

Ref: DOC23/230082

CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the *Casino Control Act 1992*, the NSW Independent Casino Commission does, by this Order, approve the amended game rules for the playing of the game of “Roulette” in the casino operated by the ‘The Star Pty Limited’ under licence granted by the Independent Liquor and Gaming Authority Board:

(1) Amended Rules for the playing of “Roulette”

The amended rules for the playing of the game of “Roulette” in the casino as set out in the Attachment, are approved.

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

Signed at Sydney, NSW, this 17th day of October 2023.



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



ROULETTE

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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;

"Cashless" means a table whereby no cash is accepted and chips can be purchased through a digital platform;

"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 gaming supervisor/Assistant Gaming Manager;

"colour checks" means chips without denomination markings;

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

"dolly" means an indicator placed on the layout to denote the winning number;

"double zero" includes "00";

"gaming supervisor" means a person responsible for the immediate supervision of the operation of the game;

"Lucky Ball" is an optional additional side wager, which may be made by a player;

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

"marker button" means a button used to denote the value of colour checks;

"NICC" means the NSW Independent Casino Commission;

"promotional prize(s)" 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;

"Roulette" means a game where players may choose to place wagers on either a single number or a range of 37 numbers, the colours red or black, or whether the number is odd or even. This game has a house edge of 2.70%;

"00 Roulette" means a game where players may choose to place wagers on either a single number or a range of 38 numbers, the colours red or black, or whether the number is odd or even. This game has a house edge of 5.26%;

"tournament" means a competition for the playing of Roulette, which is restricted to persons who have completed an entry form and have paid the prescribed entry fee;

"uSpin" means a unit that may be attached to the outer rim of a wheel, and can be used to spin the ball; The uSpin consist of a unit affixed to the roulette wheel and may include a remote button.

"**value chips**" means chips marked with denominations of value;

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

"**wagering period**" means the period determined by the casino supervisor during which a player is permitted to place, move or cancel bets;

"**zero**" includes "0".

2. Table Layout and Equipment

- 2.1. The game of Roulette shall be played at a table with an imprinted layout cloth and with a Roulette wheel, of not less than 0.75 meters in diameter, at one end.
- 2.2. The layout cloth of the table shall have areas designated for the placement of wagers and shall be marked in a manner substantially similar to that shown in diagram "A" or "B" or "C" or "D" or "E" or "F".
- 2.3. The Roulette wheel shall have:
 - 2.3.1. 37 equal compartments with one marked zero and indicated by the colour green and the others marked 1 to 36 and indicated by the colours alternately red and black around the wheel; and
 - 2.3.2. the numbers marked in the same order as that shown in diagram "G".

OR

- 2.3.3. 38 equal compartments with one marked zero and another marked double zero and indicated by the colour green and the others marked 1 to 36 and indicated by the colours alternately red and black around the wheel; and
- 2.3.4. the numbers marked in the same order as that shown in diagram "H".
- 2.4. Each ball used in gaming at Roulette shall be made completely of a non-metallic substance and shall be not less than 17 millimetres, nor more than 23 millimetres, in diameter.
- 2.5. The following equipment shall also be used:
 - 2.5.1. marker buttons, sufficient to indicate the values of the colour checks in use at the table;
 - 2.5.2. a dolly made of plastic or brass;
 - 2.5.3. a float tray;
 - 2.5.4. a table limit sign that shall display the minimum, maximum and units for the table.
- 2.6. The following equipment may be used:
 - 2.6.1. a display rack with compartments used to indicate the colours and values of

- the colour checks in use at the table;
- 2.6.2. a winning number display unit;
- 2.6.3. a uSpin unit, that may be used to spin the ball instead of the dealer.
- 2.7. The table shall have a drop box attached for when cash is accepted.
 - 2.7.1. The drop box may be removed for when a table is operating as cashless.
- 2.8. Where the Lucky Ball wager is offered and the game of Roulette is played at a table with a layout cloth marked in a manner substantially similar to that shown in diagram "E" or "F" any player may elect to place a Lucky Ball wager during a round of play and prior to the dealer calling 'No More Bets'. The Lucky Ball wager shall be placed on the appropriate playing area of the layout.
- 2.9. Each Roulette table offering the Lucky Ball wager shall have a display screen attached that operates in such a way as to show the randomly selected Lucky Ball numbers for that round of play. It will be substantially similar to that shown in diagram I.

3. Wagers

- 3.1. Diagrams "I", "J", and "K" are illustrations of the correct manner of placement of wagers on a Roulette layout.
- 3.2. The wagers defined in this rule shall be the permissible wagers by a player at the game of Roulette:
 - 3.2.1. "One number or Straight Up" which shall win if a single number from 1 to 36 or "0" or "00" is wagered and spun and shall lose if any other number is spun;
 - 3.2.2. "Two numbers or Split" which shall win if:
 - 3.2.2.1. either of the two numbers wagered is spun; or
 - 3.2.2.2. "0" and either of 1, 2 or 3 is wagered and any one of them is spun; or
 - 3.2.2.3. "0" and either of 00, 1, or, 2 is wagered and any one of them is spun; or
 - 3.2.2.4. "00" and either "0", 2 or, 3 is wagered and any one of them is spun;

but otherwise shall lose.
 - 3.2.3. "Three numbers or Street" which shall win if:
 - 3.2.3.1. any one of the three numbers in the row wagered is spun; or
 - 3.2.3.2. "0" and 1 and 2 are wagered and any one of them is spun; or
 - 3.2.3.3. "0" and 2 and 3 are wagered and any one of them is spun, however this wager is not available where wheel order includes "00"; or
 - 3.2.3.4. "0" and "00" and 2 are wagered and any one of them is spun;

or

- 3.2.3.5. “00” and 2 and 3 are wagered and any one of them is spun;
but otherwise shall lose.

- 3.2.4. “Four numbers or Corner” which shall win if:

- 3.2.4.1. any one of the four numbers wagered is spun; or

- 3.2.4.2. “0” and 1, 2 and 3 are wagered and any one of them is spun,
however this wager is not available where wheel order
includes “00”.

but otherwise shall lose.

- 3.2.5. “Five numbers or Five-line” which is only available where the wheel order
includes “00”, shall win if “0”, “00”, 1, 2 and 3 is wagered and any of them is
spun, but otherwise shall lose.

- 3.2.6. “Six numbers or Six-line” which shall win if any one of the six numbers in the
two rows wagered is spun and shall lose if any other number or “0” or “00” is
spun;

- 3.2.7. “Column” which shall win if any one of the 12 numbers in the column
wagered is spun and shall lose if any other number or “0” or “00” is spun;

- 3.2.8. “Dozen” which shall win if any one of the 12 numbers in the dozen wagered
(1-12, 13-24 or 25-36) is spun and shall lose if any other number or “0” or
“00” is spun;

- 3.2.9. “Low - (1-18)” which shall win if any one of the 18 numbers wagered is spun
and shall lose if any other number or “0” or “00” is spun;

- 3.2.10. “High - (19-36)” which shall win if any one of the 18 numbers wagered is
spun and shall lose if any other number or “0” or “00” is spun;

- 3.2.11. “Even” which shall win if the number wagered and spun is an even number
and shall lose if the number spun is an odd number or “0” or “00”;

- 3.2.12. “Odd” which shall win if the number wagered and spun is an odd number
and shall lose if the number spun is an even number or “0” or “00”

- 3.2.13. “Red” which shall win if the colour of the number wagered and spun is red
and shall lose if the number spun is black or “0” or “00”;

- 3.2.14. “Black” which shall win if the colour of the number wagered and spun is
black and shall lose if the number spun is red or “0” or “00”.

- 3.3. All wagers shall be made by placing value chips or colour checks or casino
promotional tokens on the appropriate playing areas of the Roulette layout.

- 3.4. The colour checks of a set shall each bear the same distinguishing emblem or mark to
differentiate them from colour checks of other sets in use at other tables. Each set
shall be subdivided into various colours.

