

CROWN PERTH

WESTERN AUSTRALIA

2016 RULES OF THE AUTHORIZED GAME OF

ROULETTE

Approved under Section 22 of the
Casino Control Act 1984

Last amended by RAG/577 on 22 August 2023

1. DEFINITIONS

1.1 In the Rules of play for the game:

“**Automated Transaction Station (ATS)**” means a device featuring a touch screen monitor designed to allow play in accordance with these Rules;

“**ATS Chip Account**” means the credit balance available and displayed on an ATS;

“**Betting Area**” means an area marked on the layout where wagers are placed;

“**Black**” means either a Betting Area on the layout, or an outcome where the ball lands and remains in a wheel compartment designated as a Black number;

“**Call Bet**” means a bet requested by the player, using the players chips, and placed by the Dealer;

“**Cash Out Period**” means that period of time when a player can activate the cash out option on an ATS;

“**Casino Operator**” means the holder of the Casino Licence;

“**Casino Vouchers**” means is a voucher issued by the casino for use at a gaming table;

“**Column**” means a Betting Area/s on the layout covering the twelve designated numbers directly above it;

“**Combination Bets**” means a bet covering more than one number such as Splits, Corners, Streets, Five Lines and Six Lines;

“**Corner**” means a Betting Area/s on the layout which covers four numbers;

“**Dealer**” means the Casino employee responsible for dealing the game;

“**Display Controller**” means a device which determines what is shown on the display screen(s);

“**Display Screen(s)**” means a device which displays the conduct of the game, the result and other related information;

“**Dolly**” means a piece of equipment used by the Dealer to indicate the winning number;

“**Dozen**” means a Betting Area/s on the layout covering twelve designated numbers (either 1 - 12, 13 - 24 or 25 - 36);

“**Double Zero**” means “00”;

“**Electronic Layout**” means part of an ATS touch screen where the player places their wagers;

“**Even**” means a Betting Area on the layout, and an outcome where the winning number is an even number;

“**Finales**” means a wager placed on an individual Number between 0 and 9 inclusive and a wager(s) on Numbers that end with the same digit. For example: 0 – 00 – 10 – 20 – 30;

“**Five-line**” means a Betting Area/s on the layout which covers the five numbers 0, 00, 1, 2 and 3;

“Game Hardware” means all the computer equipment needed for the conduct of the game, including one or more ATS, printers, an SGC and routing, networking and communications devices and cabling;

“Game System” means the configuration of software and game hardware necessary to conduct the game at any time when it is not connected to a central monitoring system, but does not include a WND;

“Gaming Chips” means either Value or Non-Value Chips and includes electronic chips when an ATS is in operation;

“Green” means either a Betting Area on the layout, or an outcome where the ball lands and remains in a wheel compartment designated either 0 or 00;

“Heat” means a session, or series of sessions of a Roulette Tournament where, at the completion of which a winner or winners and placegetters, as applicable, are determined for advancement to further heats or a final;

“High” means a Betting Area on the layout, and an outcome, where the winning number is between 19 - 36 inclusive;

“Layout” means either a “Table Layout” or an “Electronic Layout” as per these definitions;

“Low” means a Betting Area on the layout, and an outcome, where the winning number is between 1 - 18 inclusive;

“Max Bet” means a multiple piece wager for a single number;

“Monitoring System” means the system that tracks operational functions such as cash-outs and facilitates reporting and analysis;

“Neighbours” means a wager placed on a Number, and wager(s) placed from between 1 and 3 Numbers on either side of the first selected Number as displayed on the roulette wheel;

“Non-Value Chip” means a gaming chip on which a value is not marked but to which a value is assigned;

“Number” means any number in the game of Roulette and shall include Zero (0) and Double Zero (00);

“Number Free Layout” means a layout where the numbered Betting Areas have been removed;

“Odd” means a Betting Area on the layout, and an outcome, where the winning number is an odd number;

