Department of Creative Industries,
Tourism, Hospitality and Sport

Ref: DF25/055602

CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the *Casino Control Act 1992*, the delegate of the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the game of Craps in the casino operated by The Star Pty Limited under licence granted by the Regulator:

(1) Amended Rules for the playing of Craps

The amended rules for the playing of the game of Craps in the casino as set out in **Annexure A**, are approved.

This Order shall take effect on the date of publication on The Star Sydney's website.

Signed at Sydney, NSW, this 14th day of August 2025.

Anthony Vescio
A/Director Licensing
For and on behalf of the **NSW Independent Casino Commission**

Encl.
Annexure A – Craps Game Rules – Version 3

NSW Independent
Casino Commission

CRAPS

Contents

1. Definitions 2
2. Table Layout and Equipment 3
3. Dice Retention and Selection 4
4. The Throw of the Dice 5
5. Invalid Throws 6
6. Wagers 6
7. Minimum and Maximum Wagers 11
8. Settlement Odds 11
9. Irregularities 13
10. General Provisions 15
11. Player Rewards and Promotional Prizes 16

DIAGRAM A 20

1. Definitions

1.1 In these rules, unless the contrary intention appears:

"Assistant Gaming Manager" means a person employed in a casino in a managerial capacity relating to the conduct of gaming who is responsible for the operation of a pit;

"**boxperson**" means a person responsible for the immediate supervision of the operation of the game;

"**Cash Change**" means the purchasing of chips with cash or by any other means at the table;

"**Cashless**" means a table where chips can be purchased through a cashless terminal at table (CTT);

"**casino promotional token**" means where a promotional voucher of a nominated value issued by the casino operator is exchanged for promotional tokens to enable a player to wager at a gaming table. The dealer shall exchange the voucher, subject to any conditions specified on the voucher for the equivalent value in promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

"**casino supervisor**" means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a box person and Gaming Supervisor/Assistant Gaming Manager;

"**Colour Change**" means the exchanging of chips for other chips;

"**come point**" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come wager or a Don't Come wager;

"**come out point**" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll;

"**come out roll**" means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Win Line wager and a Don't Win wager has been effected;

"**dealer**" means a person responsible for the operation of the game;

"**Deposit Limit**" means the maximum amount an Account Holder can deposit into their Star Account in a calendar day via cash at cashier, Debit Card, EFTPOS, or Direct Bank Transfer for the purposes of gaming at The Star Sydney. Only external funds deposited into the Account Holder's Star Account are tracked against their Deposit Limit;

"**float tray**" means a lockable piece of equipment fixed to a gaming table capable of holding gaming chips;

"**Gaming Limit**" means Deposit Limit and Loss Limits;

"Gaming Manager" means a person responsible for the supervision of the operation of the gaming floor;

"Gaming Supervisor" means a person responsible for the immediate supervision of

the operation of the game;

"**Invalid wager**" means a wager that was made by an ineligible player or a wager that doesn't meet the rules of the game. Any wager deemed invalid is void;

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

"**Loss Limit**" means the maximum net loss over a period that a player sets for gaming at The Star Sydney;

"**NICC**" means the NSW Independent Casino Commission;

"**Player Card**" a digital or physical card issued by a casino to a patron to use when gaming at the casino, as referred to in section 71A of the *Casino Control Act 1992* (NSW). A player card includes a The Star Club membership card, or a social member that has been issued with a Player Card;

"promotional prize" means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

"**Proxy Betting**" means a prohibited form of betting where one person places a wager on behalf of another. Placing a wager on someone else's behalf is only permitted when the player is physically present at the same table, and the action is solely to provide physical assistance to the player, without any form of economic benefit;

"**roll**" means the throw of the dice by the shooter;

"round of play" begins with the rolling of the dice. It ends when the dealer calls the result and, collects losing wagers and paying out the winning ones.

