

PENNSYLVANIA GAMING CONTROL BOARD

REMAINING TEMPORARY TABLE GAMES REGULATIONS

TITLE 58. RECREATION

CHAPTERS: 525 and 575

THIS DOCUMENT CONTAINS THE REMAINING TEMPORARY

TABLE GAME REGULATIONS ADOPTED BY THE BOARD:

Current as of July 13, 2012.

CHAPTERS

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PART VII. GAMING CONTROL BOARD

Subpart K. TABLE GAMES

CHAPTER 525. MATCH PLAY COUPONS

Sec.

525.21. Match Play Coupons; physical characteristics and issuance.

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§ 525.21. Match Play Coupons; physical characteristics and issuance.

(a) A certificate holder may utilize Match Play Coupons in accordance with this chapter. A Match Play Coupon is an approved wagering instrument with a stated denomination that when presented with gaming chips at a banking game is included in the amount of the patron's wager.

(b) Match Play Coupons may not be issued by a certificate holder or utilized in a licensed facility until:

(1) The design specifications of the proposed Match Play Coupons are submitted to and approved by the Bureau of Gaming Operations.

(2) A system of internal procedures and administrative and accounting controls governing the inventory, distribution and redemption of the Match Play Coupons is submitted and approved as part of the certificate holder's internal controls.

(c) Match Play Coupons issued by a certificate holder must, at a minimum, contain:

(1) The name or logo of the certificate holder.

(2) The value of the coupon which can be identified when viewing the coupon through the surveillance system of the certificate holder.

(3) A sequential serial number.

(4) Any restrictions regarding redemption including the type of game or wager on which the coupon may be used.

(5) A statement specifying the date on which the coupon expires.

(6) An area designated for the placement thereon of the required gaming chips so as to not obscure or interfere with the visibility of the denomination of the coupon.

(d) The finance department and the marketing department, or other department as specified in the certificate holder's internal controls, shall be responsible for administering the Match Play Coupon program. The marketing department shall be responsible for distributing the coupons to patrons. The finance department shall be responsible for maintaining the Match Play Coupon ledger and administering the coupon accounting procedures in subsection (m).

(e) Match Play Coupons received from a gaming service provider or produced by the certificate holder in accordance with subsection (p) shall be opened and examined by at least one

member of the finance department and one member of the marketing department. Any deviation between the invoice accompanying the coupons and the actual coupons received shall be reported to a supervisor from the finance department and to the Bureau of Casino Compliance.

(f) After checking the Match Play Coupons received from the gaming service provider or produced by the certificate holder, a finance department supervisor shall record the following information in the Match Play Coupon ledger:

(1) The date the coupons were received.

(2) The quantity and denomination of coupons received.

(3) The beginning and ending serial number of the coupons received.

(4) The name, signature and Board-issued credential number of the individuals who checked the coupons.

(g) A marketing department supervisor shall estimate the number of Match Play Coupons needed for each gaming day or promotion and complete a requisition document which contains the following information:

(1) The date the requisition was prepared.

(2) The date for which the coupons are needed.

(3) The denomination and quantity of coupons requested.

(4) The name, signature and Board-issued credential number of the marketing department supervisor completing the requisition.

(5) The name, signature and Board-issued credential number of the finance department supervisor authorizing the requisition.

(h) Upon receipt of the requisition document, the finance department supervisor shall record in the Match Play Coupon Ledger the following information before the coupons are issued to the marketing department supervisor:

(1) The beginning and ending serial number of the coupons issued.

(2) The denomination and quantity of coupons issued.

(3) The name, signature and Board-issued credential number of the finance department supervisor who issued the coupons.

(4) A record and explanation of coupons that were voided.

(i) All Match Play Coupons that are not issued to the marketing department shall be controlled by a finance department supervisor or above and stored in a secured and locked area approved by the Bureau of Casino Compliance. The certificate holder shall include in its internal controls the location of the approved storage area.

(j) The marketing department shall maintain a daily Match Play Coupon Reconciliation Form which shall contain:

(1) The date.

(2) The beginning and ending serial numbers of the coupons received from the finance department.

(3) The denomination and quantity of coupons the marketing department has to distribute to patrons.

(4) The denomination and quantity of coupons the marketing department distributed to patrons.

(5) The denomination, quantity and serial numbers of coupons remaining.

(6) The serial numbers of coupons that were voided and the reason the coupons were voided.

(7) Any variations discovered and an explanation of the variations.

(8) The name, signature and Board-issued credential number of the marketing department supervisor completing the form.

(k) At the end of the gaming day or promotional period, a copy of the Match Play Coupon Reconciliation Form and all Match Play Coupons that were not distributed to patrons shall be returned to the finance department. The marketing department may keep for use during the next gaming day all coupons that were not distributed to patrons provided the coupons are stored in a secured and locked area approved by the Bureau of Casino

Compliance and recoded on the daily Match Play Coupon Reconciliation Form for the next gaming day. All expired coupons must be returned to the finance department on a daily basis.

(1) When unused and expired Match Play Coupons are returned to the finance department, a finance department supervisor shall record the following information in the Match Play Coupon ledger:

(1) The date the coupons were returned.

(2) The beginning and ending serial numbers of the coupons returned.

(3) The denomination and quantity of coupons returned.

(4) The serial numbers of any coupons that were voided and the reason the coupons were voided.

(5) The name, signature and Board-issued credential number of the marketing department supervisor returning the unused coupons and the name, signature and Board-issued credential number of the finance department supervisor who received the unused coupons.

(m) All documentation, voided coupons, redeemed coupons and coupons that were not distributed to patrons shall be forwarded on a daily basis to the finance department where the coupons shall be:

(1) Counted and examined for proper calculation and recording.

(2) Reviewed for the propriety of signatures on the documentation and cancelled.

(3) Reconciled by total number of coupons given to the marketing department for distribution to patrons, returned for reissuance, voided, distributed to patrons and redeemed.

