

CROWN PERTH

WESTERN AUSTRALIA

2025 RULES OF THE AUTHORISED GAMES OF:

– CRAPLESS CRAPS –

Approved under Section 22 of the
Casino Control Act 1984

Approved by RAG/598 by the
Gaming and Wagering
Commission on **20 August 2025**

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1. DEFINITIONS

1.1. In the rules of play for the game:

“7 Out” or **“Loser 7”** means a Total of 7 thrown by the Shooter subsequent to their establishment of a Come out Point.

“Baseperson” means the Dealer responsible for collecting, placing and paying out Wagers in their area.

“Betting Area” means an area marked on a table layout where Wagers are placed including directly behind a Wager placed on the Pass Line.

“Bonus Bets” means the Wagering options available in the centre of the table, including All Small, All Tall and Make ‘Em All.

“Boxperson” means the Table Inspector assigned to directly supervise, and be responsible for, the operation and conduct of the gaming at a number of table games within a pit configuration.

“Centre Action” means the betting options available in the centre of the table, including the hardway Wagers, any seven, craps and eleven Wagers.

“Come out Point” means a Total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 thrown by the Shooter on the Come out Roll.

“Come out Roll” means the first Roll of the dice of a Round of Play.

“Come Point” means a two dice Total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 thrown by the Shooter on the next Roll following placement of a come bet.

“Dealer” means the person assigned to table games to directly operate and conduct the gaming.

“No Roll” means an invalid Roll not in accordance with these rules.

“Roll” means the throw of the dice by the Shooter.

“Round of Play” means;

(a) When a Come out Roll result is a seven, the Pass Line Bet wins, and the Round of Play concludes.

(b) When a Come out Roll result is any other number than a seven (ie 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12), that number becomes the ‘point’ and the Shooter continues rolling the dice until either rolling the point again (win) or rolling a 7 (lose), which concludes the Round of Play.

“Shooter” means the player who throws the dice.

“Stickperson” means the Dealer responsible for announcing the Roll and moving the dice. They would also place Wagers in the Centre Action.

“Table Games Management” means an authority level for the operation and conduct of gaming within these rules, as defined in Casino Manual Operations - Section 12 Definitions.

“Table Inspector” means the person assigned to directly supervise, and be responsible for, the operation and conduct of the gaming at a number of table games within a pit configuration. Also referred to as **“Boxperson”**.

“Total” means the sum of the numbers shown on the uppermost sides of the two dice on any given Roll.

“Void” means to invalidate a Wager, Roll or a Round of Play and to return Wagers to players.

“Wager” means gaming chips into the designated Betting Area.

2. RESPONSIBILITIES

- 2.1. The following licensed Table Games positions, as per the definitions, are responsible for the operation and conduct of gaming, as per these rules:
- (a) Dealer;
 - (b) Table Inspector; and
 - (c) Table Games Management.
- 2.2. When the layout in the Appendix is in use:
- (a) 1 Stickperson, 2 Basepersons and 1 Boxperson is required.
 - (b) At the discretion of Table Games Management, the game can be operated with only 1 side available where 1 Stickperson, 1 Baseperson and 1 Boxperson is required.
- 2.3. In the event that any position assigned a task within these rules is unable to perform that task, an employee within the Table Games department who is appropriately licensed, experienced and trained may perform that task.

3. APPROVED GAMING EQUIPMENT AND TABLE LAYOUT

- 3.1. The following gaming equipment may be used:

Approved Gaming Equipment

- (a) Dice; and
- (b) Gaming chips.

Other Gaming Equipment

- (c) Craps stick;
- (d) Dice bowl;
- (e) Marker buttons marked with the individual numbers “2, 3, 4, 5, 6, 8, 9, 10, 11, 12”;
- (f) Marker buttons marked “Buy”;
- (g) Marker buttons marked “OFF” and “ON”; and
- (h) Two discs, each marked “OFF” on one side and “ON” on the other side.

Table and Table Layout

- 3.2. Craps shall be played on a table oblong in shape with rounded corners and high walled sides.
- 3.3. The game shall be played on the following table layout as shown in the Appendix, and:
- (a) may be imprinted with a logo provided the logo does not impede on the Betting Areas;
 - (b) the cloth and Betting Areas may vary in colour; and/or
 - (c) the text may vary in font and colour.