"**7 Out**" means a total of 7 thrown by the shooter subsequent to establishment of the come out point;

"**shooter**" means a player who throws the dice;

"**stickperson**" means a person responsible for the issuance, collection and the announcement of the total of the dice;

"**total**" means the sum of the numbers shown on the uppermost sides of the two dice on any given roll;

"**void**" means invalid with no result.

2. Table Layout and Equipment

2.1 The game of Craps shall be played on a table, oblong in shape with rounded corners and high walled sides.

2.2 The layout cloth shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A".

2.3 A set of five dice shall be present at the table at the commencement of play. The sides of each die shall be numbered by the use of dots from one to six, so arranged that the

sum of the numbers of any pair of opposite sides on each die is seven.

2.4 The following equipment shall also be used:

2.4.1 a dice bowl for the retention of all dice not in active play;

2.4.2 a stick designed for the stickperson to retrieve and/or pass the dice;

2.4.3 a puck, being a plastic disc, marked "On" and "Off" on alternate sides to denote the come out point on the table layout;

2.4.4 a float tray; and

2.4.5 marker buttons marked with:

2.4.5.1 "Off"

2.4.5.2 "On"

2.4.5.3 "Lay"

2.4.5.4 "Buy"

2.4.5.5 “Don’t place”.

2.5 The table shall have a drop box attached to for when cash is accepted.

2.5.1 The drop box may be removed for when a table is operating as cashless.

3. Dice Retention and Selection

3.1 The stickperson, positioned at the middle of the table directly opposite the boxperson, shall be responsible for the control of the dice.

3.2 At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson. 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.

3.3 The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice. The remaining dice of the set shall be returned to the dice bowl which shall be placed immediately in front of the stickperson.

3.4 In the event of a die or dice going off the table the following procedures shall be implemented:

3.4.1 an immediate effort shall be made to retrieve the die or dice;

3.4.2 the remaining dice shall be offered to the shooter to select new dice. The shooter may select new dice or request the original dice back again.

3.5 If the missing die or dice are found they shall be checked by the boxperson, then:

3.5.1 if requested by the player, returned to him/her; or

3.5.2 otherwise placed back in the dice bowl.

3.6 In the event that two dice are lost a new set of dice shall be placed at the table and the remaining dice of the set previously in use shall be removed from the table. To avoid any delay in the game, the shooter at the time of the dice becoming lost shall be allowed to continue with the remaining dice of the original set.

3.7 It shall be the option of the shooter after any roll, either to pass the dice or remain the shooter except that:

3.7.1 the shooter shall pass the dice upon throwing a 7 Out; and

3.7.2 the boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or contravenes the rules of the game.

3.8 When a shooter relinquishes the dice in the course of play, the dice are offered to:

3.8.1 the player having either a Win Line or Don't Win wager, immediately to the left of the previous shooter; and

3.8.2 if that player does not accept, to the next player having such a wager, in turn clockwise around the table.

3.9 In the event there is no player available to accept the dice and any undetermined wager remains, the stickperson shall throw the dice until a determination has been reached or a 7 Out is thrown.

4. The Throw of the Dice

4.1 To be eligible to throw the dice a player must have a wager on the Win Line or the Don't Win.

4.2 Upon selection of the dice, the player shall throw the two selected dice (the come out roll) so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table furthest from him/her.

4.3 Following the come-out roll, a wager must remain on the Win Line or the Don't Win on each succeeding roll for the player to be able to continue as the shooter.

4.4 When the dice come to rest from a valid throw:

4.4.1 the stickperson shall at once call out the total;

4.4.2 only one face on each die shall be considered as uppermost, which will be the face of the die opposite the obstruction;

4.4.3 in the event of a dispute as to which face is uppermost, the decision of the boxperson shall be final.

4.5 After calling the throw, the stickperson shall collect the dice and bring them to the centre of the table. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw.