“Play-Off” means a session of a Roulette Tournament held to determine the winner between two or more players at a particular table in the event of those players holding an equal value of chips at the conclusion of a session of play at that table;

“Race Track” means a betting option that may be available where the players can place bets on recognised Section Wagers;

“Red” means a Betting Area on the layout, and an outcome, where the ball lands and remains in a wheel compartment designated as a red number;

“Session” means a Roulette Tournament period of play, the duration of which;

- (a) is a period of time determined under these rules, which shall include any spin which is commenced within that period of time together with a final 3 spins which shall be announced; or
- (b) is determined by the number of spins;

but shall cease immediately where there is only one player remaining at the table holding chips in accordance with these Rules;

“Spread-Bet” means a Betting Area/s on the layout, which cover a range of numbers, where the winning result is the sum total of the winning number as shown on the traditional Roulette wheel and the winning number as shown on the simulated Roulette wheel;

“Spread-Bet Wheels” means the graphical representation of the numbers shown on the traditional Roulette wheel (the outside ring) and the numbers shown on a simulated Roulette wheel (the inside ring), as displayed on the WND;

“Staff Game Console (SGC)” means hardware that is available when one or more ATS are in use, which is designed to enable the appropriate gaming staff to enter all information required for the operation of the game system;

“Six-line” means a Betting Area/s on the layout which covers six numbers;

“Straight Up” means a Betting Area/s on the layout which covers a single designated number;

“Split” means a Betting Area/s on the layout which covers two numbers;

“Street” means a Betting Area/s on the layout which covers three numbers;

“Table Layout” means a cloth layout where the players place their Value and Non-Value Chips;

“Terms and Conditions” means the general conduct and conditions of play that is advised to entrants to Roulette Tournaments;

“Tournament Chips” means chips with a specific graphic and value for the use in a tournament;

“Tournament Director” means a person or persons appointed by the Casino Operator to manage a tournament;

“Tournament Redemption Chips” means Non-Value Chips issued to players for the purposes of wagering and scoring in tournament play, which are redeemable:

- (a) at the table at which they are used; or
- (b) at a redemption value predetermined under a Tournaments Terms and Conditions;

“Tournament Schedule” means the general description of how entrants may progress through to the final advising dates and times of sessions;

“Value Chips” means any chip that has a predetermined value and can be exchanged for cash at the casino cage;

“Void” means invalid with no result;

“Wagering Period” means the period during which a player is permitted to place, move or cancel wagers on an ATS; and shall be

- (a) determined by the Casino Operator;
- (b) no less than 20 seconds; and
- (c) clearly displayed on the ATS.

“Wild Card” means a method of issuing entry to a Tournament or session of play in a Tournament determined by the Casino Operator / Tournament Director and advised in the Tournament Terms and Conditions;

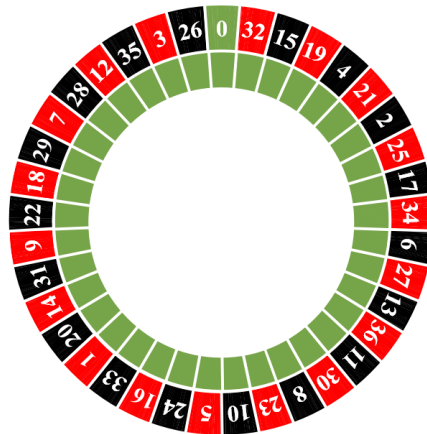
“Winning Number Display (WND)” means an electronic display and sensor that may be attached to a table for the purpose of recording and displaying the present and most recent winning numbers spun and in the case of Spread-Bet, the Spread-Bet Wheels and winning numbers at the table.

“Zero” means “0”.