4. WAGERS

General

- 4.1 All Wagers shall be made before the dice are thrown but may, if confirmed orally by a Baseperson or Boxperson, be accepted between the time the dice leave the Shooter's hand and the time the dice land on the table.
- 4.2 Orally declared Wagers can only be accepted when accompanied by gaming chips.
- 4.3 All Wagers shall be made by placing gaming chips in Betting Areas on the table layout.
- 4.4 A Bonus Bets Wager shall only be placed, at any time before the said Bonus Bets Wager has been established, or after settlement of such a Wager, subject to the table layout used.
- 4.5 A Wager may be removed or reduced at any time prior to a Roll that decides the outcome of such a Wager except:
 - (a) when a Come Out Point or Come Point is established. The associated Pass Line and Come Bet shall not be removed or reduced until the end of a Round of Play; and
 - (b) any Bonus Bets Wager
- 4.6 All Place Bets, Buy Bets and Come odds, shall be inactive on any Come out Roll, unless called "On" by the player and confirmed by the Baseperson or Boxperson.
- 4.7 One Wager marked with an "On" button shall indicate that all similar Wagers from that player are "On" unless otherwise specified.

The following shall constitute the definitions of permissible Wagers at the game of Crapless Craps:

- 4.8 **"Pass Line Bet"** shall mean a Wager placed on the Pass Line of the layout immediately prior to the Come out Roll which shall win if, on the Come out Roll:
 - (a) a Total of 7 is thrown; or
 - (b) a Total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown and that Total is again thrown before a Total of 7 is thrown.
- 4.9 **"Come Bet"** shall mean a Wager placed on the Come Line of the layout at any time after the Come out Roll and where a Come out Point has been established, which shall win if, on the Roll immediately following placement of such bet:
 - (a) a Total of 7 is thrown; or
 - (b) a Total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown and that Total is again thrown before a Total of 7 is thrown.
- 4.10 **"Place Bet"** shall mean a Wager, that may be made at any time on any of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 which shall win if the number on which the Wager was placed is thrown before a Total of 7 is thrown and shall lose if a Total of 7 is thrown before such number.
- 4.11 **"Buy Bet"** shall mean a Wager that Table Games Management may offer, that gives a player the option of receiving true odds on the 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 to win in return for the player paying a commission of 5% at the time of making the Wager. A Buy Bet shall win if the number on which the Wager was placed is thrown before a Total of 7 is thrown and shall lose if a Total of 7 is thrown before such number.