5. Invalid Throws

5.1 A throw shall be invalid when the stickperson or casino supervisor calls "no roll".

5.2 The call of "no roll" may be made if:

5.2.1 the dice do not leave the shooter's hand simultaneously; or

5.2.2 either (or both) of the dice fail to strike an end of the table; or

5.2.3 for any other reason the stickperson or casino supervisor considers the throw to be irregular; or

5.2.4 any other irregularity has occurred.

5.3 The call of "no roll" shall be made if:

5.3.1 either or both the dice come to rest off the table;

5.3.2 one die comes to rest on top of the other;

5.3.3 either or both the dice come to rest on the chips constituting the craps float located in front of the boxperson;

5.3.4 either or both the dice come to rest in the dice bowl in front of the stickperson or on one of the rails surrounding the table;

5.3.5 either or both the dice are cocked in such a way that it would be impossible to call it's natural fall;

5.3.6 if any person other than the designated shooter picks up the dice and throws them;

5.3.7 a fraudulent device or technique is used in the roll of the dice; or

5.3.8 dice other than those approved for the game are used in the roll.

6. Wagers

6.1 From 19 August 2024, the player must have a valid Player Card at the commencement of play.

6.2 The wagers defined in this rule shall be the permissible wagers by a player at the game of Craps:

6.2.1 "Win Line" bet means a wager placed immediately prior to the come out roll, which shall:

6.2.1.1 win if, on the come out roll:

6.2.1.1.1 a total of 7 or 11 is thrown; or

6.2.1.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;

6.2.1.2 lose if, on the come out roll:

6.2.1.2.1 a total of 2, 3 or 12 is thrown; or

6.2.1.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;

6.2.2 "Don't Win" bet means a wager placed immediately prior to the come out roll which shall:

6.2.2.1 win if, on the come out roll:

6.2.2.1.1 a total of 3 or 12 is thrown; or

6.2.2.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;

6.2.2.2 lose if, on the come out roll:

6.2.2.2.1 a total of 7 or 11 is thrown; or

6.2.2.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;

6.2.2.3 be void if, on the come out roll a total of 2 is thrown.

6.2.3 "Come" bet means a wager placed at any time after the come out roll which shall:

6.2.3.1 win if, on the roll immediately following placement of such wager:

6.2.3.1.1 a total of 7 or 11 is thrown; or

6.2.3.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;

6.2.3.2 lose if, on the roll immediately following placement of such wager:

6.2.3.2.1 a total of 2, 3 or 12 is thrown; or

6.2.3.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again.

6.2.4 "Don't Come" bet means a wager placed at any time after the come out roll which shall:

6.2.4.1 win if, on the roll immediately following placement of such wager:

6.2.4.1.1 a total of 3 or 12 is thrown; or

6.2.4.1.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and a total of 7 subsequently appears before that total is thrown again;

6.2.4.2 lose, if on the roll immediately following placement of such wager:

6.2.4.2.1 a total of 7 or 11 is thrown; or

6.2.4.2.2 a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is thrown again before a total of 7 appears;

6.2.4.3 be void, if on the roll immediately following placement of such wager, a total of 2 is thrown.

6.2.5 "Behind the Win Line" means an additional wager made by a player, whenever that player has made a Win Line wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:

6.2.5.1 be limited to double the amount of the Win Line wager;

6.2.5.2 win if the Win Line wager wins; or

6.2.5.3 lose if the Win Line wager loses.

6.2.6 "Behind the Don't Win" means an additional wager made by a player, whenever that player has made a Don't Win wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, which shall:

6.2.6.1 be an amount so calculated to provide winnings not exceeding double the amount of the Don't Win wager;

6.2.6.2 win if the Don't Win wager wins; or

6.2.6.3 lose if the Don't Win wager loses.

6.2.7 "Behind the Come" means an additional wager made by a player, whenever that player has made a Come wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of that wager, which shall:

6.2.7.1 be limited to double the amount of the Come wager;

6.2.7.2 win if the Come wager wins; or

6.2.7.3 lose if the Come wager loses.