- 3.5. Colour checks issued at a Roulette table shall only be used for gaming at that table
and shall not be used for gaming at any other table in the casino.

- 3.6. Colour checks shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino unless that table is closed at the time of the redemption request.
- 3.7. No player shall be issued with colour checks which are identical in colour and design to colour checks which have been issued to another player at the same table unless the player(s) issued with the colour checks agree to the issue.
- 3.8. Where a player purchases colour checks, the specific value to be assigned to each shall be ascertained by the dealer and if that value exceeds the table minimum it shall be denoted by a colour check and a related marker button bearing a number on it to designate the value set by that player.
- 3.9. At the discretion of a casino supervisor, a player may be issued with colour checks of more than one colour at the same table, provided that as a result, no other player is precluded from wagering with colour checks. In such instances the colours issued to the one player shall be designated the same value.
- 3.10. A wager cannot be withdrawn, placed or changed after the dealer has called "no more bets" and/or indicated by hand movements above the layout that betting is to cease. On completion of the hand movement no more bets will be allowed.
- 3.11. Wagers orally declared shall be accepted only when accompanied by chips or colour checks or casino promotional tokens and the dealer has sufficient time to place the wager on the layout prior to "no more bets" being called. All bets must be placed before the call of no more bets.
- 3.12. Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.
- 3.13. Wagers shall be settled strictly in accordance with the position of chips or colour checks or casino promotional tokens on the layout when the ball falls to rest in a compartment of the wheel.
- 3.14. A casino supervisor may modify the application of rule 3.13 if it is apparent, under the circumstances, that the strict application of the rule would be unfair to the player.

4. Minimum and Maximum Wagers

- 4.1. The minimum and maximum wagers permitted by a player 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.
- 4.2. A wager found to be below the stated minimum, after the call of no more bets, shall be valid.
- 4.3. 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 spin(s) the wagers and results of the previous spin(s) shall stand.
- 4.4. Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.

- 4.5. 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.
- 4.6. 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.

5. Play of the Game

- 5.1. At the completion of all payouts from the previous spin or before the ball is spun, the dealer shall announce "place your bets".
- 5.2. The ball shall be spun by the dealer or the uSpin unit in a direction opposite to the rotation of the wheel and shall complete at least four (4) revolutions around the track of the wheel to constitute a valid spin.
- 5.3. While the ball is still rotating around the wheel, the dealer shall call "no more bets" and indicate by hand movements above the layout that betting will now cease. On completion of the hand movement, no more bets will be allowed.
- 5.4. Upon the ball coming to rest in a compartment of the wheel, the dealer shall announce the winning number and shall place the dolly on the corresponding number on the layout.
- 5.5. When diagram "C" is in use, any wagers placed on the "0" wagering area on the outside of the layout shall be moved by the dealer to the "0" wagering area on the inside of the layout prior to calling "No more bets please".
- 5.6. When a uSpin unit is utilised, the dealer shall load the ball into the uSpin unit and may offer the player(s) the option to press the remote button which will activate the spin. At the commencement of a new game, the dealer may offer the button to the player(s), determined by player demand. The dealer shall activate play in the event a player does not wish to push the button. The game will then be conducted as per Play of the Game Rules 5.2 – 5.5.

6. Settlement

- 6.1. Winning wagers at the game of Roulette shall be paid at the odds listed below:

Wager	Odds
One number or Straight Up	35 to 1
Two numbers or Split	17 to 1
Three numbers or Street	11 to 1
Four numbers or Corner	8 to 1
5 numbers or Five-Line (only available with 00 option)	6 to 1
6 numbers or Six-Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Low (1-18)	1 to 1
High (19-36)	1 to 1
Even	1 to 1

Odd	1 to 1
Red	1 to 1
Black	1 to 1

- 6.2. When the ball comes to rest in the compartment of the wheel marked "zero", all wagers shall lose other than those made straight up on the "zero" or made on any available combination (depending on the layout in use) of the "zero" with the numbers "double zero", and/or one and/or two and/or three.
- 6.3. When the ball comes to rest in the compartment of the wheel marked "double zero", all wagers shall lose other than those made straight up on the "double zero" or made on any available combination (depending on the layout in use) of the "double zero" with the numbers "zero", and/or one and/or two and/or three.
- 6.4. Winning wagers made straight up on the "zero" or made on any available combination (depending on the layout in use) of the "zero" with the numbers "double zero" and/or one and/or two and/or three shall be paid at the same odds as would apply in respect of the same type of wager as specified in rule 6.1.
- 6.5. Winning wagers made straight up on the "double zero" or made on any available combination (depending on the layout in use) of the "double zero" with the numbers "zero" and/or one and/or two and/or three shall be paid at the same odds as would apply in respect of the same type of wager as specified in rule 6.1.

7. Lucky Ball Roulette

- 7.1. The casino operator may, at its discretion, offer players the opportunity to make Lucky Ball wagers in accordance with this rule.
- 7.2. Where the game in play incorporates Lucky Ball, the approved rules for the game of Roulette will apply, except where the rules are inconsistent with the rules for Lucky Ball, and then the rules for Lucky Ball will apply.
- 7.3. Players are not required to bet on the main game to place a Lucky Ball wager.
- 7.4. Once the dealer or uSpin has spun the ball the display screen will show the four randomly selected Lucky Ball numbers, and the payout odds. Each number will have a coloured border (red, or green, or blue, or yellow) that will correspond to the colour of its betting area on the layout.
- 7.5. Players may have the option of betting on any of the Lucky Ball numbers by placing a bet in the corresponding colour betting area on the layout. Separate wagers may be placed on all four Lucky Ball numbers. One wager cannot cover two or more betting areas.
- 7.6. Where the Mega Odds version of the game has not been enabled, once 'No More Bets' has displayed on the screen, one of the four numbers shall be selected at random to receive the Super Payout Odds as indicated in Table One below. The screen will indicate the selected number, and display the new payout odds. The Super Payout Odds will replace the Standard Payout Odds for settlement calculation.
- 7.7. The remaining three Lucky Ball wagering areas that are not selected to receive Super Odds shall be paid at their Standard Odds, if required, for settlement calculation.

- 7.8. Payouts for each Lucky Ball colour where the Mega Odds has not been enabled are as follows:

Table One		
	Standard Payout Odds	Super Payout Odds
Red Bet	6 to 1	120 to 1
Green Bet	12 to 1	100 to 1
Blue Bet	20 to 1	75 to 1
Yellow Bet	25 to 1	60 to 1

- 7.9. Where the Mega Odds version of the game is enabled, once 'No More Bets' has displayed on the screen, one of the following shall occur:

- 7.9.1. One of the four numbers shall be selected at random to receive the Super Payout Odds as indicated in Table Two below. The screen will indicate the selected number, and display the new payout odds. The Super Payout Odds will replace the Standard Payout Odds for settlement calculation. The remaining three numbers will pay at the Standard Payout Odds for settlement calculation.

OR

- 7.9.2. One of the four numbers shall be selected at random to receive the Mega Odds. The screen will indicate the selected number and display the Mega Odds of 1000:1. The Mega Odds will replace the Standard Payout Odds for settlement calculation. The remaining three numbers will pay at the Standard Payout Odds for settlement calculation.

- 7.10. Payouts for each Lucky Ball colour where the Mega Odds has been enabled are as follows:

Table Two			
	Standard Payout Odds	Super Payout Odds	Mega Payout Odds
Red Bet	5 to 1	120 to 1	1000 to 1
Green Bet	12 to 1	100 to 1	1000 to 1
Blue Bet	20 to 1	75 to 1	1000 to 1
Yellow Bet	25 to 1	60 to 1	1000 to 1

8. Irregularities

- 8.1. If the ball is spun in the same direction as the wheel is rotating, the dealer or casino supervisor shall announce "no spin" and the dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- 8.2. If the dealer or casino supervisor anticipates that the ball will not complete four revolutions around the track of the wheel, the dealer or casino supervisor shall announce "no spin" and the dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- 8.3. If a foreign object enters the wheel prior to the ball coming to rest the dealer or casino supervisor shall announce "no spin" and the dealer shall attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- 8.4. If the ball fails to fall into one of the compartments the dealer or casino supervisor shall announce "no spin".