- 4.12 **"Big 6"** shall mean a Wager that may be made at any time, which shall win if a Total of 6 is thrown before a Total of 7 is thrown and shall lose if a Total of 7 is thrown before a Total of 6 is thrown.
- 4.13 **"Big 8"** shall mean a Wager that may be made at any time, which shall win if a Total of 8 is thrown before a Total of 7 is thrown and shall lose if a Total of 7 is thrown before a Total of 8 is thrown.
- 4.14 **"Four the Hardway"** shall mean a Wager, that may be made at any time, which shall win if a Total of 4 is thrown the hardway (i.e. with 2 appearing on each die) before a Total of 4 is thrown in any other way or before a Total of 7 is thrown.
- 4.15 **"Six the Hardway"** shall mean a Wager, that may be made at any time, which shall win if a Total of 6 is thrown the hardway (i.e. with 3 appearing on each die) before a Total of 6 is thrown in any other way or before a Total of 7 is thrown.
- 4.16 **"Eight the Hardway"** shall mean a Wager, that may be made at any time, which shall win if a Total of 8 is thrown the hardway (i.e. with 4 appearing on each die) before a Total of 8 is thrown in any other way or before a Total of 7 is thrown.
- 4.17 **"Ten the Hardway"** shall mean a Wager, that may be made at any time, which shall win if a Total of 10 is thrown the hardway (i.e. with 5 appearing on each die) before a Total of 10 is thrown in any other way or before a Total of 7 is thrown.
- 4.18 **"Any Hard"** shall mean a Wager, that may be made at any time, which shall win if a Total of 4, 6, 8 or 10 is thrown the hardway (i.e. with 2 appearing on each die or with 3 appearing on each die or with 4 appearing on each die or with 5 appearing on each die) before the corresponding Total is thrown in any other way or before a Total of 7 is thrown.
- 4.19 **"Field Bet"** shall mean a one Roll Wager, that may be made at any time, which shall win if any one of the Totals of 2, 3, 4, 9, 10, 11 or 12 is thrown on the Roll immediately following placement of such bet and shall lose if a Total of 5, 6, 7 or 8 is thrown.
- 4.20 **"Any Seven"** shall mean a one Roll Wager, that may be made at any time, which shall win if a Total of 7 is thrown on the Roll immediately following placement of such bet and shall lose if any other Total is thrown.
- 4.21 **"Any Craps"** shall mean a one Roll Wager, that may be made at any time, which shall win if a Total of 2, 3 or 12 is thrown on the Roll immediately following placement of such bet and shall lose if any other Total is thrown.
- 4.22 **"Craps Two"** shall mean a one Roll Wager, that may be made at any time, which shall win if a Total of 2 is thrown on the Roll immediately following placement of such bet and shall lose if any other Total is thrown.
- 4.23 **"Craps Three"** shall mean a one Roll Wager, that may be made at any time, which shall win if a Total of 3 is thrown on the Roll immediately following placement of such bet and shall lose if any other Total is thrown.
- 4.24 **"Craps Twelve"** shall mean a one Roll Wager, that may be made at any time, which shall win if a Total of 12 is thrown on the Roll immediately following placement of such bet and shall lose if any other Total is thrown.
- 4.25 **"Eleven in One Roll"** shall mean a one Roll Wager, that may be made at any time, which shall win if a Total of 11 is thrown on the Roll immediately following placement of such bet and shall lose if any other Total is thrown.
- 4.26 **"Horn Bet"** shall mean a one Roll Wager, that may be made at any time, which shall win if any one of the Totals 2, 3, 11 or 12 is thrown on the Roll immediately following placement of such bet and shall lose if any other Total is thrown.

4.27 **“All Small”** shall mean a Wager:

- (a) where Table Layout 1 or 3 are used, that shall be made at any time before an All Small Wager has been established, or settlement of such a Wager;
- (b) where Table Layout 2 or 4 are used, that shall be made at any time before a Bonus Bets Wager has been established, or subject to settlement of all Wagers on Bonus Bets;

which shall win when the numbers 2, 3, 4, 5 and 6 have all been rolled and only lose when a Total of 7 is rolled.

4.28 **“All Tall”** shall mean a Wager:

- (a) where Table Layout 1 or 3 are used, that shall be made at any time before an All Tall Wager has been established, or settlement of such a Wager;
- (b) where Table Layout 2 or 4 are used, that shall be made at any time before a Bonus Bets Wager has been established, or subject to settlement of all Wagers on Bonus Bets;

which shall win when the numbers 8, 9, 10, 11 and 12 have all been rolled and only lose when a Total of 7 is rolled.

4.29 **“Make ‘Em All”** shall mean a Wager:

- (a) where Table Layout 1 or 3 are used, that shall be made at any time before a Make ‘Em All Wager has been established, or settlement of such a Wager;
- (b) where Table Layout 2 or 4 are used, that shall be made at any time before a Bonus Bets Wager has been established, or subject to settlement of all Wagers on Bonus Bets;

which shall win when the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11 and 12 have all been rolled and only lose when a Total of 7 is rolled.

Wagers Made After Come Out Roll

4.30 Whenever a player makes a Pass Line Bet and a Total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the Come out Roll, the player may make an additional Wager in support of the Pass Line Bet which shall be limited to an amount equal to or lower than the original Pass Line Bet or a higher amount displayed on a sign at the table.

If, in such circumstances, the Pass Line Bet wins, the original amount of the Pass Line Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of

- (a) 6 to 1 if the Come out Point was 2 or 12, or
- (b) 3 to 1 if the Come out Point was 3 or 11, or
- (c) 2 to 1 if the Come out Point was 4 or 10, or
- (d) 3 to 2 if the Come out Point was 5 or 9, or
- (e) 6 to 5 if the Come out Point was 6 or 8.

4.31 Whenever a player makes a Come Bet and a Total of 2, 3, 4, 5, 6, 8, 9, 10, 11 or 12 is thrown on the Roll immediately following placement of such bet, the player may make an additional Wager in support of the Come Bet which shall be limited to an amount equal to or lower than the original Come Bet or a higher amount displayed on a sign at the table.

