed in the float tray, then starting from his/her left and continuing clockwise around the table, the dealer shall deal the cards face up.
- 7.3 The cards shall be dealt in the following manner:
 - 7.3.1 one card to each playing area containing a 'Bet' wager; and
 - 7.3.2 one card to the dealer; and
 - 7.3.3 in sequence, a second and third card to each playing area containing a 'Bet' wager and to the dealer.

8. Settlement

- 8.1 Upon completion of dealing the cards, the settlement of wagers shall be as follows:
 - 8.1.1 The dealer shall collect losing wagers and pay winning wagers from each playing area beginning with the playing area closest to the dealer's right. The dealer shall:
 - 8.1.1.1 collect losing '3rd Strike' wagers;
 - 8.1.1.2 collect losing '2nd Strike' wagers;
 - 8.1.1.3 collect losing '1st Strike' wagers;

- 8.1.1.4 collect losing 'Strike Out' wagers;
- 8.1.1.5 collect losing 'Bet' wagers;
- 8.1.1.6 pay winning '3rd Strike' wagers in accordance with rule 9;
- 8.1.1.7 pay winning '2nd Strike' wagers in accordance with rule 9;
- 8.1.1.8 pay winning '1st Strike' wagers in accordance with rule 9;
- 8.1.1.9 pay winning 'Strike Out' wagers in accordance with rule 9;
- 8.1.1.10 pay winning 'Bet' wagers and winning 'Home Runs'; and
- 8.1.1.11 pay winning jackpot wagers in accordance with rule 11.

8.2 Where a player has made a wager on the jackpot for that round of play and has received a hand qualifying for a jackpot payout as described in rule 11, the cards for that hand shall be left face upwards on the table and those cards shall not be collected or discarded until the pay out on the hand has been made.

8.3 Hands qualifying for a jackpot will be settled according to rule 11.

8.4 All winning wagers shall be paid and all losing wagers collected and placed in the float tray.

8.5 The dealer will then collect all cards on the layout and place them in the discard rack.

9. Settlement Odds

9.1 Winning wagers at the game of bACEball shall be paid at the odds listed below:

Wager		Payout
Bet Wager	Three card total higher than the Dealer	1 to 1
	Three Aces (Home Run)	10 to 1
Individual Strike Wagers	1st Strike	2 to 1
	2nd Strike	2 to 1
	3rd Strike	2 to 1
Strike Out Wagers	Strike Out	30 to 1

10. Prize Meters and Jackpot Set-up

- 10.1 The casino operator may offer more than one prize meter system.
- 10.2 When more than one prize meter pool is in operation:
 - 10.2.1 the prize meter will operate in respect of one table or group of tables;
 - 10.2.2 a table may only be linked to one prize meter pool;
 - 10.2.3 more than one type of game may be linked to the same prize meter pool;
 - 10.2.4 all tables linked to the same prize meter pool shall have a qualifying jackpot wager of the same value.
- 10.3 Each table linked to a prize meter system shall be fitted with a prize meter displaying the value of the prize. Wagers on the jackpot shall form part of one or more jackpot prize pools, as approved by the Authority.
- 10.4 The Authority shall approve the rate of increment to the prize pool(s) and shall grant approval for a portion of each wager on the jackpot being retained by the casino operator.

11. Jackpot

- 11.1 When the jackpot is offered, the game in play shall only be dealt from a shuffling device.
- 11.2 A player wishing to wager on the jackpot must also have placed a 'Bet' wager for that round of play.
- 11.3 A player choosing to play the jackpot shall be responsible for ensuring that their jackpot wager has been accepted.
- 11.4 The amount required to make a wager on the jackpot shall be displayed on a sign at the table.
- 11.5 A player shall place a wager on the area for jackpot wagers in order to be eligible for the jackpot prizes.
- 11.6 When multiple tables are linked to the jackpot pool, all tables shall:
 - 11.6.1 Have the same jackpot pay table on all participating tables;
 - 11.6.2 Contribute to the jackpot prize pool at the same jackpot increment rate and seed values as all other participating tables; and
 - 11.6.3 Be linked in accordance with the below table:

Qualifying Hand	Linked Games
3 Cards	bACEball
	Blackjack
	Blackjack Challenge
	Pinkjack

- 11.7 The qualifying hand for a jackpot shall comprise of the three cards dealt to a playing area in a round of play.
- 11.8 Jackpot payouts made to a player shall be paid separately to any other winning wagers for that round of play.
- 11.9 The following hands shall qualify for a progressive jackpot payout:
- 11.9.1 Three suited Aces which are in the suit of Diamonds - \$100,000 or 100% of the major progressive jackpot, whichever is the greater;
- 11.9.2 Three suited Aces of either Hearts, Spades or Clubs - \$10,000 or 100% of the minor progressive jackpot, whichever is the greater.
- 11.10 The following hands shall qualify for a fixed jackpot payout:
- 11.10.1 Three mixed Aces – 300 x jackpot wager;
- 11.10.2 Two suited Aces and one other card – 50 x jackpot wager;
- 11.10.3 Two mixed Aces and one other card – 20 x jackpot wager.
- 11.11 The casino operator may offer a mystery jackpot as part of the operation of the prize meter system. When a mystery jackpot is offered:
- 11.11.1 All players with a wager for that round of play on the jackpot shall be eligible for this feature;
- 11.11.2 Mystery jackpots will be triggered at random by the prize meter system software.
- 11.12 Jackpot payouts shall be made from right to left beginning with the playing area to the immediate right of the dealer.
- 11.13 If two or more player's hands qualify for the Major or Minor Jackpot payout during the same round of play:
- 11.13.1 Major Jackpot winners shall each be paid an equal share of the jackpot as an aggregate of the major progressive jackpot;
- 11.13.2 Minor Jackpot winners shall each be paid an equal share of the jackpot as an aggregate of the minor progressive jackpot.

12. Irregularities

- 12.1 A card found turned face upwards in the shuffling device shall be burned by placing it in the discard rack and play shall continue.
- 12.1.1 If there is reason to suspect that further cards may be incorrectly faced in the shuffling device, a Casino Supervisor may, after the round of play has been completed, direct that all remaining cards be removed from the shuffling device and checked.
- 12.2 Subject to rule 12.3, a card dealt or burned in error shall be dealt to the player or the dealer as though it were the next card from the shuffling device.
- 12.3 A card exposed and dealt in error to the dealer's completed hand shall be burned by placing it in the discard rack.
- 12.4 A card dealt in error to the dealer's hand and not exposed will be placed under the shuffling device and used as the first card of the next round of play. In such circumstances the card shall be deemed not to have been removed from the shuffling device.
- 12.5 Should the round of play contain an error caused by the incorrect dealing of a card, and the error is detected and notified to the dealer before the commencement of the next round of play, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. In the event of a reconstruction, the casino operator and the players shall accept the result. However, should reconstruction not be possible, then the Casino Supervisor shall authorise that round being declared void and all monies returned for that round of play.
- 12.5.1 Where the Casino Supervisor authorises that a round of play be void, play will continue with the remaining cards in the shuffling device.
- 12.6 If there are insufficient cards remaining in the shuffling device to complete a round of play, all of the cards in the discard rack shall be shuffled in accordance with rule 4 and the dealer shall then complete the round of play and the game shall continue in accordance with these rules.
- 12.7 Should the dealer forget to burn the first card from the shuffling device in accordance with rule 4, then play shall continue with that card remaining in play.
- 12.8 In the event of a reconstruction any excess cards which have been dealt or exposed after the dealer has received his/her card shall be burnt and placed in the discard rack.
- 12.9 In the event that a card(s) is found to be missing from the shuffling device; or a card(s) is found that does not form part of the cards that make up the decks in accordance with rule 3.1, the following shall apply:

- 12.9.1 the result of any rounds of play previously completed shall stand; and
 - 12.9.2 the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned to players for that round of play; and
 - 12.9.3 the deck shall be checked for any further missing or foreign cards.
- 12.10 If during a settlement, the dealer becomes aware that a bet does not comply with rule 6, the dealer will:
- 12.10.1 pay or take the amount wagered when that amount is less than the minimum as according to rule 6.2;
 - 12.10.2 pay or take the amount wagered when that amount is over the maximum as according to rule 6.3.
- 12.11 Where a hand is dealt to a playing area where there is no 'Bet' wager, that hand shall be deemed void.
- 12.12 Where a hand is declared void, or a misdeal occurs, the jackpot wager placed for the round of play shall be valid for the subsequent round of play and:
- 12.12.1 Where the player wishes to leave, the value of their jackpot wager shall be returned, and an error notification completed and placed in the drop box.
 - 12.12.2 Where a new player wishes to participate in the subsequent round of play, marker buttons shall be used to denote players in the jackpot round from the previous hand.