6.2.8 "Behind the Don't Come" means an additional wager made by a player, whenever that player makes a Don't Come wager and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of that wager, which shall:

6.2.8.1 be an amount so calculated to provide winnings not exceeding double the amount of the Don't Come wager;

6.2.8.2 win if the Don't Come wager wins; or

6.2.8.3 lose if the Don't Come wager loses.

6.2.9 "Hardways" means a wager made at any time on a selected hardway (hard 4, hard 6, hard 8 or hard 10) which shall win if the selected total is thrown the hardway (i.e. with the two dice showing the same value) before the selected total is thrown in any other way, or before a total of 7 is thrown;

6.2.10 "Place Bet to Win" means a wager made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall:

6.2.10.1 win if the number on which the wager was placed is thrown before a total of 7 is thrown; or

6.2.10.2 lose if a total of 7 is thrown before the number is thrown.

6.2.11 "Place Bet to Lose" means a wager made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall:

6.2.11.1 win if a total of 7 is thrown before the number against which the wager is placed is thrown; or

6.2.11.2 lose if the number against which the wager is placed is thrown before a total of seven is thrown.

6.2.12 "Any Craps" means a one roll wager made at any time, which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.2.13 "Craps Two" means a one roll wager made at any time, which shall win if a total of 2 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.2.14 "Craps Three" means a one roll wager made at any time, which shall win if a total of 3 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.2.15 "Craps Twelve" means a one roll wager made at any time, which shall win if a total of 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.2.16 "Eleven" means a one roll wager made at any time, which shall win if a total of 11 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.2.17 "Field" bet means a one roll wager made at any time which shall win if any of the totals of 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such wager and shall lose if any other total is thrown.

6.2.18 "Any Seven" means a one roll wager made at anytime, which shall win if a total of 7 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.2.19 "Big 6" means a wager made at any time, which shall win if a total of 6 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 6.

6.2.20 "Big 8" means a wager made at any time, which shall win if a total of 8 is thrown before a total of 7 and shall lose if a total of 7 is thrown before a total of 8.

6.2.21 "Horn" bet means a one roll wager made at any time, which shall win if any of the totals of 2, 3, 11 or 12 are thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.2.22 "Horn High" bet means a one roll wager made at any time which shall:

6.2.22.1 be placed in units of five, with four units wagered as a Horn wager and an additional unit wagered on one of the numbers of 2, 3, 11 or 12 as nominated by the player;

6.2.22.2 win if any of the totals of 2, 3, 11 or 12 are thrown on the roll immediately following placement of the wager; or

6.2.22.3 lose if any other total is thrown.

6.2.23 "Crap-Eleven" means a one roll wager made at any time, which shall win if a total of 2, 3, 11 or 12 is thrown on the roll immediately following placement of the wager and shall lose if any other total is thrown.

6.2.24 "Buy" bet means a wager the same as a Place Bet to Win, as defined in rule 6.2.10, except that the player shall have the option of receiving true odds on these bets in return for which, the player shall pay a commission at the time of placement equal to 5% of the wager.

6.2.25 "Lay" bet means a wager the same as a Place Bet to Lose, as defined in rule 6.2.11 except that the player has the option of receiving true odds on these wagers in return for which, the player shall pay a commission at the time of placement equal to 5% of the amount that the player could win.

6.3 All wagers shall be made by placing chips, and/or casino promotional tokens on the appropriate wagering areas of the layout.

6.4 All wagers should be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are accompanied by chips or casino promotional tokens and confirmed orally by a dealer and/or a box person.

6.5 A wager may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Win Line wager and a Come wager shall not be removed or reduced after a come out point or a come point is established with respect to such wager.