If, in such circumstances, the Come Bet wins, the original amount of the Come Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of:

- (a) 6 to 1 if the Come Point was 2 or 12, or
- (b) 3 to 1 if the Come Point was 3 or 11, or
- (c) 2 to 1 if the Come Point was 4 or 10, or
- (b) 3 to 2 if the Come Point was 5 or 9, or
- (c) 6 to 5 if the Come Point was 6 or 8.

5. MINIMUM AND MAXIMUM WAGERS

- 5.1 The minimum Wagers, maximum Wagers and betting units must be displayed at the table.
- 5.2 The table limits which may be altered, as determined by Table Games Management in the following circumstances:
 - (a) where there are no players at the table; or
 - (b) all players at that table agree to the change; or
 - (c) by providing players with ten (10) minutes notice of the change, which shall be displayed at the table.
- 5.3 Where rule 5.2 (b) or (c) is applied, the Casino Operator may offer players to continue wagering at the minimum Wager and betting units (including side wagers) prior to altering the table limits provided the player is currently wagering at that table.
- 5.4 Where Rule 5.3 is in force, it shall apply until such time as:
 - (a) two (2) hours have elapsed; or
 - (b) the first Stickperson change, after a minimum of one (1) hour has elapsed; or
 - (c) the player(s) leave the table; or
 - (d) at the discretion of Table Games Management.
- 5.5 Partnerships with a view to exceeding the maximum Wager displayed at the table will not be permitted.
- 5.6 Wagers below the minimum shall be paid or collected after the result and the owner of the Wager shall be advised that further Wagers under the minimum shall be returned regardless of the result.
- 5.7 Wagers above the maximum shall be paid or collected up to the permitted maximum only.
- 5.8 Table Games Management may, upon notification to Surveillance, grant a personal limit for player(s), which may differ from the table limit.

6. DEALING THE GAME

- 6.1 A set of at least five dice shall be available at the craps table that shall be checked by the Boxperson.
- 6.2 Control of the dice shall be the responsibility of the Stickperson.

- 6.3 The Stickperson shall retain all dice, except those in active play, in a dice bowl at the table.
- 6.4 At the commencement of play, the Stickperson shall offer the set of dice to the player to their immediate left.
- 6.5 If such 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.
- 6.6 To be eligible to throw the dice, a player must have a Pass Line Bet at the time of the Roll.
- 6.7 The first player to accept the dice when offered shall become the Shooter who shall select and retain two of the dice offered.
- 6.8 The Shooter shall throw the two selected dice so that they;
- (a) leave their hand simultaneously; and
 - (b) strike the end of the table farthest from them.
- 6.9 If it is discovered that the Shooter does not have a valid Pass Line Bet, they will be asked to place a Wager no greater than the table minimum on the Pass Line.
- 6.10 It shall be the option of the Shooter, after a Round of Play, either to pass the dice or remain the Shooter except that:
- (a) the Shooter shall pass the dice upon throwing a Loser 7; and
 - (b) the Boxperson may order the Shooter to pass the dice if
 - i. the Shooter unreasonably delays the game; or
 - ii. repeatedly makes invalid Rolls; or
 - iii. contravenes the rules of the game.
- 6.11 Should a voluntary or compulsory relinquishment of the dice occur by the Shooter, the Stickperson shall offer the set of 5 dice to the next eligible player, who will retain 2 dice and complete the Round of Play on the Shooters behalf.
- 6.12 In the event that all players reject the dice to complete the Round of Play, the point will be cancelled and the results of all previous Rolls will stand.

INVALID ROLL

- 6.13 A Roll of the dice shall be invalid and "No Roll" announced whenever:
- (a) either or both of the dice go off the table; or
- In the event of either or both dice going off the table, the following procedures shall be followed -
- i. an immediate effort be made to retrieve the die or dice;
 - ii. the remaining dice shall be offered to the Shooter to select new dice;
 - iii. if the die or dice are retrieved they shall be;
 - 1. carefully checked by the Boxperson;
 - 2. retained until the Shooter throws Loser 7; and
 - 3. returned to the Stickperson so that they may offer the next player 5 dice.
 - iv. in the event that either or both dice are missing, a new set of dice shall be placed at the table once the current Shooter throws Loser 7 to end the Round of Play.