2. EQUIPMENT

Roulette Wheel and Ball

- 2.1. A Roulette wheel shall be no less than 0.75 metres in diameter and can be either;
- (a) a manual wheel where the Dealer spins the ball; or
 - (b) an automated wheel where the ball is spun mechanically.
- 2.2. Roulette shall be played with a Roulette ball which shall be made completely of a non-metallic substance and shall not be less than 17 millimetres nor more than 22 millimetres in diameter.
- 2.3. Roulette shall be played with either;
- (a) a Single Zero Roulette wheel that shall have 37 equal compartments with one labelled 0 with the label coloured green and the others labelled 1 to 36 with the labels coloured alternatively red and black around the wheel. The numbers shall be in the same order as that shown; or



- (b) a Double Zero Roulette wheel that shall have 38 equal compartments with one labelled 0 and another labelled 00 with both labels coloured green and the others labelled 1 to 36 with the labels coloured alternatively red and black around the wheel. The numbers shall be in the same order as either diagrams below.

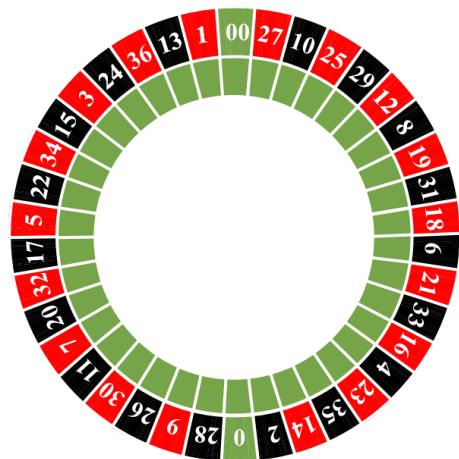
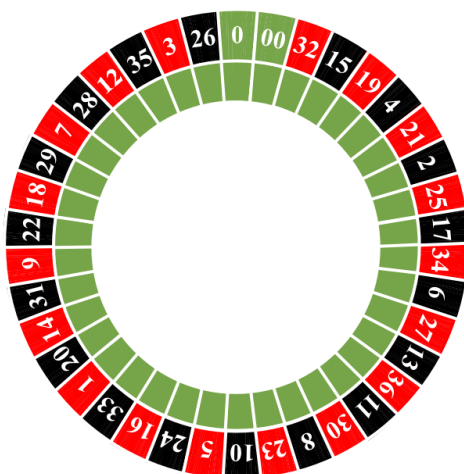


Table Layout

- 2.4. The game shall be played on any of the following table layouts, where;
- (a) it may be imprinted with a logo provided the logo does not impede on the Betting Areas;
 - (b) the background and Betting Areas may vary in colour; and/ or
 - (c) the text may vary in font and colour.