(4) Recorded, maintained and controlled by the finance department.

(n) At least once every month, each certificate holder shall inventory all Match Play Coupons that are not distributed to patrons and record the result of the inventory in the Match Play Coupon ledger. The procedures to be utilized to inventory the Match Play Coupons shall be submitted for approval as part of the certificate holder's internal controls.

(o) Each certificate holder shall prepare and file with the Bureau of Casino Compliance a quarterly report which lists, by denomination of Match Play Coupon, the total value of the coupons redeemed by patrons.

(p) A certificate holder may internally manufacture or print Match Play Coupons provided that internal controls governing the production and subsequent reconciliation of the coupons are submitted and approved by the Board.

(q) If included in the certificate holder's internal controls, required under § 525.2 (relating to internal controls), a certificate holder may authorize a gaming service

provider to print and mail Match Play Coupons directly to patrons in accordance with the following requirements:

(1) The Match Play Coupons mailed by the gaming service provider shall comply with the requirements in subsections (b) and (c).

(2) The certificate holder shall supply the gaming service provider, through electronic means, a list of the following information for each patron to whom the Match Play Coupon will be mailed:

(i) The patron's name.

(ii) The patron's address.

(iii) The denomination of the Match Play Coupon.

(iv) The expiration date of the Match Play Coupon.

(v) A serial number on each Match Play Coupon.

(3) The Match Play Coupon issued must include a magnetic strip or bar code that will enable the certificate holder's computer system to identify the information required under subsection (q)(2).

(4) The information in subsection (q)(2) shall be provided to the finance department which shall maintain the information for purposes of reconciliation as required under subsection (m).

(5) Prior to the redemption of the Match Play Coupon, the dealer shall verify the expiration date and confirm that the coupon has not expired.

(6) All Match Play Coupons issued must be electronically canceled in the certificate holder's computer system immediately upon redemption or during the counting of the table game drop boxes as provided in § 525.19 (relating to procedures for opening, counting and recording the contents of table game drop boxes).

(7) The certificate holder shall be responsible for ensuring that the gaming service provider does not mail Match Play Coupons to individuals on the self-exclusion list under Chapter 503a (relating to self-exclusion) or the exclusion list under Chapter 511a (relating to persons required to be excluded).

(r) A certificate holder may utilize a computerized system that complies with the requirements in this section provided that:

(1) The computerized system creates Match Play Coupons that comply with the requirements in subsection (c).

(2) The computerized system provides an equivalent audit trail and allows for the segregation of duties to satisfy the requirements in this section.

(3) The certificate holder includes in its internal controls required under § 525.2 procedures governing the

production, recording and reconciliation of the computer generated Match Play Coupons.

§ 525.22. Match Play Coupon use.

(a) A Match Play Coupon may be redeemed only at a gaming table in which patrons wager against the house.

(b) A Match Play Coupon shall be redeemed by a dealer or boxperson if accompanied by gaming chips that are equal to or greater in value to the stated value of the coupon. The Match Play Coupon shall be placed underneath the gaming chips wagered by the patron so that the value of the coupon is visible at all times. If the gaming chips wagered by the patron are greater in value than the stated value of the Match Play Coupon, the dealer shall break down the wager by placing an amount of gaming chips equal to the stated value of the coupon directly on the coupon and the remainder of the gaming chips wagered next to the coupon. If the wager wins, it shall be paid in accordance with the terms and conditions of the coupon.

(c) A Match Play Coupon and any gaming chips wagered shall be positioned as follows:

(1) For all games other than Craps, Mini-Craps or Roulette, in the patron's betting area.

(2) For Craps and Mini-Craps, on the Pass or Don't Pass Line.

(3) For Roulette, in the box marked ``Black,``
``Red,`` ``Odd,`` ``Even,`` ``1-18,`` ``19-36,`` ``1st 12,``
``2nd 12`` or ``3rd 12.``

(d) A patron may use only one Match Play Coupon per wager.

(e) Whether the wager wins or loses, the dealer shall deposit the Match Play Coupon into the drop box attached to the gaming table at the time the winning wager is paid or the losing wager is collected.

CHAPTER 575. ASIA POKER

Sec.

575.1. Definitions.

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575.12. Payout odds; payout limitation.

575.13. Irregularities; invalid roll of dice.

§ 575.1. Definitions.

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Copy hand—A high hand, medium hand or low hand of a player that is identical in rank to the corresponding high hand, medium hand or low hand of the dealer.

High hand—The four-card hand that is formed from the seven cards dealt so as to rank higher than the medium hand and the low hand.

Low hand—The one-card hand that is formed from the seven cards dealt so as to rank lower than the high hand and the medium hand.

Medium hand—The two-card hand that is formed from the seven cards dealt so as to rank lower than the high hand and higher than the low hand.

Setting the hands—The process of forming a high hand, medium hand and low hand from the seven cards dealt.

§ 575.2. Asia Poker table; Asia Poker shaker; physical characteristics.

(a) Asia Poker shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side of the table.

(b) The layout for an Asia Poker table shall be approved by the Bureau of Gaming Operations and contain, at a minimum:

(1) The name or logo of the certificate holder.

(2) A separate betting area designated for the placement of the Asia Poker Wager for each player.

(3) Three separate areas designated for the placement of the high hand, medium hand and low hand of each player.

(4) Three separate areas designated for the placement of the high hand, medium hand and low hand of the dealer.

(5) If the certificate holder offers the optional Bonus Wager authorized under § 575.7(e) (relating to wagers), a separate area designated for the placement of the Bonus Wager for each player.

(6) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder. If the payout odds or amounts are not inscribed on the layout, a sign identifying the payout odds or amounts for all permissible wagers shall be posted at each Asia Poker table.

(7) An inscription indicating the payout limit per hand established by the certificate holder under § 575.12(c) (relating to payout odds; payout limitation) or a generic inscription indicating the game is subject to the posted payout limit. If the payout limit is not inscribed on the layout, a

sign which sets forth the required information shall be posted at each Asia Poker table.