- (b) one die comes to rest on top of the other; or
 - (c) either or both of the dice come to rest on the chips constituting the craps float of chips; or
 - (d) either or both of the dice come to rest in the dice bowl in front of the Stickperson or one of the rails surrounding the table; or
 - (e) there is use of a cheating, crooked or fixed device or technique in the Roll of the dice; or
 - (f) dice other than those approved for the game are used in the Roll.
- 6.14 A Boxperson or Stickperson shall have the authority to invalidate a Roll of the dice by calling "No Roll" for any of the following reasons:
- (a) the dice do not leave the Shooter's hand simultaneously; or
 - (b) either or both of the dice fail to strike an end of the table; or
 - (c) for any other reason the Boxperson or Stickperson, as the case may be, considers the throw to be improper.
- 6.15 The call of "No Roll" by the Boxperson or Stickperson under Rule 6.14 shall whenever possible be made before both dice come to rest.
- 6.16 A throw of the dice which results in the dice coming into contact with any chips on the table, other than the craps bank of chips located in front of the Boxperson, shall not be a cause for a call of "No Roll".

7. SETTLEMENT

- 7.1 When the dice come to rest from a valid throw;
- (a) The Stickperson shall at once call out the sum of the numbers on the uppermost sides of the two dice.
 - (b) If either or both dice are unable to be identified, announce "Call it" to receive confirmation from any licensed Table Games positions responsible for the conduct of the game.
 - (c) Only one face on each dice shall be considered uppermost.
 - (d) If either or both dice are 'cocked', the call should be made to allow for what the result of the dice would be if the obstruction were removed.
 - (e) In the event of a dispute as to which face is uppermost, the decision of the Boxperson shall be final.
 - (f) If it cannot be determined which face of the dice is uppermost, a Boxperson shall have the authority to invalidate a Roll of the dice by calling "No Roll" and the dice to be re-thrown.
- 7.2 After calling the throw:
- (a) The Stickperson shall collect the dice and bring them to the centre of the table.
 - (b) All Wagers decided by that throw shall then be settled.
 - (c) The Stickperson shall pass the dice to the Shooter for the next throw.

8. PAYOUT ODDS

- 8.1 Winning Wagers at the game of craps shall be paid at the odds listed below:

Wager	Payout Odds
Pass Line Bet	1 to 1
Come Bet	1 to 1
Place Bet on the 2	25 to 5
Place Bet on the 3	13 to 5
Place Bet on the 4	9 to 5
Place Bet on the 5	7 to 5
Place Bet on the 6	7 to 6
Place Bet on the 8	7 to 6
Place Bet on the 9	7 to 5
Place Bet on the 10	9 to 5
Place Bet on the 11	13 to 5
Place Bet on the 12	25 to 5
Big 6	1 to 1
Big 8	1 to 1
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Any Hard	4 to 1
Field Bet	1 to 1 on the 3, 4, 9, 10, 11 2 to 1 on the 2 3 to 1 on the 12
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one Roll	15 to 1
True Odds on Buy Bets	
2 to Win	6 to 1
3 to Win	3 to 1

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4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1
11 to Win	3 to 1
12 to Win	6 to 1

- 8.2 The commission paid by the player for a Buy Bet shall be returned to the player should the Wager be removed at any time prior to a roll that decides the outcome of such a Wager.
- 8.3 Except as provided in Rule 4.11, no percentage, fee or commission shall be charged to a player in making any Wager in the game of Crapless Craps.
- 8.4 A Horn Bet shall be paid as if it were four separate Wagers on 2, 3, 11 and 12.
- 8.5 No Wager shall be accepted unless the amount thereof can be paid at the odds permitted by Rule 8.1.
- 8.6 A winning Bonus Bets Wager shall be paid at the odds detailed below, as determined by Table Games Management, and displayed at the table:

Bonus Bets Payout Table					
List	1	2	3	4	5
All Small	30 to 1	31 to 1	32 to 1	33 to 1	34 to 1
All Tall	30 to 1	31 to 1	32 to 1	33 to 1	34 to 1
Make 'Em All	150 to 1	160 to 1	165 to 1	170 to 1	175 to 1