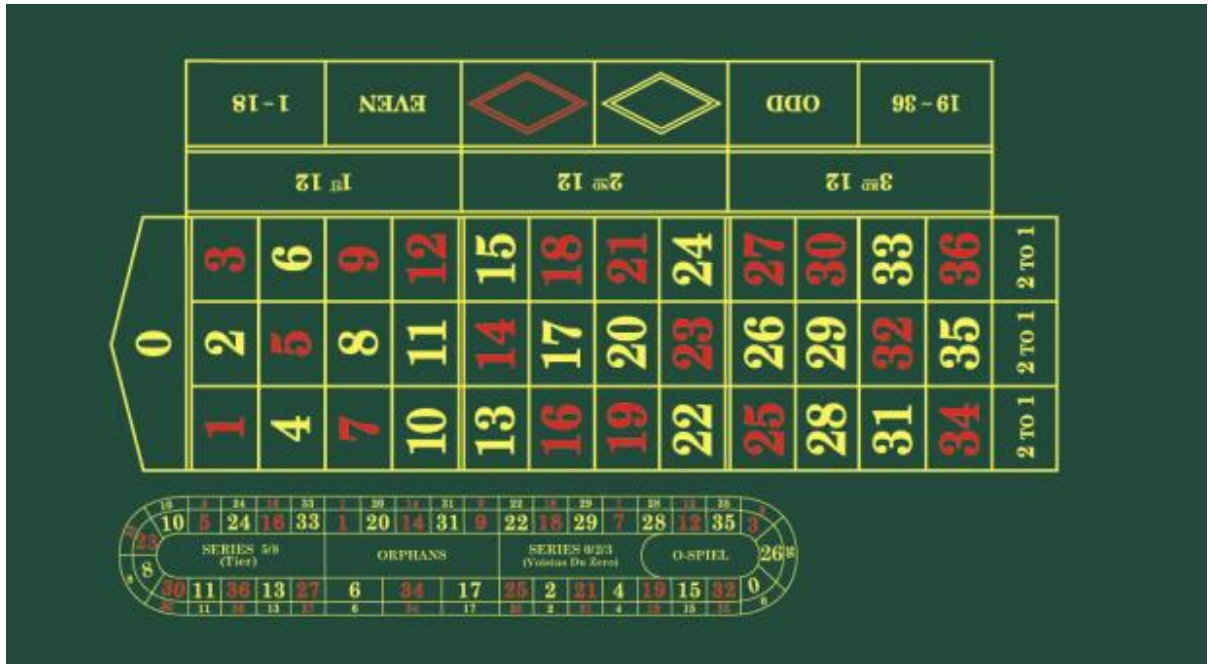
Layout 1

Layout 1 is a roulette table with a green background and yellow betting areas. The table is oriented horizontally. At the top, there are betting areas for '1-18', 'EVEN', two diamond symbols (one red, one white), 'ODD', and '19-36'. Below these are three columns of betting areas labeled '1st 12', '2nd 12', and '3rd 12'. The main table contains numbers 0-36. The number 0 is in a yellow chevron shape on the left. Numbers 1-18 are in a 3x6 grid. Numbers 19-36 are in a 3x6 grid. The numbers 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34 are in red. The numbers 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35 are in white. The numbers 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36 are in red. The numbers 2 TO 1 are written vertically on the right side of the table.