- 8.5. If the ball is propelled or falls out of the wheel, the dealer or casino supervisor shall announce "no spin". Upon retrieval the ball shall be examined by a casino supervisor.
- 8.6. If any person interferes with the ball or the rotation of the wheel, the dealer or the casino supervisor shall announce "no spin".
- 8.7. If any person other than the dealer places the ball into the uSpin unit, the dealer or casino supervisor shall announce "no spin".
- 8.8. Once the dealer or a casino supervisor has announced "no spin", it shall be an invalid spin regardless of whether or not the ball comes to rest in one of the compartments prior to the dealer's attempt to remove the ball from the wheel.
- 8.9. After a "no spin" the dealer shall re-spin in accordance with rule 5.
- 8.10. When diagram "C" is in use, after the dealer has placed the dolly on the winning number on the layout, should any valid wagers remain in the "0" wagering area on the outside of the layout, the dealer shall move those wagers to the "0" wagering area on the inside of the layout prior to clearing the layout. Should those wagers not be moved, they shall be treated as valid wagers.
- 8.11. In the event of a malfunction with the display screen that is showing the Lucky ball winning numbers, all Lucky Ball wagers shall be declared void and returned to players. The Lucky Ball option shall not be offered to players until the display screen is operating correctly.
- 8.12. In the event the uSpin unit experiences a mechanical error or malfunction, it shall no longer be utilised until it has been repaired and deemed fully functional by a Star representative. The last spin shall be deemed void if the spin does not satisfy the requirement for a valid spin. Gaming shall not continue until the uSpin unit is repaired/replaced or removed, in which case the game shall continue to be dealt in accordance with rule 5.
- 8.13. In the event that a wager has not been correctly settled by reason of an overpayment or underpayment, then provided:
 - 8.13.1. 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
 - 8.13.2. 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.

- 8.14. In the event that a wager has not been settled correctly and The Star suspects that it was an intentional act, The Star must make a reasonable attempt to:
 - 8.14.1. Within a reasonable time, rectify the incorrect settlement; and
 - 8.14.2. Make a reasonable attempt to identify the patron involved.

8.15. For the avoidance of doubt:

- 8.15.1. for the purposes of rule 8.13.2 and 8.14.2 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:
 - 8.15.1.1. where an underpayment has been made, an attempt to reimburse that patron; or
 - 8.15.1.2. where an overpayment has been made, an attempt to request or demand the return of moneys from that patron;
- 8.15.2. 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
- 8.15.3. notwithstanding rule 8.13, 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. General Provisions

- 9.1. 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.
- 9.2. Rule 9.1 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.
- 9.3. Where a casino supervisor is satisfied that a person has contravened any provision of rule 9.1, he/she may:
 - 9.3.1. declare that any wager made by the person is void;
 - 9.3.2. direct that the person shall be excluded from further participation in the game;
 - 9.3.3. exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
- 9.4. A casino supervisor may invalidate the outcome of a game if:
 - 9.4.1. the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 9.4.2. any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 9.5. Where the outcome of a game is invalidated under rule 9.4, 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 9.4.2 be forfeited.
- 9.6. A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.

- 9.7. 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.
- 9.8. 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.
- 9.9. 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.
- 9.10. Players and spectators are not permitted to have side bets with or against each other.
- 9.11. A casino supervisor may refuse, on reasonable grounds, any wager made by a player prior to the call of no more bets, and in so doing may cause the wager(s) to be removed from the layout.
- 9.12. Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor, subject to a review (if requested) by a casino supervisor.
- 9.13. In any dispute arising from these rules, 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.
- 9.14. A copy of these rules shall be made available for inspection upon request.

10. Tournament Play

10.1. Definitions

10.1.1. In these rules, unless the contrary appears:

“buy-in” means the prescribed amount of money to be converted into tournament chips by each tournament player prior to each session or final for participation in the tournament;

“marker” means an indicator which may be used to indicate the wagering order;

“pass card” an approved card which may be used by a tournament player in lieu of a wager in a round of play;

“play-off” means any session of play the purpose of which is to determine a winner and/or placegetter(s) of a session where two or more tournament players have finished that session with an equal value of chips other than zero;

“session” means a set time period or a designated period of play at the completion of which the winner and/or placegetter(s) advance to a further session or a final session;

“tie” means that two (2) or more tournament players have equal value amounts of tournament chips at the conclusion of a heat or final;

“tournament” means a competition for the playing of Roulette, which is restricted to persons who have completed an entry form and have paid the prescribed entry fee;

“tournament chips” are chips issued to tournament players for the purposes of wagering and scoring in tournament play, they have no cash value and are not redeemable for cash or any other type of chips;

“Tournament Manager” means a licensed person(s) appointed by the casino operator and responsible for the overall control of the tournament;

“undisclosed wager” means a wager made by a tournament player by writing the amount and type of wager on an approved form the details of which shall not be revealed to any other tournament player at the table until after the conclusion of the round of play in which the wager was placed.

10.2. Application of Roulette rules

- 10.2.1. The rules for playing of Roulette other than sub rules 4.2, 4.3, 4.5 and 4.6 shall apply, except where the rules are inconsistent with the rules for tournament play, in which case the rules for tournament play shall prevail.
- 10.2.2. Rule 3.12 is amended to the extent necessary for the following to have effect:
 - 10.2.2.1. Where a player is issued with colour checks of more than one colour the colours so issued may be designated different values.

10.3. Entry fees/prize pool for tournament

- 10.3.1. The casino operator may charge tournament players a fee to enter a tournament and may add value to the prize pool in the form of cash, goods or services.
- 10.3.2. All entry fees received by the casino operator shall be included in a prize pool for distribution to the winning tournament players in accordance with the conditions of play and no entry fee or part thereof shall be refunded to any person unless specifically permitted by the conditions of entry.
- 10.3.3. The casino operator may guarantee the prize pool based on a minimum number of entries being received. Should the number of entries be less than the minimum requirement, the casino operator may reserve the right to cancel the tournament.
- 10.3.4. The casino operator may cancel the tournament without liability. In the event of cancellation all entry fees will be refunded.

10.4. Tournament conditions

- 10.4.1. The casino operator is to publish and provide to each tournament player a copy of the tournament conditions.
- 10.4.2. The tournament conditions must include, but is not limited to, the following:
 - (a) the amount of the entry fee, if any;
 - (b) the amount of tournament chips to be allocated to or purchased by the tournament player at the commencement of a session;
 - (c) whether there is a minimum or compulsory wager for each round of play in a session;

- (d) the minimum and maximum wagers for each round of play in a session including, if applicable, the point at which the minimum and/or maximum wager may be increased during a session;
- (e) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;
- (f) the conditions of play applicable to the allocation of tables and wagering areas, the order of wagering, the use of pass cards and undisclosed wagers;
- (g) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (h) in respect of eligibility for entry:
 - i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria.
- (i) the terms of entry (including the period within which a tournament player may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (j) the prizes and the method of payment and any undertaking, reservation or guarantee given by the casino operator, if applicable;
- (k) a statement that the tournament is conducted by the Tournament Manager in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.

10.4.3. The Tournament Manager may require each tournament player to agree in writing with the approved Rules and Conditions of the tournament prior to accepting entry into the tournament.

10.5. Conduct of Play

- 10.5.1. The Tournament Manager shall designate the gaming tables to be used in the conduct of the tournament.
- 10.5.2. The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 10.5.1 is used exclusively for tournament play.
- 10.5.3. The Tournament Manager may alter the starting time of any session, if reasonable notice (at least twenty minutes) has been given to the tournament players.