(c) To determine the starting position for the dealing or delivery of the cards, Asia Poker may be played with:

(1) An Asia Poker shaker, approved by the Bureau of Gaming Operations, which shall be designed and constructed to maintain the integrity of the game. The Asia Poker shaker shall be the responsibility of the dealer, may not be left unattended while at the table and must:

(i) Be capable of housing three dice that when not being shaken shall be maintained within the Asia Poker shaker. Dice that have been placed in an Asia Poker shaker for use in gaming may not remain on a table for more than 24 hours.

(ii) Be designed to prevent the dice from being seen while being shaken.

(iii) Have the name or logo of the certificate holder imprinted or impressed thereon.

(2) A computerized random number generator which must be approved by the Bureau of Gaming Laboratory Operations prior to its use.

(3) A flat button which shall be approved by the Bureau of Gaming Operations prior to its use.

(d) Each Asia Poker table must have a drop box and a tip box attached on the same side of the gaming table as, but on opposite sides of, the dealer and in locations approved by the

Bureau of Casino Compliance. The Bureau of Casino Compliance may approve an alternative location for the tip box when a card shuffling device or other table game equipment prevents the placement of the drop box and tip box on the same side of the gaming table as, but on opposite sides of, the dealer.

(e) Each Asia Poker table must have a discard rack securely attached to the top of the dealer's side of the table.

§ 575.3. Cards; number of decks.

(a) Except as provided in subsection (b), Asia Poker shall be played with one deck of cards that are identical in appearance and two cover cards. The deck of cards used to play Asia Poker must include one joker. A certificate holder may use decks that are manufactured with two jokers provided that only one joker is used for gaming.

(b) If an automated card shuffling device is utilized, Asia Poker may be played with two decks of cards in accordance with the following requirements:

(1) The cards in each deck must be of the same design. The backs of the cards in one deck must be of a different color than the cards included in the other deck.

(2) One deck of cards shall be shuffled and stored in the automated card shuffling device while the other deck is being used to play the game.

(3) Both decks of cards shall be continuously alternated in and out of play, with each deck being used for every other round of play.

(4) The cards from only one deck shall be placed in the discard rack at any given time.

(c) The decks of cards used in Asia Ride Poker shall be changed:

(1) At least every 4 hours if the cards are dealt by hand.

(2) At least every 8 hours if the cards are dealt from a manual or automated dealing shoe.

§ 575.4. Opening of the table for gaming.

(a) After receiving one or more decks of cards at the table, the dealer shall inspect the cards for any defects. The floorperson assigned to the table shall verify the inspection.

(b) If the deck of cards used by the certificate holder contains two jokers, the dealer and a floorperson shall ensure that only one joker is utilized and that the other joker is torn in half and placed in the box, envelope or container that the deck came from. After the cards are inspected, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread in horizontal fan shaped columns by deck according to suit and in sequence and shall include the one joker.

(c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a washing of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with § 575.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards).

(d) If an automated card shuffling device is utilized and two decks of cards are received at the table, each deck of cards shall be spread for inspection, mixed, stacked and shuffled in accordance with subsections (a)-(c).

(e) If the decks of cards received at the table are preinspected and preshuffled in accordance with § 523.16(u) or (v) (relating to cards; receipt, storage, inspections and removal from use), the requirements in subsections (a)-(d) do not apply.

§ 575.5. Shuffle and cut of the cards; procedures for determining the starting position for dealing cards.

(a) Immediately prior to commencement of play, unless the cards were preshuffled in accordance with § 523.16(u) or (v) (relating to cards; receipt, storage, inspections and removal from use), after each round of play has been completed or when directed by the floorperson or above, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed.

Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack provided, however, that the certificate holder may use an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.

(b) After the cards have been shuffled and stacked, the dealer shall:

(1) If the cards were shuffled using an automated card shuffling device, determine the starting position in accordance with subsection (g), then deal the cards in accordance with § 575.8, § 575.9 or § 575.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe).

(2) If the cards were shuffled manually or were reshuffled, cut the cards in accordance with subsection (c).

(c) If a cut of the cards is required, the dealer shall place the cover card in the stack at least ten cards in from the top of the stack. Once the cover card has been inserted, the dealer shall take all cards above the cover card and the cover card and place them on the bottom of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. The dealer shall then determine the starting position in accordance with subsection (g), and deal the cards in accordance with § 575.8, § 575.9 or § 575.10.

(d) After the cards have been cut and before any cards have been dealt, a floorperson or above may require the cards to be recut if the floorperson determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

(e) If there is no gaming activity at an Asia Poker table which is open for gaming, the cards shall be removed from the dealing shoe and discard rack and spread out on the table face down unless a player requests that the cards be spread face up on the table. After the first player arriving at the table is afforded an opportunity to visually inspect the cards, the procedures in § 575.4(c) (relating to opening of the table for gaming) and this section shall be completed.

(f) In lieu of the dealing and shuffling requirements in this section, a certificate holder may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that the device and the procedures for dealing and shuffling the cards through use of this device are approved by the Bureau of Gaming Laboratory Operations.

(g) To determine the starting position for the dealing of cards, the certificate holder shall use one of the following:

(1) An Asia Poker shaker in accordance with the following procedures:

(i) The dealer shall shake the Asia Poker shaker at least three times to cause a random mixture of the dice.

(ii) The dealer shall then remove the lid covering the Asia Poker shaker and place the uncovered shaker on the designated area of the table layout. The dealer shall then total the dice and announce the total.

(iii) To determine the starting position, the dealer shall count each betting position in order, regardless of whether there is a wager at the betting position, beginning with the dealer as number one and continuing around the table in a counterclockwise manner, until the count matches the total of the three dice.