6.6 A Don't Win wager or a Don't Come wager may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.

6.7 Buy and Place Bets to Win, Behind the Come and Hardway wagers:

6.7.1 shall be inactive on any come out roll unless called "On" by the player and confirmed by a dealer or boxperson through placement of an "On" marker button on top of a wager made by that player;

6.7.2 may be called "Off" or "On" at any time.

6.8 Where it is not possible to pay a wager exactly in chips it shall be paid to the next highest amount to which payment can be made in chips.

6.9 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer or stickperson or boxperson. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

6.10 The Casino Supervisor may limit the number of players permitted to play at the table, or limit one player per dedicated player area.

7. Minimum and Maximum Wagers

7.1 The minimum and maximum wagers permitted to be played by a player and/or for each playing area and/or for each bet type shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.

7.2 A wager found to be below the stated minimum, after the dice are thrown, shall be valid.

7.3 A wager found to be above the stated maximum shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous roll(s) the wagers and results of the previous roll(s) shall stand.

7.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.

7.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.

7.6 A casino supervisor may allow a player to wager in excess of the stated maximum provided that a sign denoting the new minimum and maximum wagers for that player is placed on an appropriate area of the table.

8. Settlement Odds

8.1 Winning wagers at the game of Craps shall be paid at the odds listed below:

Wager	**Odds**
Win Line	1 to 1
Don't Win	1 to 1
Come	1 to 1
Don't Come	1 to 1

Behind the Win Line:	
Come out point of 6 or 8	6 to 5
Come out point of 5 or 9	3 to 2
Come out point of 4 or 10	2 to 1
Behind the Don't Win:	
Come out point of 6 or 8	5 to 6
Come out point of 5 or 9	2 to 3
Come out point of 4 or 10	1 to 2
Behind the Come:	
Come point of 6 or 8	6 to 5
Come point of 5 or 9	3 to 2
Come point of 4 or 10	2 to 1
Behind the Don't Come:	
Come point of 6 or 8	5 to 6
Come point of 5 or 9	2 to 3
Come point of 4 or 10	1 to 2
Hardways:	
Four (4)	7.5 to 1
Six (6)	9.5 to 1
Eight (8)	9.5 to 1
Ten (10)	7.5 to 1
Place Bets to Win:	
Four (4)	9 to 5
Five (5)	7 to 5
Six (6)	7 to 6
Eight (8)	7 to 6
Nine (9)	7 to 5
Ten (10)	9 to 5
Place Bets to Lose:	
Four (4)	5 to 11
Five (5)	5 to 8
Six (6)	4 to 5
Eight (8)	4 to 5
Nine (9)	5 to 8
Ten (10)	5 to 11
Any Craps	7.5 to 1
Craps Two	33 to 1
Craps Three	16 to 1
Craps Twelve	33 to 1
Eleven	16 to 1
Any Seven	4 to 1

Field:	
3, 4, 9, 10, or 11	1 to 1
2 or 12	2 to 1
Big 6	1 to 1
Big 8	1 to 1
A Horn Bet and/or Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.	
Crap-Eleven:	
2, 3 or 12	7.5 to 1
11	16 to 1
Crap-Eleven odds are paid only to one half of the amount wagered on the Crap-Eleven bet.	

Buy Bets:	
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
Lay Bets:	
4 to lose	1 to 2
5 to lose	2 to 3
6 to lose	5 to 6
8 to lose	5 to 6
9 to lose	2 to 3
10 to lose	1 to 2

9. Irregularities

9.1. In the event that a wager or Cash Change or Colour Change has not been correctly settled by reason of an overpayment or underpayment, then provided:

9.1.1. The overpayment or underpayment was not made intentionally, and The Star does not suspect that it was made intentionally (which, for the purposes of this rule, is to be determined in each case by The Star making reasonable enquiries); and

9.1.2. Within a reasonable time, the overpayment or underpayment is either rectified or a reasonable attempt has been made by The Star to rectify the overpayment or underpayment upon becoming aware of the overpayment or underpayment or The Star has otherwise brought the overpayment or underpayment to the attention of the NICC,

Then the overpayment or underpayment will not be taken to constitute a breach of these rules.