- 10.5.4. The Tournament Manager may determine the method of allocating tables and playing areas to tournament players, the order of wagering, the conditions applicable to the use of pass cards and undisclosed wagers, providing those conditions are consistent with the relevant rules of the game.
- 10.5.5. The Tournament Manager may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
 - 10.5.5.1. if the tournament player or players to progress to the following session from that gaming table or round have been determined; and
 - 10.5.5.2. if the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, providing all the tournament players at the gaming table agree.
- 10.5.6. Where a tournament player does not take an allotted seat at the specified time or is absent during a session the Tournament Manager may:
 - 10.5.6.1. direct the dealer to deduct an amount equal to the minimum wager from the set amount of tournament chips for each round of play for which the tournament player is absent, to a maximum of three rounds of play; and/or
 - 10.5.6.2. declare the tournament player's position cancelled and the tournament player disqualified. Once disqualified a tournament player will not be entitled to a refund of the entry fee except on the approval of the Tournament Manager but will retain the value of tournament chips won or purchased in accordance with these rules.
- 10.5.7. The Tournament Manager may disqualify a tournament player if found to have contravened any of the rules of Roulette or tournament play and shall not be entitled to receive a refund of the entry fee.
- 10.5.8. At the completion of each session of play, dealers and/or casino supervisors shall total the value of tournament chips in front of each remaining tournament player. This amount is to be recorded and given to the Tournament Manager who will determine and announce the winners or place getters.
- 10.5.9. At the conclusion of each session of play, dealers and/or casino supervisors are to ensure that all tournament chips have been returned to the inventory. If a situation arises where tournament chips have not been returned to the table, the Tournament Manager is to be advised and the quantity and denomination recorded.

10.6. Wagers

- 10.6.1. All wagers will be made with tournament chips.
- 10.6.2. Prior to the start of any session, each tournament player will receive or purchase an equivalent allotment of tournament chips at the table.
- 10.6.3. Any tournament player who cannot provide the prescribed buy-in prior to the commencement of each session shall be eliminated and the entry fee will not be refunded.

- 10.6.4. A tournament player must wager at least the minimum and no more than the maximum on each round of play during the session. A player who fails to wager on each round of play shall be disqualified unless he/she has played a pass card in accordance with rule 10.7.
- 10.6.5. Tournament players will be disqualified if they increase, or attempt to increase their buy-in by any other means than the payment of winning wagers by the dealer. No such tournament player shall be entitled to a refund of entry fee.
- 10.6.6. Tournament players may not remove their tournament chips from the table. All chips must remain in full view of tournament players and staff whilst play is in progress. Tournament players must not exchange chips with other tournament players for any reason.
- 10.6.7. The Tournament Manager shall disqualify any tournament player found to be deliberately concealing, pocketing or otherwise hiding chips during tournament play. No such tournament player shall be entitled to a refund of entry fee.
- 10.6.8. All wagers must be made and paid with colour chips or approved tournament chips.
- 10.6.9. Tournament chips in the possession of a tournament player at the conclusion of each session of play shall remain the property of the casino operator.
- 10.6.10. A tournament player shall wager only from their allocated position.
- 10.6.11. Subject to reasonable notice, the Tournament Manager may limit the time period within which individual wagers must be made.
- 10.6.12. Where a tournament player does not place a wager within the allotted time, the tournament player's wager may be restricted to an amount equal to the stated minimum wager for the table.
- 10.6.13. Any tournament player who cannot wager at least the minimum prior to the commencement of a round will be eliminated and must vacate the table.
- 10.6.14. Subject to rule 10.7 and 10.8, each tournament player must wager at least the minimum prescribed wager on each round of play and shall not exceed the maximum. All wagers shall be in units of the minimum. Wagers in excess of the stated maximum shall be paid or collected to the maximum. A wager found to be less than the minimum shall be required to be made up to the minimum. If the tournament player is unable to increase the wager to the prescribed minimum, the tournament player's wager shall be void, the cards shall be burned by placing them in the discard rack and the tournament player shall be eliminated from the session. A wager found to contain incomplete increments should be valid to the last complete wagered increment.
- 10.6.15. The minimum and maximum wager may be increased/decreased during the tournament providing tournament players have been notified of the condition prior to the commencement of the tournament.

10.7. Pass cards

- 10.7.1. If the tournament provides for the use of a pass card(s) such card(s) shall be allocated at the beginning of each heat. Each tournament player shall be allocated the same number of pass cards. The tournament player may place a pass card on the playing area in lieu of a wager. Pass cards will be collected by the dealer at the conclusion of each round of play.

10.8. Undisclosed wagers

- 10.8.1. A tournament may provide for the use of undisclosed wagers. The number of undisclosed wagers shall be determined by the terms and conditions of the tournament.
- 10.8.2. Where a tournament player elects to make an undisclosed wager the following shall apply:
- 10.8.2.1. the tournament player shall make the wager by writing the type of wager and amount of the wager on a form designed for the purpose and passing it to the game supervisor for recording; and
 - 10.8.2.2. each tournament player is responsible for the correct completion of his or her form; and
 - 10.8.2.3. undisclosed wagers shall be within the table minimum or maximum wagers prescribed and shall not exceed the amount of tournament chips in the tournament player's possession; and
 - 10.8.2.4. an undisclosed wager may be made in conjunction with a wager in tournament chips provided the combined total does not exceed the amount of tournament chips in the tournament player's possession; and
 - 10.8.2.5. the gaming supervisor will examine the undisclosed wager prior to the commencement of the round of play to ensure that it has been made in accordance with these rules and will place an indicator in front of the tournament player making the wager to indicate the existence of an undisclosed wager; and
 - 10.8.2.6. at the conclusion of the round of play the gaming supervisor shall announce the type and amount of each undisclosed wager and will have the tournament player place the wager in the appropriate section of the layout to be paid or taken by the dealer according to the result.
- 10.8.3. Where after the conclusion of a round of play an undisclosed wager is found not to have complied with 10.8.2:
- 10.8.3.1. an undisclosed wager less than the table minimum shall be deemed to be for the minimum;
 - 10.8.3.2. an undisclosed wager that exceeds the maximum shall be deemed to be for the maximum;
 - 10.8.3.3. an undisclosed wager that exceeds the amount of tournament chips in the tournament player's possession will be deemed to be for the full amount of those chips or the table maximum whichever is the lower;

- 10.8.3.4. an undisclosed wager that does not show the amount or type of wager the tournament player shall have an amount equal to the table minimum deducted from his/her tournament chip inventory.

- 10.8.4. At the conclusion of the round of play in which an undisclosed wager is played and prior to the first card of the next round of play is dealt, any tournament player may request and examine the form used by another tournament player to make the undisclosed wager.

10.9. Order of wagering

- 10.9.1. A tournament may provide for an order of wagering to be implemented. The order of wagering shall be determined by the terms and conditions of the tournament.
- 10.9.2. Where an order of wagering is to be implemented a marker will be used to indicate the wagering order.
- 10.9.3. When the marker is placed on a tournament player's box, that tournament player must wager first, the remaining tournament players shall wager in sequence commencing with the tournament player to the left of the tournament player who wagers first.
- 10.9.4. A tournament player who wagers out of sequence as determined by rule 10.9.3 shall be required to remove their wager and wait their turn.
- 10.9.5. Once a tournament player has made their wager in turn, wagers may not be removed or altered.

10.10. Session winners/placegetters

- 10.10.1. The number of tournament players to advance to the next session will be determined at the start of the tournament.
- 10.10.2. The winner(s) of each session will be the tournament player(s) on each table with the highest value of chips at the end of the session.
- 10.10.3. If, at the completion of each session, the remaining number of tournament players, having an equal value of tournament chips, exceeds the number of tournament players to advance to the next session a playoff will be conducted amongst those tournament players. At the end of each round of play a count of the tournament player's tournament chips shall be conducted until an order is determined.
- 10.10.4. If two (2) or more tournament players are eliminated in the same round of play, a count of residual chips will determine the placings unless two or more tournament players have equal or no residual chips, in which case the tournament player with the smallest wager will be deemed to have been eliminated first. If the tournament players have made equal wagers the tournament player whose chips were removed first shall be deemed to have been eliminated first.