(iv) After the dealing procedures required under § 575.8, § 575.9 or § 575.10 have been completed, the dealer shall place the cover on the Asia Poker shaker and shake the shaker once. The Asia Poker shaker shall then be placed to the right of the dealer.

(2) A computerized random number generator to select and display a number from 1 to 7. To determine the starting position, the dealer shall count each betting position in order, regardless of whether there is a wager at the betting position, beginning with the dealer as number one and continuing around the table in a counterclockwise manner, until the count matches the number displayed by the random number generator.

(3) If an automated card shuffling device and dealing shoe are used under § 575.10, a flat button to indicate the starting position. At the commencement of play, the button shall

be placed in front of the dealer. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

(h) After the starting position for a round of play has been determined, a certificate holder may mark that position with an additional cover card or similar object approved by the Bureau of Gaming Operations.

§ 575.6. Asia Poker rankings.

(a) The rank of the cards used in Asia Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a 2, 3 and 4 but may not be combined with any other sequence of cards (for example: queen, king, ace and 2). The joker shall be used and ranked as an ace or may be used as any card to complete a straight, a flush, a straight flush or a royal flush.

(b) The permissible poker hands at the game of Asia Poker, in order of highest to lowest rank, shall be:

(1) Four aces, which is a high hand consisting of four aces or three aces and a joker.

(2) A royal flush, which is a high hand consisting of an ace, king, queen and jack of the same suit.

(3) A straight flush, which is a high hand consisting of four cards of the same suit in consecutive ranking, with ace, 2, 3 and 4 being the highest ranking straight flush; king,

queen, jack and 10 being the second highest ranking straight flush; and 2, 3, 4 and 5 being the lowest ranking straight flush. The certificate holder may, if specified in its Rules Submission under § 521.2 (relating to table games Rules Submissions), specify that a straight flush formed with an ace, 2, 3 and 4 of the same suit is the lowest ranking straight flush.

(4) A four-of-a-kind, which is a high hand consisting of four cards of the same rank, with four kings being the highest ranking four-of-a-kind and four 2s being the lowest ranking four-of-a-kind.

(5) A flush, which is a high hand consisting of four cards of the same suit. When comparing two flushes, the provisions in subsection (c) shall be applied.

(6) A straight, which is a high hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen and jack being the highest ranking straight; an ace, 2, 3 and 4 being the second highest ranking straight; and a 2, 3, 4 and 5 being the lowest ranking straight. The certificate holder may, if specified in its Rules Submission under § 521.2, specify that a straight formed with an ace, 2, 3 and 4, regardless of suit, is the lowest ranking straight.

(7) A three-of-a-kind, which is a high hand containing three cards of the same rank, with three aces being the highest

ranking three-of-a-kind and three 2s being the lowest ranking three-of-a-kind.

(8) Two pair, which is a high hand containing two pairs, with two aces and two kings being the highest ranking two pair hand and two 3s and two 2s being the lowest ranking two pair hand.

(9) A pair, which is either a high hand or a low hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two 2s being the lowest ranking pair.

(c) When comparing two high hands, two medium hands or two low hands that are of identical hand rank under subsection (b), or contain none of the hands in subsection (b), the hand that contains the highest ranking card under subsection (a), which is not in the other hand, shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this section, the hands shall be considered a copy.

(d) If the certificate holder offers the optional Bonus Wager under § 575.7(e) (relating to wagers), the following hands shall be used to determine the amount of the bonus payout to a winning player:

(1) A three-of-a-kind and four 8s.

(2) Five aces, which is a hand consisting of four aces and a joker.

(3) A royal flush, which is a hand consisting of an ace, king, queen, jack and 10 of the same suit.

(4) A natural straight flush, which is a hand consisting of five cards of the same suit in consecutive rank with no joker.

(5) A straight flush with a joker, which is a hand consisting of five cards of the same suit in consecutive rank, one of which is a joker.

(6) A four-of-a-kind, which is a hand consisting of four cards of the same rank regardless of suit.

(7) A 9-high, which is a seven-card hand that contains a 9, 8, 7, 6, 4, 3 and 2 or a 9, 8, 7, 5, 4, 3 and 2.

(8) A full house, which is a hand consisting of a three-of-a-kind and a pair.

(9) A flush, which is a hand consisting of five cards of the same suit.

(10) A three-of-a-kind, which is a hand containing three cards of the same rank regardless of suit.

(11) A straight, which is a hand consisting of five cards of consecutive rank, regardless of suit.

§ 575.7. Wagers.

(a) Wagers at Asia Poker shall be made by placing value chips or plaques on the appropriate areas of the Asia Poker layout. Verbal wagers accompanied by cash may not be accepted.

(b) Only players who are seated at an Asia Poker table may wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play. If a player leaves the table during a round of play, any wagers made by the player may be considered abandoned and may be treated as losing wagers.

(c) All wagers at Asia Poker must be placed prior to the dealer announcing ``no more bets'' in accordance with the dealing procedures in § 575.8, § 575.9 or § 575.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe). A wager may not be made, increased or withdrawn after the dealer has announced ``no more bets.''

(d) To participate in a round of play and compete against the dealer's high hand, medium hand and low hand, a player shall place an Asia Poker Wager.

(e) A certificate holder may, if specified in its Rules Submission under § 521.2 (relating to table games Rules Submissions), offer to each player who placed an Asia Poker Wager, the option of placing a Bonus Wager that the seven cards dealt to the player will form a hand with a rank of 9-high or better as described in § 575.6(d) (relating to Asia Poker rankings).

(f) A certificate holder may, if specified in its Rules Submission under § 521.2, permit a player to wager on two adjacent betting areas at an Asia Poker table. If a certificate holder permits a player to wager on adjacent betting areas, the cards dealt to each betting area shall be played separately. If the two wagers are not equal, the player shall set the hand with the larger wager before ranking and setting the other hand. If the amounts wagered are equal, each hand shall be played separately in a counterclockwise rotation with the first hand being ranked and set before the player proceeds to rank and set the second hand. Once a hand has been ranked, set and placed face down on the layout, the hands may not be changed.