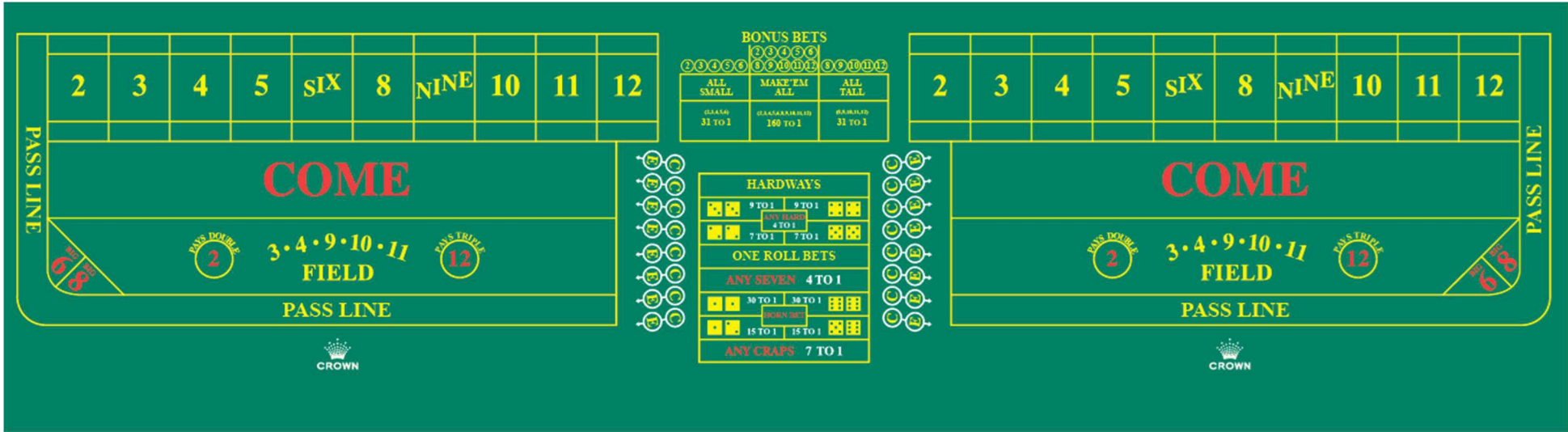
9. GENERAL PROVISIONS

- 9.1 An employee of the casino will not advise a player on how to play, except to ensure compliance with these rules.
- 9.2 No Wagers shall be touched until full payment of winning Wagers is made by the Dealer.
- 9.3 Table Games Management may Void the outcome of a game –
- (a) if the game is disrupted by civil commotion, fire, riot, brawl, robbery or Act of God; or
 - (b) if any fraudulent act is perpetrated by either a player or a Dealer or both, that affects the outcome of the game.
- 9.4 Table Games Management may close any gaming table in the following circumstances;
- (a) where there are no players at the table; or
 - (b) by providing players with ten (10) minutes notice of the time of closure, which shall be displayed at the table; or
 - (c) where a Surveillance outage occurs impacting supervision levels; or