10.11. General provisions

- 10.11.1. Tournament players may not advise or seek advice from other tournament players or persons not involved in the tournament during play.

- 10.11.2. In the event of a dispute relating to the rules or conditions of entry, the decision of the Tournament Manager will be final and the game will not proceed until the dispute is settled.
- 10.11.3. At the Tournament Manager's discretion, a count of all tournament players' chips may be conducted.
- 10.11.4. A tournament player may be disqualified if found to contravene any of these rules. No such tournament player shall be entitled to a refund of entry fee.

11. Player Rewards and Promotional Prizes

- 11.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 11.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.
- 11.3 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 cash alternative of the non-monetary prize instead.
- 11.4 Promotional Prizes must not be awarded in the form of cash. Any monetary prizes, or non-monetary prizes approved for conversion to cash, may only be paid by crossed cheque made out to the winner, by electronic funds transfer to the winner's bank account or by a combination of these payment options
- 11.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
 - 11.5.1 tobacco in any form;
 - 11.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 11.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 11.5.4 more than 20 litres of liquor; or
 - 11.5.5 any item or service prescribed by the regulations.
- 11.6 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.
- 11.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
 - 11.7.1 the manner in which a Promotional Prize is to be awarded;
 - 11.7.2 when and where the Promotional Prize will be awarded;

- 11.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
- 11.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
- 11.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
- 11.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
- 11.7.7 the place, date and time of any Promotional Prize promotion;
- 11.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 11.7.9 how the winner of a Promotional Prize will be notified;
- 11.7.10 how the results of a Promotional Prize will be published;
- 11.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
 - 11.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories.
 - 11.7.11.2 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.
 - 11.7.11.3 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.
 - 11.7.11.4 If the prize is real estate, details shall also include:
 - i) the type of dwelling;
 - ii) plans;
 - iii) contract details;
 - iv) easement details;
 - v) address or other location;
 - vi) what is included – conveyancing, legal costs, fixtures, furniture.

- 11.8 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:
- 11.8.1 face-to-face; or
 - 11.8.2 mail; or
 - 11.8.3 telephone; or
 - 11.8.4 email.
- 11.9 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:
- 11.9.1 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.
- 11.10 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.
- 11.11 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.
- 11.12 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.
- 11.12.1 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

ROULETTE LAYOUT SINGLE ZERO



		0			
Approximate logo position	1 to 18	1st 12	1	2	3
			4	5	6
	EVEN		7	8	9
			10	11	12
		2nd 12	13	14	15
			16	17	18
			19	20	21
			22	23	24
	ODD	3rd 12	25	26	27
			28	29	30
	19 to 36		31	32	33
			34	35	36
		2 to 1	2 to 1	2 to 1	

DIAGRAM B

ROULETTE LAYOUT DOUBLE ZERO



		0		00
1 to 18	1st 12	1	2	3
EVEN		4	5	6
		7	8	9
		10	11	12
	2nd 12	13	14	15
		16	17	18
		19	20	21
		22	23	24
ODD	3rd 12	25	26	27
19 to 36		28	29	30
		31	32	33
		34	35	36
		2 to 1	2 to 1	2 to 1