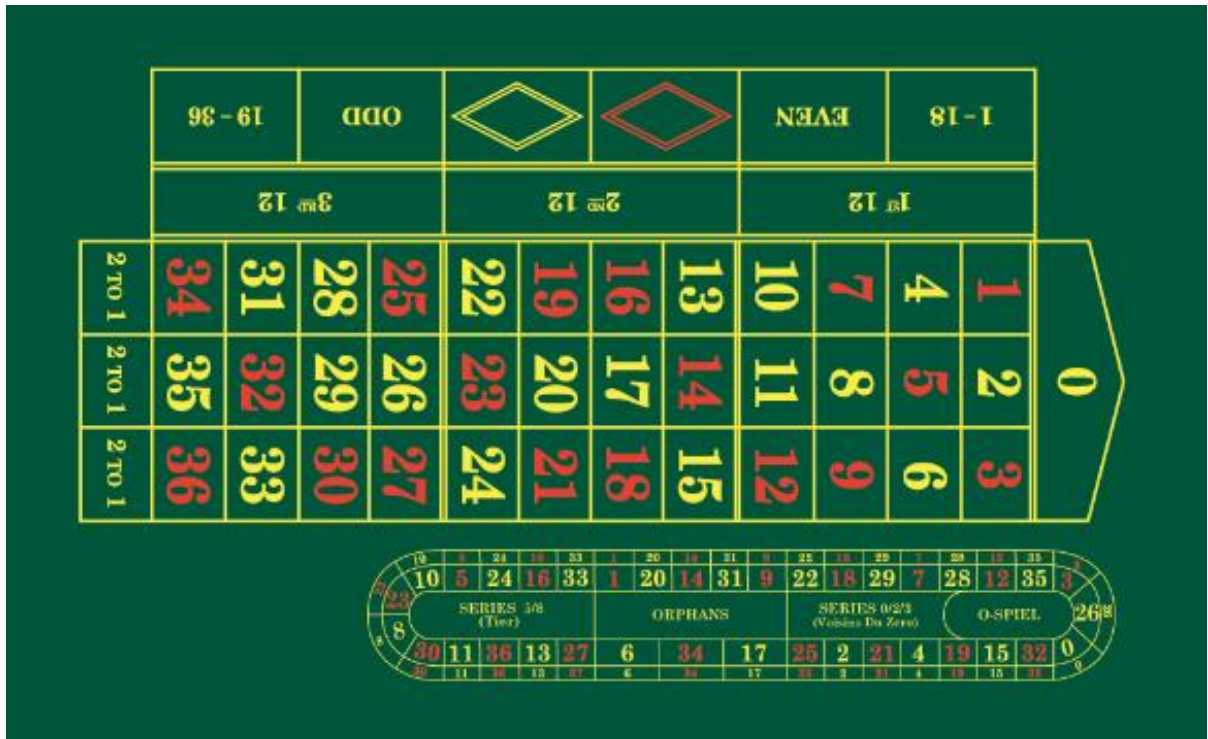
Layout 2

Layout 2 is a roulette table with a green background and yellow betting areas. The table is oriented vertically. At the top, there are betting areas for '1-18', 'ODD', two diamond symbols (one white, one red), 'EVEN', and '19-36'. Below these are three columns of betting areas labeled '1st 12', '2nd 12', and '3rd 12'. The main table contains numbers 0-36. The number 0 is in a yellow chevron shape on the right. Numbers 1-18 are in a 6x3 grid. Numbers 19-36 are in a 6x3 grid. The numbers 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34 are in red. The numbers 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35 are in white. The numbers 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36 are in red. The numbers 2 TO 1 are written vertically on the left side of the table.

