

SUBCHAPTER 13. MINI-DICE

19:47-13.1 Definitions

19:47-13.2 Permissible wagers

19:47-13.3 Dice; number of dice; mini-dice shaker

19:47-13.4 Making and removal of wagers

19:47-13.5 Procedures for opening and dealing the game

19:47-13.6 Payout odds; vigorish prohibited

19:47-13.7 Voluntary or compulsory relinquishment of the dice shaker

19:47-13.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

"Shake" shall mean the action by which the dice contained in the mini-dice shaker are randomly mixed by shaking and then allowed to settle on the bottom of the shaker so that the number of spots on the top faces of the dice can be totalled and used to settle the wagers.

Adopted, effective: 10/06/97

19:47-13.2 Permissible wagers

(a) Permissible wagers at the game of mini-dice are defined as follows:

1. "Place bet" is a wager that the number selected by the player (either 4, 5, 6, 8, 9 or 10) shall appear after a shake, but before the number 7 appears after a shake. A place bet shall be active on each shake of the dice until won or lost.

2. "Field bet" is a wager that any one of the numbers 2, 3, 4, 9, 10, 11 or 12 shall appear on the shake immediately following the placement of the bet.

3. "Any 7" is a wager that a 7 shall appear on the shake

immediately following the placement of the bet.

4. "Over 7" is a wager that any of the numbers 8, 9, 10, 11 or 12 shall appear on the shake immediately following the placement of the bet.

5. "Under 7" is a wager that any of the numbers 2, 3, 4, 5 or 6 shall appear on the shake immediately following the placement of the bet.

(b) Only the wagers listed in (a) above shall be permissible at the game of mini-dice. Any mini-dice wager may be made prior to each shake of the dice.

Adopted, effective: 10/06/97

19:47-13.3 Dice; number of dice; mini-dice shaker

(a) Mini-dice shall be played with two dice, which shall be sealed inside a mini-dice shaker at all times pursuant to N.J.A.C. 19:46-1.13I. The dice used to play mini-dice shall meet the requirements of N.J.A.C. 19:46-1.15, and the mini-dice shaker shall meet the requirements of N.J.A.C. 19:46-1.13I.

1. The mini-dice shaker and the dice contained therein shall be the responsibility of the dealer and the shaker shall never be left unattended while at the table.

2. No dice placed in a mini-dice shaker for use in gaming shall remain on a mini-dice table for more than 24 hours.

3. The dice used in mini-dice shall remain sealed inside the shaker at all times and shall not be handled by a player or the dealer.

Adopted, effective: 10/06/97

19:47-13.4 Making and removal of wagers

(a) All wagers at mini-dice shall be made by placing gaming chips, plaques or coupons on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) Only players seated at the mini-dice table may place a wager at the

game. Once a player has placed a wager, that player must remain seated until the completion of that round of play.

(c) Each player shall be responsible for the correct positioning of his or her wagers on the mini-dice layout regardless of whether the player is assisted by the dealer. Each player must ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.

(d) All wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in N.J.A.C. 19:47-13.5(b).

(e) A wager shall be settled strictly in accordance with its position on the layout when the dice come to rest.

Adopted, effective: 10/06/97

19:47-13.5 Procedures for opening and dealing the game

(a) Prior to opening the mini-dice table for gaming activity, the floorperson assigned to the mini-dice table shall inspect the mini-dice shaker to ensure that the device is in proper working order.

(b) The dealer shall announce "No more bets" immediately prior to shaking the mini-dice shaker.

(c) Once "No more bets" has been announced, the dealer shall place the cover on the mini-dice shaker and shake it at least three times so as to cause a random mixture of the dice.

(d) The dealer shall then offer the mini-dice shaker to the player immediately to the left of the dealer. If that player rejects the shaker, the dealer shall then offer the shaker to each of the other players in turn moving clockwise around the table until one of the players accepts the shaker.

1. If a player accepts the mini-dice shaker, the player shall shake it at least three times and immediately return the shaker to the dealer.

2. If none of the players accepts the mini-dice shaker, the dealer shall accept the shaker on behalf of the players and shake it at least three

more times.

(e) The dealer shall then place the mini-dice shaker directly in front of him or her, remove the cover and immediately call out the sum of the spots on the top or uppermost faces of the two dice. Only one face on each die shall be considered uppermost.

(f) After calling out the sum of the spots, the dealer shall settle all wagers decided by that shake of the dice by first collecting all losing wagers and then paying all winning wagers at the odds currently being offered in accordance with N.J.A.C. 19:47-13.6. The dice shaker shall remain uncovered until all winning wagers have been paid.

Adopted, effective: 10/06/97

19:47-13.6 Payout odds; vigorish prohibited

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

(b) A casino licensee shall pay off winning wagers at no less than the odds listed below. A casino licensee may pay off winning wagers at higher odds than those listed below provided that such odds are uniform within the casino and the casino simulcasting facility.

| <u>Wager</u> | <u>Payout Odds</u> |
|------------------------------|--------------------|
| Place Bet 4 to Win | 9 to 5 |
| Place Bet 5 to Win | 7 to 5 |
| Place Bet 6 to Win | 7 to 6 |
| Place Bet 8 to Win | 7 to 6 |
| Place Bet 9 to Win | 7 to 5 |
| Place Bet 10 to Win | 9 to 5 |
| Field Bets (3, 4, 9, 10, 11) | 1 to 1 |
| Field Bets (2 and 12) | 2 to 1 |
| Any 7 | 4 to 1 |
| Over 7 | 1 to 1 |

(c) No casino licensee or its employees shall accept any wager that, because of the amount thereof, cannot be paid at the odds permitted by (b) above.

(d) No casino licensee shall charge any percentage fee or vigorish to a player making any wager in the game of mini-dice.

Adopted, effective: 10/06/97

19:47-13.7 Voluntary or compulsory relinquishment of the dice shaker

(a) After each shake of the dice is completed and the bets are settled, the person who accepted the mini-dice shaker pursuant to N.J.A.C. 19:47-13.5(d) may either retain or pass the right to shake the mini-dice shaker after the dealer, except that:

1. If the person is a player:
 - i. The shaker shall be passed after the player shakes a 7;
 - ii. The floorperson may order the shaker to be passed if the player unreasonably delays the game, repeatedly makes invalid shakes, or violates either the Casino Control Act or the regulations of the Commission; or
2. If the person is the dealer, the dealer shall offer to pass the shaker if there is any player seated at the table who has not previously refused to accept the shaker.

(b) Whenever a voluntary or compulsory relinquishment of the mini-dice shaker occurs, the dealer shall offer the shaker to the first player who is immediately to the left of the person who previously accepted the shaker, and if that player does not accept, to each of the players in turn moving clockwise around the table until one of the players accepts the shaker. If none of the players accepts the mini-dice shaker, the dealer shall accept the shaker on behalf of the players.

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