DIAGRAM C

ROULETTE LAYOUT SINGLE ZERO

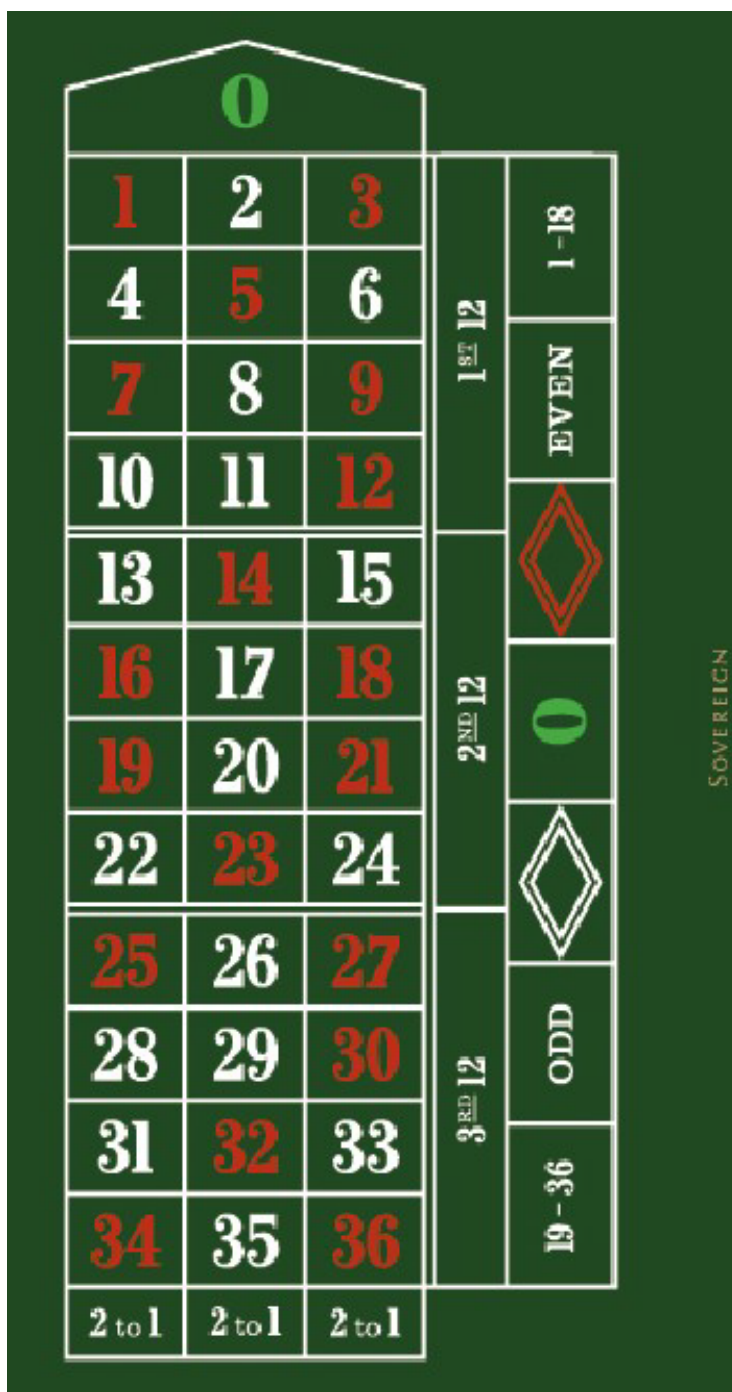


DIAGRAM D

ROULETTE LAYOUT DOUBLE ZERO

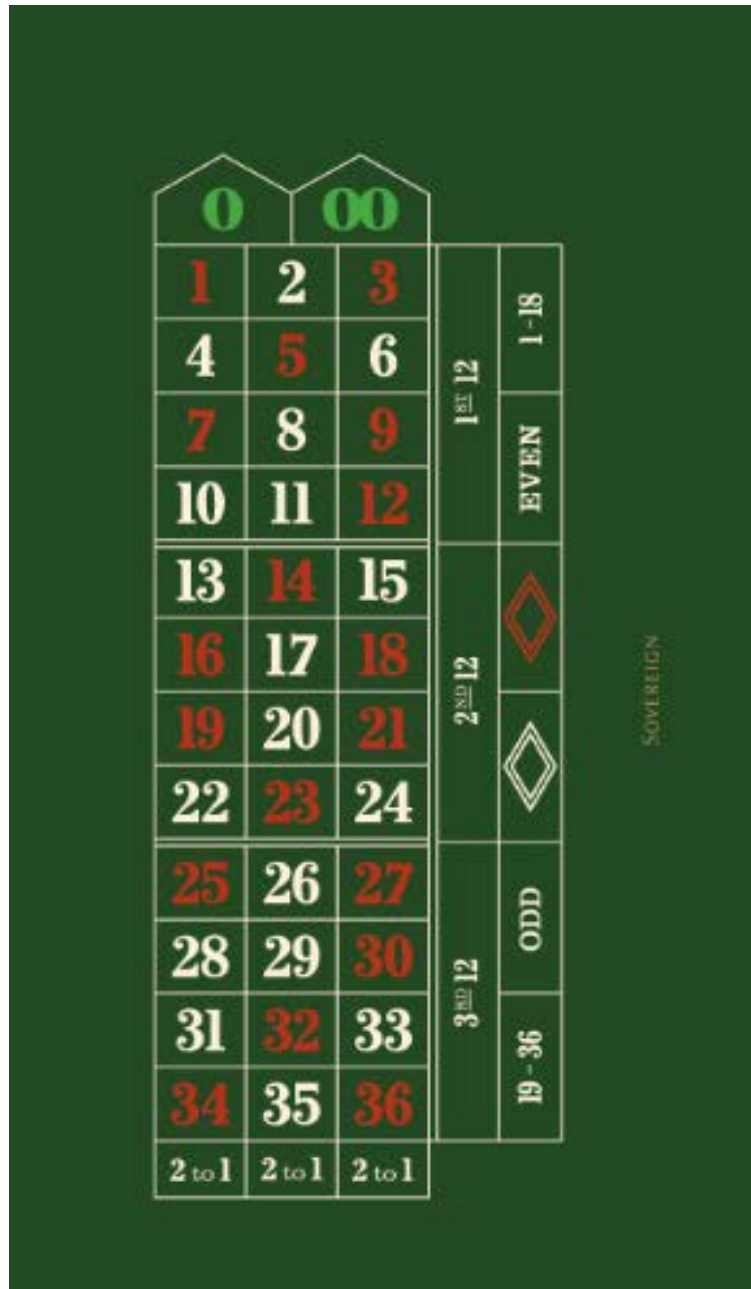


DIAGRAM E

ROULETTE LAYOUT SINGLE ZERO LUCKY BALL

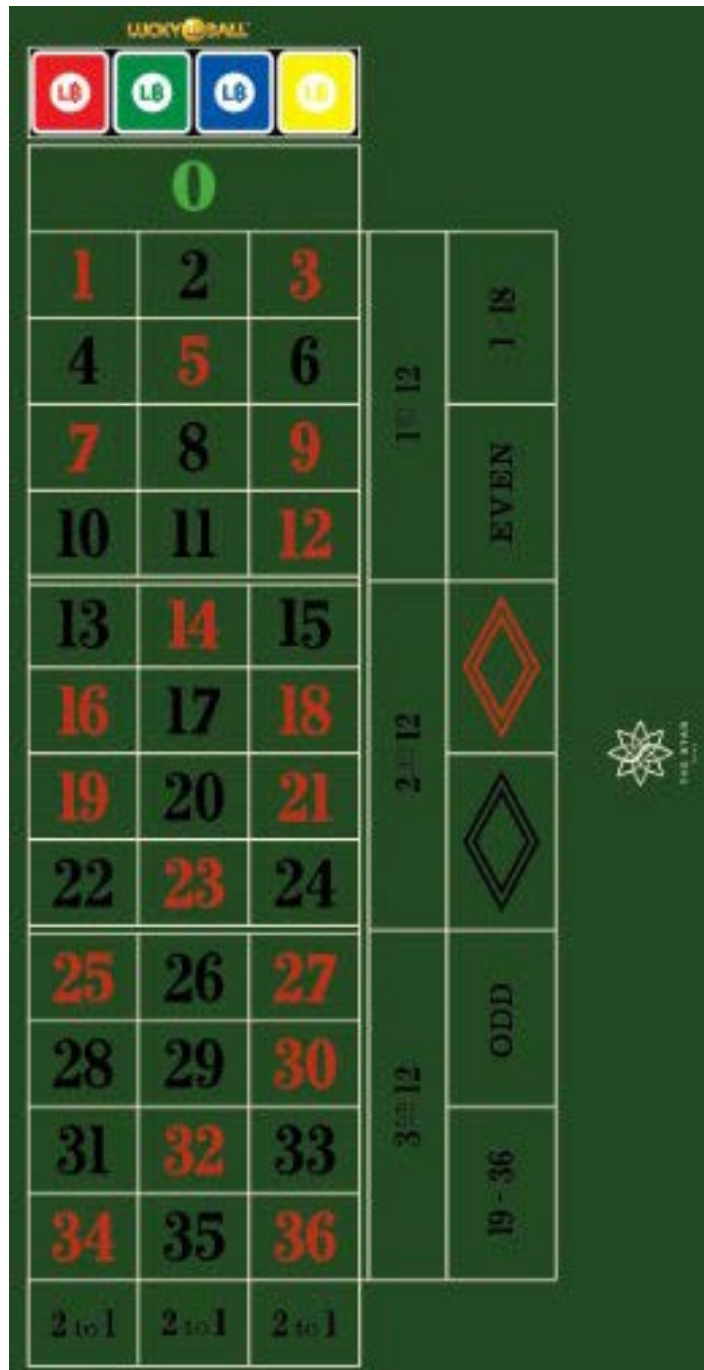


DIAGRAM F