§ 575.8. Procedures for dealing the cards from a manual dealing shoe.

(a) If a manual dealing shoe is used, the dealing shoe must be located on the table in a location approved by the Bureau of Casino Compliance. Once the procedures required under § 575.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.

(b) Prior to dealing any cards, the dealer shall announce ``no more bets`` and use one of the procedures authorized under

§ 575.5(g) to determine the starting position for dealing the cards.

(c) The dealer shall then deal the first card to the starting position as determined in subsection (b) and, continuing around the table in a clockwise manner, deal one card at a time to all other positions, regardless of whether there is a wager at the position, and the dealer, until each position and the dealer has seven cards. Each card dealt shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed face down on the appropriate area of the layout with the opposite hand.

(d) After seven cards have been dealt to each position and the dealer, the dealer shall remove the stub from the manual dealing shoe and determine whether four cards are left by spreading them face down on the layout. The four cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(e) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player position or the dealer has more or less than seven cards), all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

(f) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there was no wager and place them in the discard rack without exposing the cards.

§ 575.9. Procedures for dealing the cards from the hand.

(a) If the cards are dealt from the dealer's hand, the following requirements shall be observed:

(1) An automated shuffling device shall be used to shuffle the cards.

(2) After the procedures required under § 575.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards) have been completed, the dealer shall place the deck of cards in either hand. After the dealer has chosen the hand in which to hold the cards, the dealer shall continue to use that hand when holding the cards during that round of play. The cards held by the dealer shall be kept over the table inventory container and in front of the dealer at all times.

(3) Prior to dealing any cards, the dealer shall announce ``no more bets'' and use one of the procedures authorized under § 575.5(g) to determine the starting position for dealing the cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and shall use the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

(b) The dealer shall then deal the first card to the starting position as determined in subsection (a) and, continuing around the table in a clockwise manner, deal one card at a time to all other positions, regardless of whether there is a wager at the position, and the dealer, until each position and the dealer has seven cards.

(c) After seven cards have been dealt to each position and the dealer, the dealer shall determine whether four cards are left by spreading them face down on the layout. The four cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(d) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player position or the dealer has more or less than seven cards), all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

(e) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there was no wager and place them in the discard rack without exposing the cards.

§ 575.10. Procedures for dealing the cards from an automated dealing shoe.

(a) If the cards are dealt from an automated dealing shoe, the following requirements shall be observed:

(1) After the procedures under § 575.5 (relating to shuffle and cut of the cards; procedures for determining the starting position for dealing cards) have been completed, the cards shall be placed in the automated dealing shoe.

(2) Prior to the shoe dispensing any stacks of cards, the dealer shall announce ``no more bets`` and use one of the procedures authorized under § 575.5(g) to determine the starting position for dealing the cards.

(b) After the starting position for delivering the cards has been determined, the dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to that position. 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 positions, regardless of whether there is a wager at the position, and the dealer.

(c) After seven cards have been dispensed and delivered to each position and the dealer, the dealer shall remove the remaining cards from the shoe and determine whether four cards are left by spreading them face down on the layout. The four cards that remain may not be exposed to anyone and shall be placed in the discard rack.

(d) If more or less than four cards remain, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player position or the dealer has more or less than seven cards), all hands shall be void and all wagers shall be returned to the players. If the cards were not misdealt, all hands shall be void, all wagers shall be returned to the players and the entire deck of cards shall be removed from the table.

(e) If the dealer determines the cards were dealt properly, the dealer shall collect any stacks dealt to a position where there was no wager and place them in the discard rack without exposing the cards.

§ 575.11. Procedures for completion of each round of play.

(a) After the dealing procedures required under § 575.8, § 575.9 or § 575.10 (relating to procedures for dealing the cards from a manual dealing shoe; procedures for dealing the cards from the hand; and procedures for dealing the cards from an automated dealing shoe) have been completed, each player shall examine his cards subject to the following limitations:

(1) Each player who wagers at an Asia Poker table shall be responsible for setting his own hands and no person other than the dealer and the player to whom the cards were dealt may touch the cards of that player. If a player requests assistance in the setting of his hands, the dealer shall inform the player of the manner in which the certificate holder requires the hands of the dealer to be set in accordance with

the certificate holder's Rules Submission under § 521.2 (relating to table games Rules Submissions).

(2) Each player shall keep his seven cards in full view of the dealer at all times.

(3) Once each player has set his three hands and placed them face down on the appropriate area of the layout, the player may not touch the cards again.

(b) Each player shall set his hands by arranging the cards into a high hand, a medium hand and a low hand. When setting the three hands, the four-card high hand must be higher in rank than the two-card medium hand and the medium hand must be higher in rank than the one-card low hand. For example, if the two-card medium hand contains a pair of sevens, the four-card high hand must contain at least a pair of sevens and the two remaining cards.

(c) After all players have set their hands and placed the cards on the table, the seven cards of the dealer shall be turned over and the dealer shall set his hands by arranging the cards into a high hand, medium hand and low hand. The certificate holder shall specify in its Rules Submission under § 521.2 the manner in which the hands of the dealer shall be set. The dealer shall then place the three hands face up on the appropriate area of the layout.

(d) Unless a player has placed an optional Bonus Wager in accordance with § 575.7(e) (relating to wagers), a player may

surrender his wager after the hands of the dealer have been set. The player shall announce his intention to surrender prior to the dealer exposing any of the three hands of that player as provided in subsection (e). Once the player has announced his intention to surrender, the dealer shall immediately collect the Asia Poker Wager from that player and collect the seven cards dealt to that player without exposing the cards to anyone at the table. The dealer shall verify that seven cards were collected by counting them face down on the layout prior to placing them in the discard rack.

