

AUTOMATED CRAPS

All rules for Automated Craps are the same as those for Craps, with the exception of those noted below.

1. Definitions

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

Roll -- shall mean the action by which the two dice contained in the automated shaker are randomly mixed to simulate an actual roll of the dice, and are then allowed to rest on the bottom of the shaker so that the number of spots on the top faces of the dice can be totaled and used to settle the wagers.

2. Permissible wagers

- (a) Permissible wagers in the game of automated craps include all craps wagers defined in Section 2 of the Rules of Craps and Mini Craps related to permissible wagers.
- (b) All wagers shall be made prior to each roll of the dice.

3. Dice; number of dice; automated craps shaker

- (a) Automated craps shall be played with two dice, which shall be sealed inside an automated craps shaker at all times pursuant to 205 CMR 146.47. The dice used to play automated craps shall meet the requirements of 205 CMR 146.47, and the automated craps shaker shall meet the requirements of 205 CMR 146.47.
 - (1) The automated craps shaker and the dice contained therein shall be the responsibility of the dealer, and the shaker shall never be left unattended while the table is open for play.
 - (2) No dice placed in an automated craps shaker for use in gaming shall remain on an automated craps table for more than 24 hours.
 - (3) The dice used in automated craps shall remain sealed inside the shaker at all times and shall not be handled by a player or the dealer.

4. Procedures for opening and dealing the game

- (a) Prior to opening an automated craps table for gaming activity, the floorperson assigned to the automated craps table shall inspect the automated craps shaker and operate it for at least one roll to ensure that the device is in proper working order.
- (b) At the commencement of the first round of play, the dealer shall offer the opportunity to operate the automated dice shaker to the player immediately to the left of the dealer. To be eligible to accept an offer to operate the automated dice shaker, a player shall first make a Pass or Don't Pass bet.
 - (1) If that player is ineligible or rejects the offer, the dealer shall then offer the shaker to each of the other eligible players in turn, moving clockwise around the table until one of the players accepts the offer.

- (2) If an eligible player accepts the offer, the dealer shall use the selector switch to select and illuminate the button located at that player's betting position.
- (3) If no eligible player accepts the offer, the dealer shall use the selector switch to select and illuminate the button located at the dealer's position.
- (4) Immediately prior to a roll of the dice in the automated craps shaker, the dealer shall announce "No more bets."
- (5) Once "No more bets" has been announced, the dealer shall activate the selected button, which shall permit the player to operate the shaker for that round of play.
- (6) When the dice have come to a rest after the roll, the dealer shall 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.
- (7) After calling out the sum of the spots, the dealer shall settle all wagers decided by that roll of the dice by first collecting all losing wagers and then paying all winning wagers at the odds currently being offered in accordance with Section 6 of the Rules of Craps and Mini Craps.

5. Voluntary or compulsory relinquishment of the automated dice shaker

- (a) After each roll of the dice is completed and the bets are settled, the person who last operated the automated dice shaker may, at his or her option, retain or relinquish the opportunity to operate the automated dice shaker, except that he or she shall relinquish the opportunity to operate the automated dice shaker if:
 - (1) The person is a player and:
 - (i) Has rolled a 7 during the last round of play; or
 - (ii) Is not eligible to operate the automated dice shaker in the current round of play;
 - (2) That person is the dealer; or
 - (3) That person is a player who is unreasonably delaying the game or violating the rules of the game of Automated Craps, and the floorperson requires him or her to relinquish the opportunity to operate the automated dice shaker for that reason.
- (b) Whenever a voluntary or compulsory relinquishment of the offer to operate the automated dice shaker occurs, the dealer shall offer the opportunity to operate the automated dice shaker to the next player immediately to the dealer's right of the person who last operated 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 offer. If no eligible player accepts the offer, the dealer shall use the selector switch to select and illuminate the button located at the dealer's position and shall operate the shaker for that round of play.

6. Irregularities

- (a) A roll of the dice shall be invalid whenever both dice do not land flat on the bottom of the automated dice shaker after being tossed, or whenever one die comes to rest on top of the other.
- (b) If the automated dice shaker, the selector switch or any other component of the system fails

to operate or malfunctions when activated, the round of play shall be void.

- (c) The floorperson shall have the authority to invalidate a roll of the dice by calling "No Roll," for any other reason he considers the roll to be improper.