ROULETTE LAYOUT DOUBLE ZERO LUCKY BALL

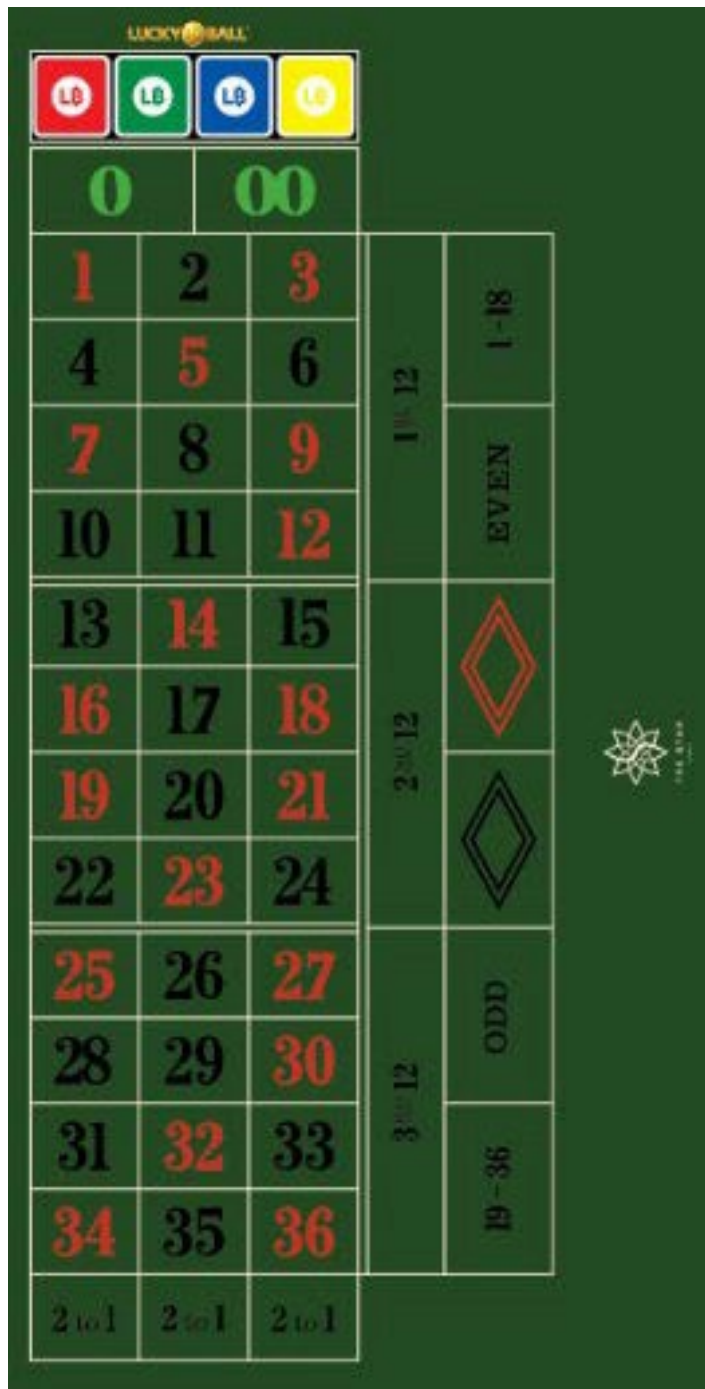


DIAGRAM G

SINGLE ZERO WHEEL SEQUENCE

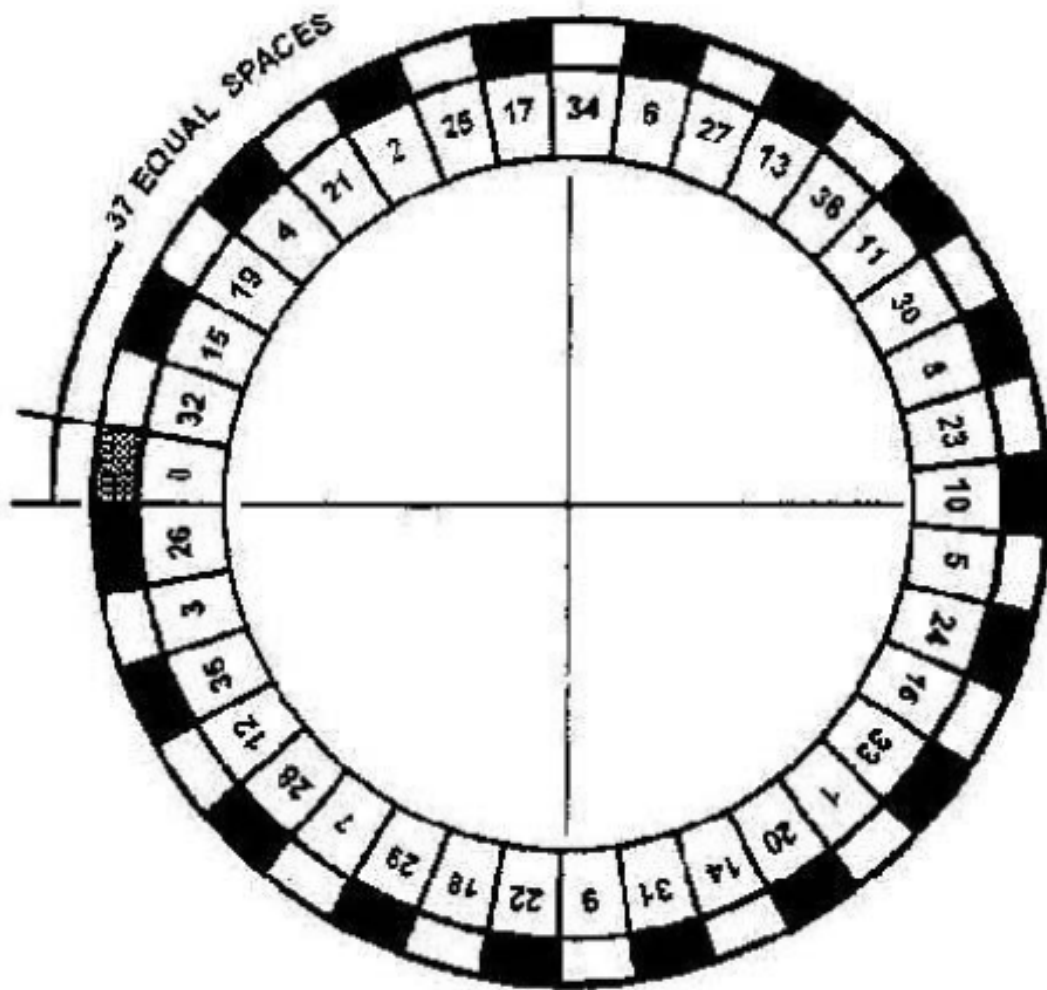


DIAGRAM H**DOUBLE ZERO WHEEL SEQUENCE**

DIAGRAM I

ROULETTE LAYOUT SHOWING WAGER PLACEMENTS