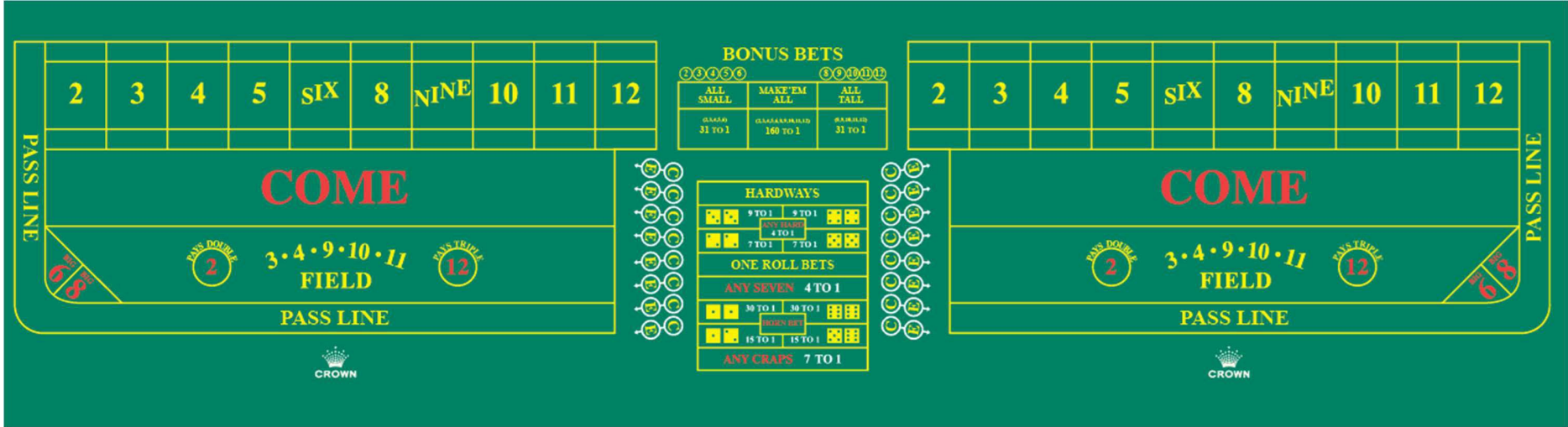
- (d) where an emergency evacuation is required to take place.
- 9.5 A person either alone or in concert with any other person, shall not use, or intend to use any device for the purpose of:
 - (a) recording, projecting or analysing an outcome of the game; or
 - (b) changing the probabilities or the playing strategies to be used in the game.
- 9.6 Where Table Games Management is satisfied that a player has contravened any provision of these rules, they may:
 - (a) declare the Wager(s) of the player as Void; and/or
 - (b) exclude the player from further participation in the game.
- 9.7 In any dispute that arises from these rules the decision of the Casino Operator shall be final subject to the proviso that the Gaming Commission may review any such decision.

10. APPENDIX

Layout: 1



Layout: 2



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Layout: 3

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PASS DOUBLE

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PASS TRIPLE

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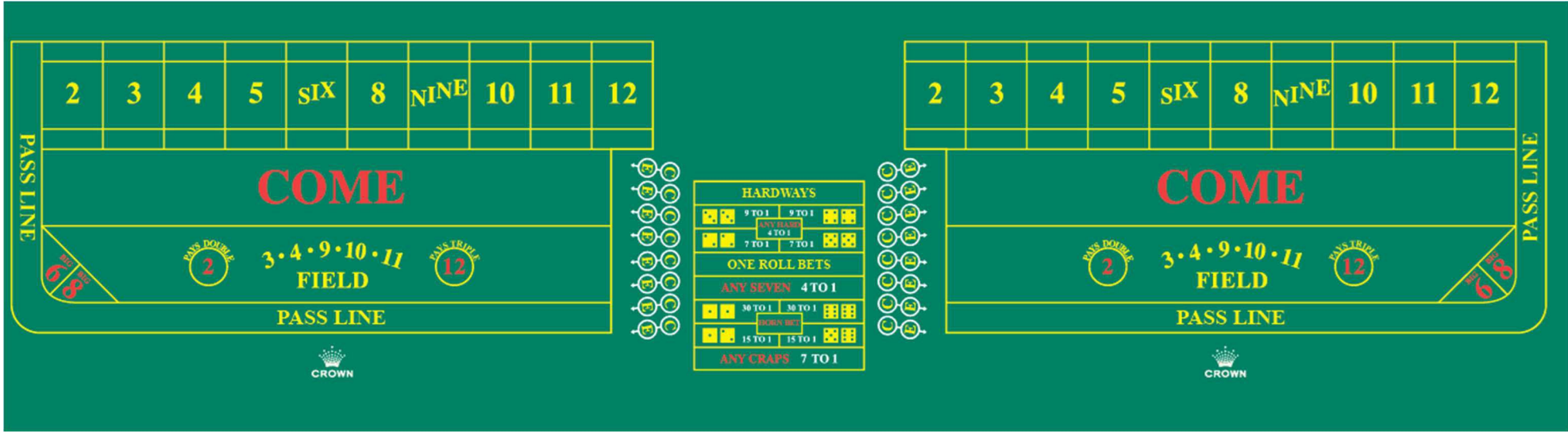
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11. AMENDMENTS

<i>Rule</i>	<i>RAG #</i>	<i>Date Amended</i>

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