(e) After the dealer has set a high hand, medium hand and a low hand, the dealer shall reveal all three hands of each player, beginning with the player farthest to the dealer's right and continuing around the table in a counterclockwise direction. The dealer shall compare the high, medium and low hand of each player to the high, medium and low hand of the dealer and shall announce if the Asia Poker Wager of that player wins or loses.

(f) An Asia Poker Wager will:

(1) Lose and will immediately be collected if:

(i) Any two of the player's three hands are identical or lower in rank than the dealer's corresponding hands.

(ii) Any one of the player's three hands is identical in rank to the corresponding hand of the dealer and

one of the player's remaining hands is lower in rank than the dealer's corresponding hand.

(iii) The high hand of the player was not set so as to rank higher than the medium hand of that player.

(iv) The medium hand of the player was not set so as to rank higher than the low hand of that player.

(v) The three hands of the player were not otherwise set correctly in accordance with this chapter.

(2) Win if any two of the player's three hands are higher in rank than the dealer's corresponding hands. The dealer shall pay the winning Asia Poker Wager in accordance with the payout odds in § 575.12(a) (relating to payout odds; payout limitation).

(g) Except as provide in subsection (h), after settling the player's Asia Poker Wager, the dealer shall place the cards of the player in the discard rack.

(h) If a player placed a Bonus Wager, after settling the player's Asia Poker Wager, the dealer shall rearrange the seven cards of any player and form the highest ranking hand and shall be responsible for creating the hand for purposes of the Bonus Wager. If a player:

(1) Does not have a 9-high or better, as described in § 575.6(d) (relating to Asia Poker rankings), the dealer shall collect the Bonus Wager and place the cards of the player in the discard rack.

(2) Has a 9-high or better, the dealer shall pay the winning Bonus Wager in accordance with § 575.12(b) and place the cards of the player in the discard rack.

(i) All cards removed from the table shall be placed in the discard rack in a manner that permits the reconstruction of each hand in the event of a question or dispute.

§ 575.12. Payout odds; payout limitation.

(a) A certificate holder shall pay each winning Asia Poker Wager at odds of 1 to 1.

(b) The certificate holder shall pay out winning Bonus Wagers at the odds in one of the following paytables selected by the certificate holder in its Rules Submission filed in accordance with § 521.2 (relating to table games Rules Submissions):

<i>Hand</i>	<i>Paytable A</i>	<i>Paytable B</i>	<i>Paytable C</i>
Three-of-a-kind			
and four 8s	5,000 to 1	5,000 to 1	5,000 to 1
Five aces	800 to 1	800 to 1	800 to 1
Royal flush	200 to 1	200 to 1	200 to 1
Natural straight flush	80 to 1	50 to 1	50 to 1
Straight flush with joker	40 to 1	40 to 1	40 to 1
Four-of-a-kind	30 to 1	30 to 1	25 to 1
9-high	10 to 1	10 to 1	10 to 1
Full house	5 to 1	5 to 1	5 to 1
Flush	4 to 1	4 to 1	4 to 1

Three-of-a-kind	3 to 1	3 to 1	3 to 1
Straight	2 to 1	2 to 1	2 to 1

(c) Notwithstanding the payout odds in subsections (a) and (b), a certificate holder may, in its Rules Submission under § 521.2, establish a maximum amount that is payable to a player on a single hand. The maximum payout amount shall be at least \$50,000 or the maximum amount that one player could win per round when betting the minimum permissible wager, whichever is greater.

§ 575.13. Irregularities; invalid roll of dice.

(a) If the dealer uncovers the Asia Poker shaker and all three dice do not land flat on the bottom of the shaker, the dealer shall call a ``no roll`` and reshake the dice.

(b) If the dealer uncovers the Asia Poker shaker and a die or dice fall out of the shaker, the dealer shall call a ``no roll`` and reshake the dice.

(c) If the dealer incorrectly totals the dice and deals the first card to the wrong position, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(d) If the dealer exposes any of the cards dealt to a player, the player may void the hand. The player shall make the decision to either play out the hand or to void the hand without looking at the unexposed cards.

(e) If a card or cards in the dealer's hand are exposed, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(f) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in that round of play 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, all wagers shall be returned to the players and the cards shall be reshuffled.

(g) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(h) If any player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players and the cards shall be reshuffled.

(i) If the dealer does not set his hands in the manner in which the certificate holder requires the hands of the dealer to be set, the hands shall be reset in accordance with the certificate holder's Rules Submission and the round of play shall be completed.

(j) If a card is exposed while the dealer is dealing the seven stacks in accordance with § 575.9 (relating to procedures for dealing the cards from the hand), all wagers shall be returned to the players and the cards shall be reshuffled.

(k) If any player position or the dealer is dealt an incorrect number of cards, all hand shall be void, all wagers

shall be returned to the players and the cards shall be reshuffled.

(l) 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.

(m) If an automated dealing shoe is being used and the device jams, stops dealing cards or fails to deal all cards during a round of play, the round of play shall be void, all wagers shall be returned to the players and the cards shall be removed from the device and reshuffled with any cards already dealt.

(n) If an automated shuffling device or automated dealing shoe malfunctions and cannot be used, the automated card shuffling device or automated dealing shoe must be covered or have a sign indicating that the automated shuffling device or automated dealing shoe is out of order placed on the device before any other method of shuffling or dealing may be utilized at that table.

CHAPTER 577. THREE DICE FOOTBALL

Sec.

577.1 Definitions

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§ 577.1. Definitions.

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Defensive Die - The red die thrown by the Quarterback.

Down - Each time the Quarterback throws the dice with a corresponding outcome occurring on the field.

Extra Point Roll - An additional throw that occurs after a touchdown or Trips TD is scored.

Offensive Dice - Two green dice thrown by the Quarterback.

Penalty - When the total of the Offensive Dice is less than the value of the Defensive Die. A Turnover, however, is not a Penalty.

Quarterback - The player responsible for throwing the dice.