9.2. In the event that a wager or Cash Change or Colour Change has not been settled correctly and The Star suspects that it was an intentional act, The Star must make a reasonable attempt to:

9.2.1. Within a reasonable time, rectify the incorrect settlement; and

9.2.2. Make a reasonable attempt to identify the patron involved.

9.3. For the avoidance of doubt:

9.3.1. For the purposes of rule 9.1.2 and 9.2.2 a reasonable attempt to rectify would be satisfied by The Star making a reasonable attempt to identify, contact or liaise with an affected patron and if practical, in the case of an affected patron having been identified:

9.3.1.1. Where an underpayment has been made, an attempt to reimburse that patron; or

9.3.1.2. Where an overpayment has been made, an attempt to request or demand the return of moneys from that patron;

9.3.2. An unintentional overpayment of moneys to a patron by The Star will be not taken as a breach of any obligation The Star has regarding the provision or extension of credit under section 74 of the *Casino Control Act 1992*; and notwithstanding rule 9.1, at the end of each month The Star must inform the NICC of any individual overpayment or underpayment of which it becomes aware that is over $1,000 in value.

9.4. In the event a wager is found to be Invalid pursuant to Rule 10.1:

9.4.1. before the commencement of the roll, The Star will return the Invalid Wager to the person;

9.4.2. In the course of any result, for any roll, The Star will make a reasonable attempt to return winning Invalid Wagers to the person and the person will not be entitled to any winnings arising out of the Invalid Wager.

9.4.3. If an Invalid Wager applies to any previous rolls that have already been settled, the wagers and results of the previous rolls shall stand.

9.5. If the Star determines that a player, who has set a Loss Limit and exceeded their Loss Limit during a round of play, only the amount of the wager within the Loss Limit will be considered valid and settled according to the game result.

9.5.1. If a player fails to comply with rule 10.2 and their wager exceeds the Loss Limit, the amount exceeding the Loss Limit shall be deemed invalid and returned to the guest in reverse order of the bets placed. The dealer and/or supervisor must advise the player of their obligations when playing on a Loss Limit as per clause 10.2.

9.5.2. The wagers and results of previous round(s) of play shall stand.

10. General Provisions

10.1 From 19 August 2024, a player must have a valid Player Card at the commencement of play and must only participate in the game with the use of their own Player Card. If a player does not comply with this requirement, including by presenting a Player Card to a dealer that was issued to another person or by placing a wager for or on behalf of another person, any wager placed by the player will be considered invalid irrespective of:

10.1.1 any claim of agency, representative, power of attorney or otherwise; or

10.1.2 the person with the economic stake in the wager.

10.2 Players that set a Loss Limit for gaming at The Star Sydney are required to:

10.2.1 declare all chip purchases to the dealer at a table game prior to the commencement of the round of play;

10.2.2 declare all chips introduced at a table game to the dealer prior to the commencement of the round of play;

10.2.3 declare any remaining chips to a dealer when leaving a table game; and

10.2.4 comply with all other reasonable guidance and directions notified by The Star from time to time relevant to the monitoring of their gaming activity.

10.3 A player is not permitted to place any wager(s) that would exceed their Loss Limit.

10.4 The Casino Supervisor may restrict a player from wagering for the purposes of allowing the player's Loss Limit to calculate and reset for the new Loss Limit period. This may include requiring the player to take a short break from play prior to the new Loss Limit period.

10.5 To the maximum extent permitted by law, The Star is not liable for any loss, damages, cost or expense that a player may suffer or incur either directly or indirectly arising out of or in connection with a player intentionally, recklessly or by any dishonest means exceeding a Gaming Limit or in circumstances where a Gaming Limit is exceeded because the player fails to comply with their obligations set out in rule 10.2.

10.6 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.