13. Shuffling Device Malfunction

- 13.1 This rule, and rules 13.2 to 13.3, apply if all of the following conditions are satisfied:
- 13.1.1 it becomes evident, in a round of play for which 1 or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate; and
 - 13.1.2 the malfunctioning of the shuffling device has not operated to the disadvantage of the casino operator or a player; and
 - 13.1.3 another shuffling device is readily available; and
 - 13.1.4 it is practicable to transfer cards to another shuffling device.

- 13.2 Where a shuffling device malfunctions without causing any damage to the cards in the shuffling device, the cards in the shuffling device must be transferred to another shuffling device and the game continued.
- 13.3 Where a shuffling device malfunctions and causes damage to any card in the shuffling device:
- 13.3.1 the damaged cards in the malfunctioning shuffling device are to be removed from play; and
 - 13.3.2 the undamaged cards still in the malfunctioning shuffling device are to be transferred from the malfunctioning shuffling device to another shuffling device; and
 - 13.3.3 the damaged cards are to be replaced with cards from a new deck, and the replacement cards are to be placed in the shuffling device containing the cards transferred from the malfunctioning shuffling device; and
 - 13.3.4 the game is continued.
- 13.4 Where a shuffling device malfunctions and the casino operator or a player is disadvantaged by reason of the malfunction, the round of play is terminated, and the amount wagered by each player must be returned to the player. The result of any rounds of play previously completed shall stand.

14. General Provisions

- 14.1 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.
- 14.2 Rule 14.1 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.
- 14.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 14.1, he/she may:
- 14.3.1 declare that any wager made by the person is void;
 - 14.3.2 direct that the person shall be excluded from further participation in the game;
 - 14.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992.
- 14.4 A casino supervisor may invalidate the outcome of a game if:

- 14.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
- 14.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 14.5 Where the outcome of a game is invalidated under rule 13.4, 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 14.4.2 be forfeited.
- 14.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 14.7 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.
- 14.8 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.
- 14.9 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.
- 14.10 Players and spectators are not permitted to have side wagers with or against each other.
- 14.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the shuffling device, and in so doing may cause the wager(s) to be removed from the layout.
- 14.12 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.
- 14.13 In any dispute arising from the play of the 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.
- 14.14 A copy of these rules shall be made available for inspection upon request.

15. Player Rewards and Promotional Prizes

- 15.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 15.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 15.3 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.
- 15.4 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.
- 15.5 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:
 - 15.5.1 tobacco in any form;
 - 15.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 15.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 15.5.4 more than 20 litres of liquor; or
 - 15.5.5 any item or service prescribed by the regulations.
- 15.6 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.
- 15.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
 - 15.7.1 the manner in which a Promotional Prize is to be awarded;
 - 15.7.2 when and where the Promotional Prize will be awarded;

- 15.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
- 15.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 15.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 15.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 15.7.7 the place, date and time of any Promotional Prize promotion;
- 15.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 15.7.9 how the winner of a Promotional Prize will be notified;
- 15.7.10 how the results of a Promotional Prize will be published;
- 15.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
- 15.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
- i) Make
 - ii) Model;
 - iii) Accessories.
- 15.7.11.2 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.
- 15.7.11.3 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.

- 15.7.11.4 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.
- 15.8 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:
- 15.8.1 face-to-face; or
 - 15.8.2 mail; or
 - 15.8.3 telephone; or
 - 15.8.4 email.
- 15.9 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.
- 15.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.
- 15.10 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:
- 15.10.1 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.
- 15.11 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.
- 15.12 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 A



Diagram B