Stickperson - An employee of the certificate holder whose primary function is to control the selection and use of the dice at a Three Dice Football table.

Touchdown - When, through downs, the 0 yard line is passed by the Quarterback resulting in the end of the game.

Triple - On an extra point roll when all three dice show the same number.

Trips TD - When all three dice show the same number resulting in an instant end of the game.

Turnover - When the Defensive Die is a 6 and the Offensive Dice have a total of 2 or 3 resulting in an instant end of the game.

§ 577.2. Three Dice Football tables; physical characteristics.

(a) Three Dice Football shall be played on an oblong table with rounded corners, high walled sides and shall have wagering locations for a maximum of sixteen players.

(b) The layout for a Three Dice Football table shall be submitted to the Bureau of Gaming Operations and approved in accordance with § 601a.10(a) (relating to approval of table game layouts, signage and equipment) and contain, at a minimum:

(1) The name or logo of the certificate holder.

(2) Specific areas designated for the placement of wagers authorized under § 577.3(b) and (d) (relating to wagers).

(3) Inscriptions that advise patrons of the payout odds for all permissible wagers offered by the certificate holder. If the payout odds are not inscribed on the layout, a sign identifying the payout odds for all permissible wagers shall be posted at each Three Dice Football table.

(4) A football field containing two end zones, two 10 yard lines and two 20 yard lines. Each yard, from 1 through 23, shall also be labeled in the center of the football field.

(5) An area designated for the following:

- (A) 1st Down
- (B) 2nd Down
- (C) 3rd Down
- (D) 1st & Goal
- (E) 2nd & Goal
- (F) 3rd & Goal
- (G) Extra Point

(6) An area designated for the game length, labeled 1 through 6.

(e) Each Three Dice Football table must have a drop box and tip box attached to the table in locations approved by the Bureau of Casino Compliance in accordance with § 601a.10(g).

§ 577.3. Wagers.

(a) Wagers shall be made by placing value chips, plaques or other Board-approved wagering instruments on the appropriate areas of the layout. Verbal wagers accompanied by cash may not be accepted.

(b) The following full game wagers are authorized in Three Dice Football:

(1) A Touchdown Wager which shall win if a touchdown or Trips TD is scored.

(2) A Defense Wager which shall win if a touchdown or Trips TD is not scored.

(3) An Extra Point Wager, which shall win if a touchdown or Trips TD is made and on the extra point roll either:

(A) One or more of the three dice shows a "1"

(B) Any triple, other than three 1s, is rolled.

(4) A Quick Strike TD Wager, which shall win if a touchdown or Trips TD is scored in 4 downs or fewer.

(5) A Game Changer Wager which shall win if a Trips TD or a Turnover occurs.

(6) The following Game Length Wagers which shall win if the game lasts exactly:

(A) 1 Play

(B) 2 Plays

(C) 3 Plays

(D) 4 Plays

(E) 5 Plays

(F) 6 Plays

(c) The full game wagers authorized in subsection (b) shall be placed prior to the start of each new game and may not be increased or withdrawn after the first throw of the dice.

(d) The following single play wagers are authorized in Three Dice Football:

(1) A Trips TD Wager which shall win if a Trips TD is scored.

(2) A Penalty Wager which shall win if a penalty or turnover occurs.

(3) A Turnover Wager which shall win if a turnover occurs. A turnover on downs does not qualify.

(4) A Cover Three Wager which shall win if a Trips TD is scored, or a penalty or turnover occurs.

(5) A No Gain Wager which shall win if zero yards are gained or if a penalty or turnover occurs.

(6) A Big Play Wager which shall win if seven or more yards are gained or if a Trips TD is scored.

(7) An Over Four Yards Wager which shall win if five or more yards are gained or if a Trips TD is scored.

(8) An Under Four Yards Wager which shall win if three or less yards are gained or if a penalty or turnover occurs. A Trips TD does not qualify.

(e) The single play wagers authorized in subsection (d) may be placed at any time during the game prior to the Quarterback's throw of the dice. Single play wagers shall be settled after each throw of the dice.

§ 577.4. Dice; physical characteristics, retention and selection.

(a) Dice used in Three Dice Football must comply with the requirements of § 603a.12 (relating to dice; physical

characteristics) except a set of four green and two red dice shall be present at the table during gaming. Control of the dice at the table shall be the responsibility of the stickperson. The stickperson shall retain all dice, except those in active play, in a dice cup at the table.

(b) At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the stickperson. If that player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

(c) The first player to accept the dice when offered shall become the Quarterback who shall select and retain two of the green dice and one red die offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

(d) A set of dice used at a Three Dice Football table shall be changed at least once every 24 hours. A new set of dice shall be used when a Three Dice Football table is reopened for gaming, if a die goes off the table during play and is lost or if the dice show signs of tampering or alteration or are otherwise marked, chipped, scratched or no longer suitable for play.

§ 577.5. Throw of the dice; invalid roll of the dice.

(a) After selecting the Offensive and Defensive Dice, the Quarterback shall throw the three selected dice so that they

leave the Quarterback's hand simultaneously and in a manner which causes the dice to strike the end of the table farthest from the Quarterback.

(b) A roll of the dice shall be invalid if any of the dice go off the table or if one die comes to rest on top of the other.

(c) The stickperson shall have the authority to invalidate a roll of the dice by calling 'no roll' for any of the following reasons:

(1) The dice do not leave the Quarterback's hand simultaneously.

(2) Any of the dice fail to strike the end of the table farthest from the Quarterback.

(3) Any of the dice come to rest on the chips constituting the bank of chips located in front of the stickperson.

(4) Any of the dice come to rest in the dice cup in front of the stickperson or on one of the rails surrounding the table.

(5) The use of a cheating, crooked or fixed device or technique in the roll of the dice.

(6) The stickperson considers the throw to be improper.

(d) A throw of the dice which results in the dice coming into contact with any chips or plaques on the table, other than

the bank of chips located in front of the stickperson, will not be a cause for a call of ''no roll.''