10.7 Rule 10.6 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.

10.8 Where a casino supervisor is satisfied that a person has contravened any provision of rule 10.6, he/she may:

10.8.1 declare that any wager made by the person is void;

10.8.2 direct that the person shall be excluded from further participation in the game;

10.8.3 exclude the person from the casino in line with the provisions of section 79 of the *Casino Control Act 1992*;

10.8.4 cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.

10.9 A casino supervisor may invalidate the outcome of a game if:

10.9.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or

10.9.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.

10.10 Where the outcome of a game is invalidated under rule 10.9, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 10.9.2 be forfeited.

10.11 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

10.12 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.

10.13 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.

10.14 A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.

10.15 Players and spectators are not permitted to have side bets with or against each other.

10.16 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player, and in so doing may cause the wager(s) to be removed, in accordance with rule 6.5, from the layout.

10.17 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a boxperson or gaming supervisor, subject to a review (if requested) by a casino supervisor.

10.18 In any dispute arising from the play of this game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.

10.19 A copy of these rules shall be made available for inspection upon request.

10.20 Proxy Betting is not permitted

11. Player Rewards and Promotional Prizes

10.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.

10.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over $10,000.

10.3 When offering a non-monetary Promotional Prize, with the exception of prizes consisting of casino dollars, the casino operator may give the winner the option to be paid a monetary value alternative of the non-monetary prize instead.

10.4 Promotional Prizes must not be awarded in the form of cash. The method of prize disbursement will be outlined in the promotional terms and conditions.

10.5 The non-monetary prize rules as set out in section 66(4)(b) of the *Casino Control Act 1992* apply and Promotional Prizes will not consist of or include any of the following:

10.5.1 tobacco in any form;

10.5.2. a firearm, or ammunition, or an imitation firearm, within the meaning of the *Firearms Act 1996*;

10.5.3 a prohibited weapon within the meaning of the *Weapons Prohibition Act 1998*;

10.5.4 more than 20 litres of liquor; or

10.5.5 any item or service prescribed by the regulations.

10.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.

10.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:

10.7.1 the manner in which a Promotional Prize is to be awarded;

10.7.2 when and where the Promotional Prize will be awarded;

10.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;

10.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;

10.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;

10.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;

10.7.7 the place, date and time of any Promotional Prize promotion;

10.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);

10.7.9 how the winner of a Promotional Prize will be notified;

10.7.10 how the results of a Promotional Prize will be published;

10.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and

10.7.11.1 If the prize is machinery or an electric appliance, details shall also include:

i) Make
ii) Model;
iii) Accessories.

10.7.11.2 If the prize is a motor vehicle, details shall also include:

i) Make
ii) Model;
iii) Accessories; and
iv) whether registration and other on-road costs are included.

10.7.11.3 If the prize is travel, details shall also include:

i) number of persons entitled to take advantage of the travel prize;
ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
iii) restrictions on when the travel must be taken;
iv) if spending money is included.

10.7.11.4 If the prize is real estate, details shall also include:

1. the type of dwelling;
2. plans;
3. contract details;
4. easement details;
5. address or other location;
6. what is included – conveyancing, legal costs, fixtures, furniture.

10.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:

10.8.1 face-to-face; or

10.8.2 mail; or
10.8.3 telephone; or
10.8.4 email.

10.9 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:

10.9.1 all details of claims for a Promotional Prize over $100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.

10.10 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the *Gaming and Liquor Administration Act 2007*.

10.11 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the Inspector is to be notified within 48 hours.

10.12 The casino operator shall provide the NICC with full details of the terms and conditions of any promotion conducted by the casino operator in accordance with these rules at least 24 hours prior to the commencement of any promotion.

10.12.1 In the event the casino operator amends the terms and conditions of any promotion conducted under these rules after the commencement of the promotion, the casino operator must re-submit the amended terms and conditions to the NICC as soon as possible.

DIAGRAM A

CRAPS LAYOUT