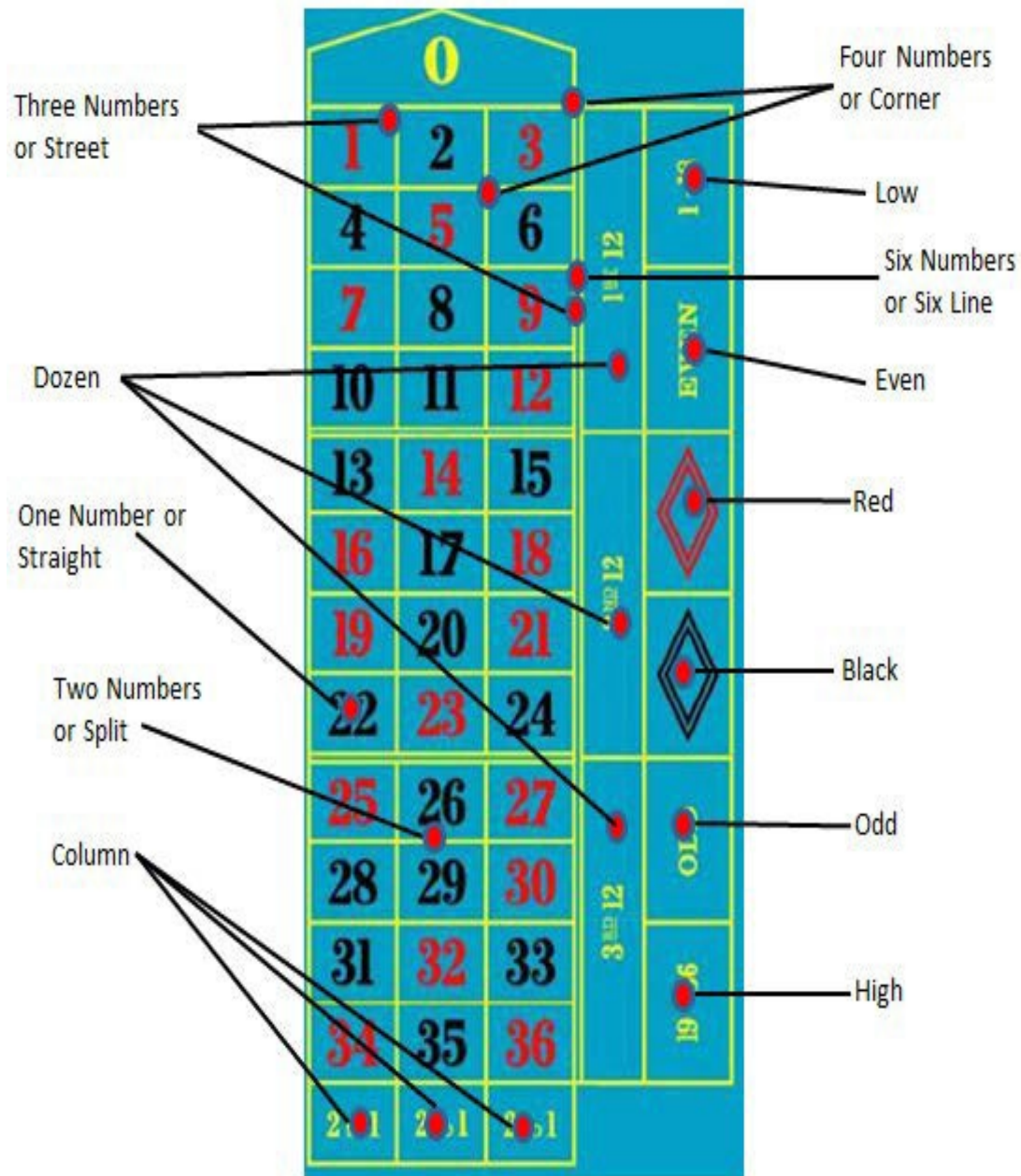


DIAGRAM J

ROULETTE LAYOUT SHOWING WAGER PLACEMENTS

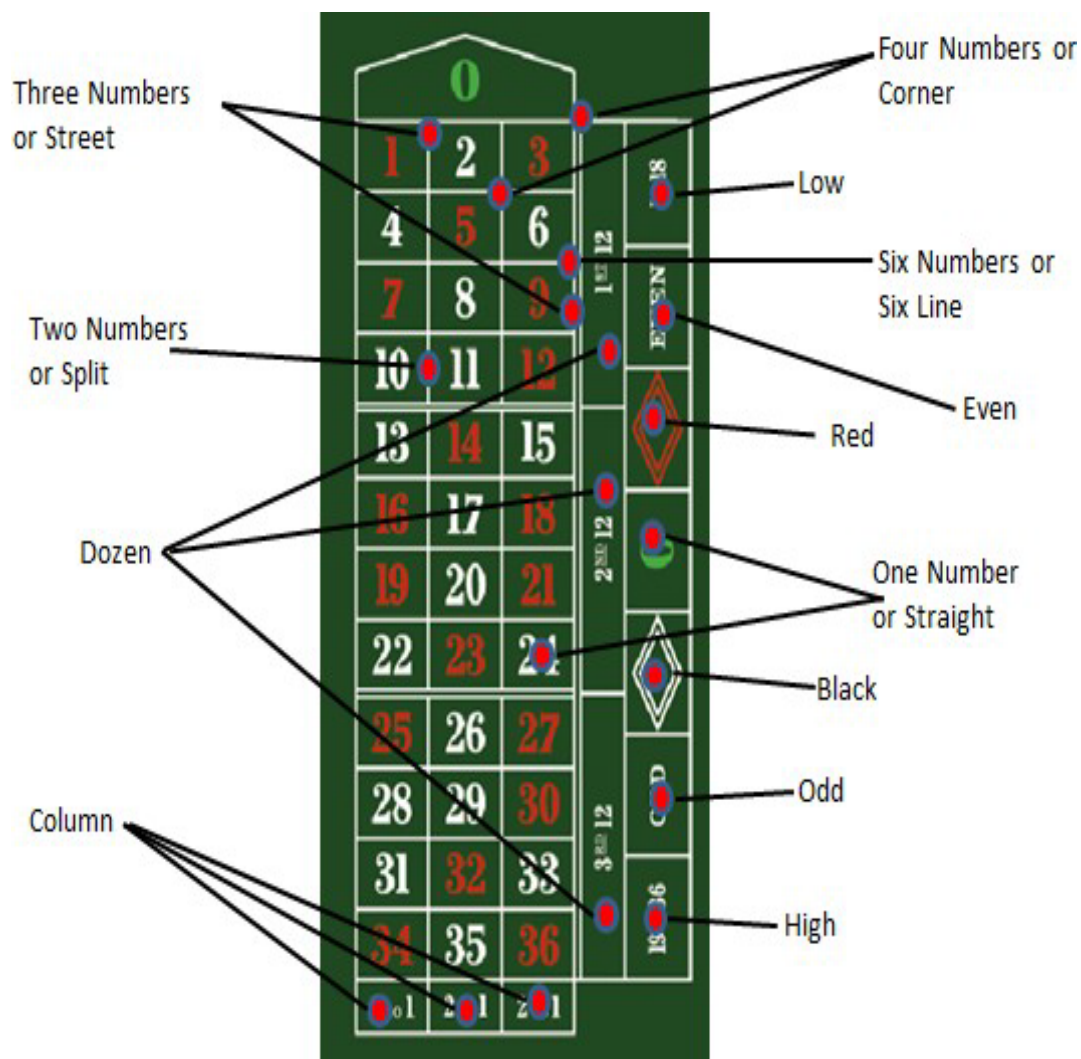


DIAGRAM K

DOUBLE ZERO ROULETTE LAYOUT SHOWING WAGER PLACEMENTS

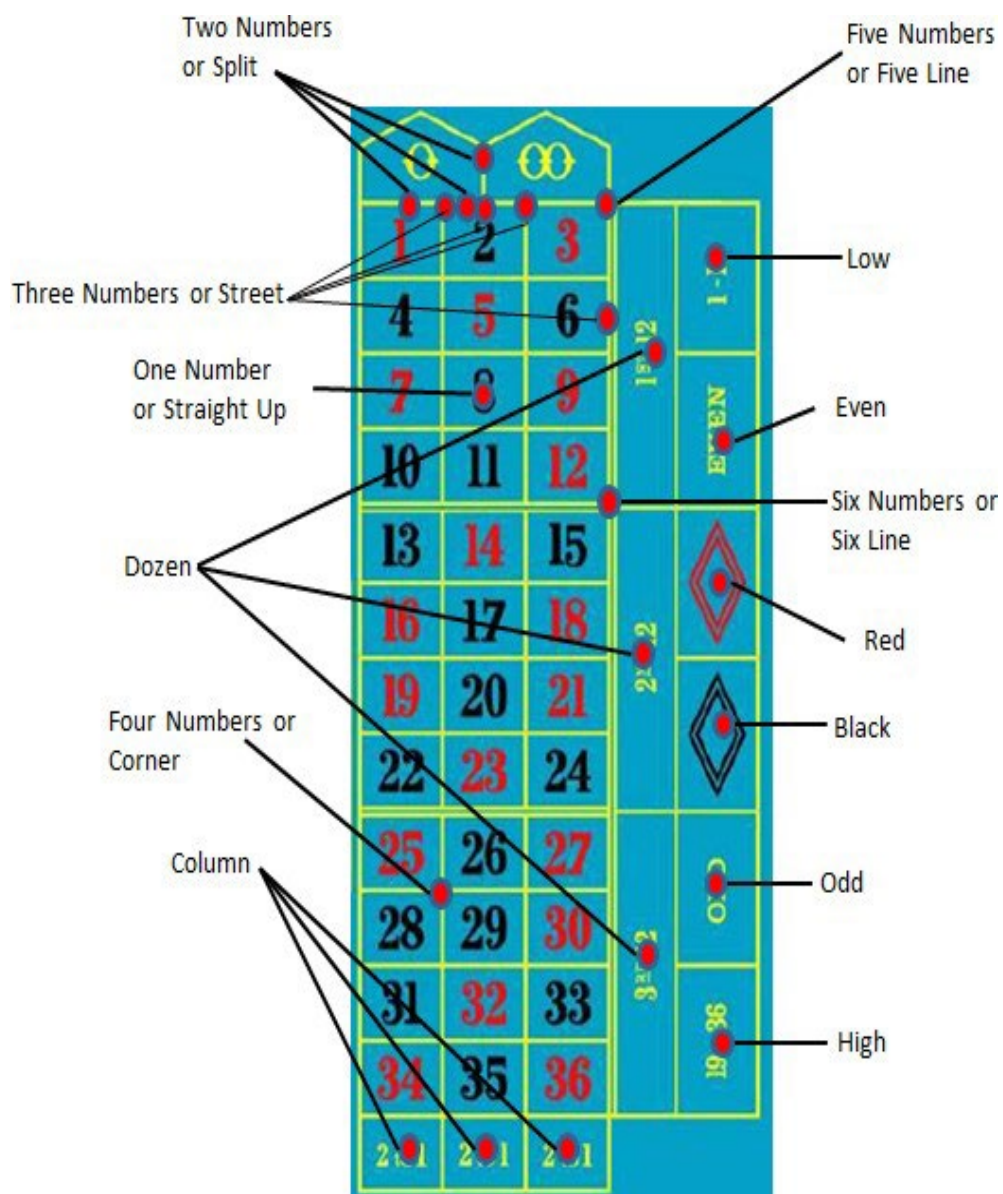


DIAGRAM L

LUCKY BALL DISPLAY