(e) When the dice come to rest from a valid throw, the stickperson shall at once call out the numbers on the uppermost or skyward sides of the three dice. Only one face on each die shall be considered uppermost or skyward.

(f) In the event any of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost or skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be rethrown.

(g) In the event of a dispute as to which face is uppermost the stickperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be rethrown.

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

§ 577.6. Rules of the game; settlement of wagers.

(a) Immediately prior to the commencement of each round of play, the dealer shall place the Down Puck on the area of the table layout designated for the 1st Down. The Yard Marker shall be placed on the football field in the 20 yard line circle. The Game Length Puck shall be placed on the area of the table layout designated for Play 1.

(b) Prior to the first throw of the dice, each player shall place a wager authorized under § 577.3(b) or (d) (relating to wagers). Prior to each subsequent roll of the dice, a player may place any single play wager authorized under § 577.3(d).

(c) Each roll of the dice shall determine the result of each down as follows:

(1) If the total of the Offensive Dice is greater than the value of the Defensive Die, a gain of yards has occurred. The dealer shall subtract the value of the Defensive Die from the total of the Offensive Dice and move the Yard Marker down the field toward the end zone the total number of yards earned during that down. For example, if the total of the Offensive Dice is 10 and the value of the Defensive Die is 2, the dealer shall move the Yard Marker toward the end zone 8 yards from its previous position on the field. The dealer shall then place the Down Puck on the next down and the Game Length Puck to the next play.

(2) If the total of the Offensive Dice is less than the value of the Defensive Die, a Penalty has occurred which

shall result in the loss of only one yard and the loss of the current down. The dealer shall move the Yard Marker back one yard from its previous position on the field, place the Down Puck on the next down and the Game Length Puck to the next play.

(3) If the total of the Offensive Dice is equal to the value of the Defensive Die, no gain or penalty has occurred. The dealer shall place the Down Puck on the next down and the Game Length Puck to the next play.

(4) If the Quarterback rolls a Turnover, the dealer shall announce the turnover and end the game.

(5) If the Quarterback rolls a Trips TD, the dealer shall move the Yard Marker to the end zone and end the game.

(d) After each down, the dealer shall settle all single play wagers placed in accordance with § 577.3(d). The value of the dice shall determine the outcome of single play wagers, not the actual yards moved on the field. The dealer shall then announce the number of downs and the distance to the end zone.

(e) The Quarterback shall have three downs to either score a touchdown, Trips TD or earn a 1st & Goal. A 1st & Goal is earned by reaching the 10 yard line. If after three downs:

(1) The Quarterback has not scored a touchdown, Trips TD or earned a 1st & Goal, the game ends.

(2) The Quarterback has earned a 1st & Goal, the Quarterback has three more downs to score a touchdown or a Trips TD.

(f) If the Quarterback:

(1) Scores a touchdown or a Trips TD, the dealer shall first collect all Defense Wagers then settle all single play wagers, placed in accordance with § 577.3(d), and all full game wagers, placed in accordance with § 577.3(b), with the exception of the Touchdown and Extra Point Wager. If any player at the table has placed an Extra Point Wager, the Quarterback shall then throw an extra point roll. The dealer shall then pay out winning Touchdown Wagers and settle the Extra Point Wagers.

(2) Does not score a touchdown or a Trips TD, the dealer shall first collect all Touchdown and Extra Point Wagers and pay out winning Defense Wagers. The dealer shall then settle all single play wagers, placed in accordance with § 577.3(d), and the remaining full game wagers placed in accordance with 577.3(b).

(g) All winning wagers shall be paid in accordance with § 577.8 (relating to payout odds).

§ 577.7. Continuation of Quarterback; selection of new Quarterback.

(a) If a game ends in a touchdown or Trips TD, the Quarterback shall retain the dice. If, however, the game ends with defense winning, the stickperson shall offer the dice to the player to the immediate left of the previous Quarterback and, if he does not accept, to each of the other players in turn clockwise around the table.

(b) The first player to accept the dice when offered shall become the new Quarterback who shall select and retain two of the green dice and one of the red die offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

§ 577.8. Payout odds.

(a) The certificate holder shall pay out winning full game wagers in accordance with the following odds:

Wager	Paytable
Touchdown Wager	1 to 1
Defense Wager	4 to 5
Extra Point Wager with:	
A 1 appearing on one of the dice	1 to 1
A 1 appearing on two of the dice	10 to 1
A triple of 1s	50 to 1
Any triple other than 1s	10 to 1
Quick Strike TD Wager on:	
Play 1	8 to 1
Play 2	5 to 1
Play 3	3 to 1
Play 4	1 to 1
Game Change Wager	5 to 1
Game Length Wager lasting:	
1 Play	22 to 1
2 Plays	22 to 1
3 Plays	6 to 5

4 Plays	5 to 1
5 Plays	3 to 1
6 Plays	6 to 1

(b) The certificate holder shall pay out winning single play wagers in accordance with the following odds:

Wager	Paytable
Trips TD Wager	30 to 1
Penalty Wager	9 to 1
Turnover Wager	60 to 1
Cover Three Wager	7 to 1
No Gain Wager	5 to 1
Big Play Wager	4 to 1
Over 4 Yards Wager	1 to 1
Over 4 Yards Wager with Trips TD	7 to 1
Under 4 Yards Wager	1 to 1

§ 577.9. Minimum Staffing and Surveillance Requirements.

(a) The surveillance system must include at least two stationary cameras for each Three Dice Football table, with one camera covering each end of the table.

(b) Certificate holders shall maintain three dealers for each Three Dice Football table, one of whom shall act as the stickperson.

(c) A floorperson may not supervise more than two Three Dice Football tables or one Three Dice Football table and one table of any other banking table game excluding Baccarat, Midibaccarat, Craps, Mini-Craps and Pai Gow.