Layout 3



Layout 4



Layout 5

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

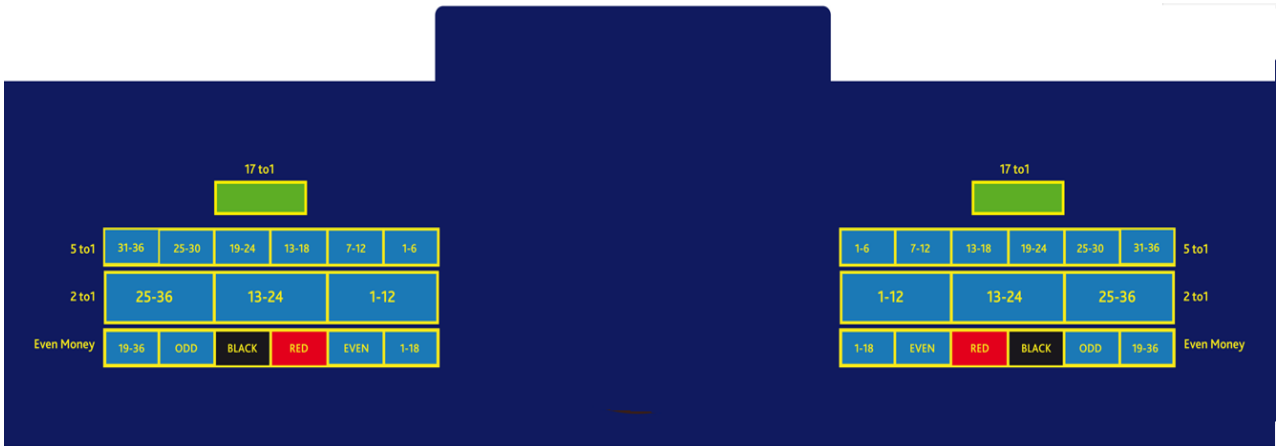
Layout 6

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

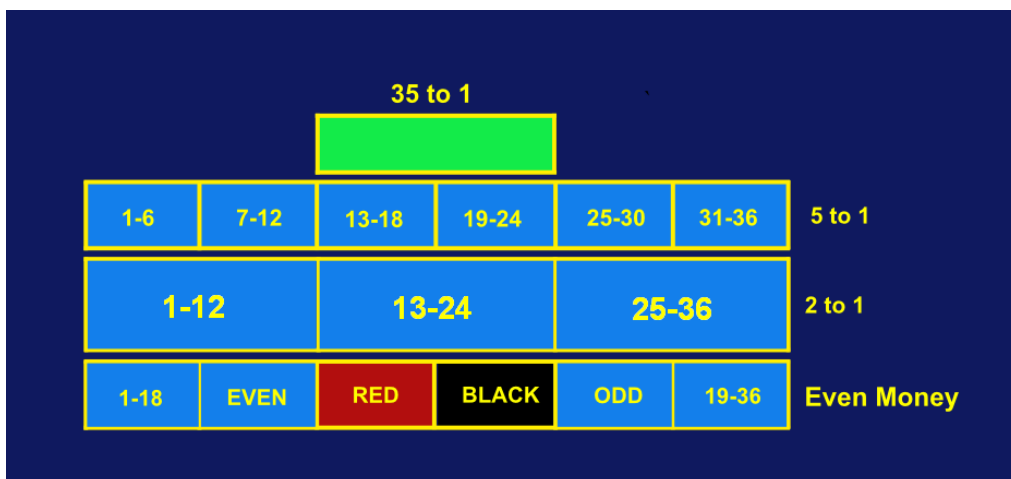
Layout 7



Layout 8



Layout 9



Layout 10

	35 to 1					
	<div style="background-color: #00FF00; width: 100px; height: 20px; margin: 0 auto;"></div>					
5 to 1	31-36	25-30	19-24	13-18	7-12	1-6
2 to 1	25-36		13-24		1-12	
Even Money	19-36	ODD	BLACK	RED	EVEN	1-18

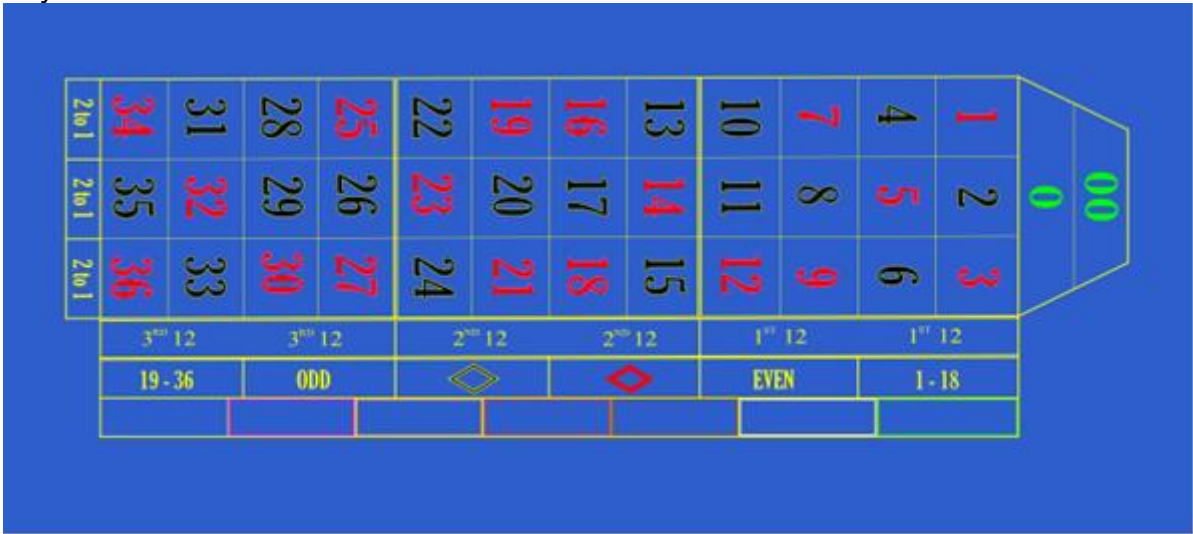
Layout 11

	17 to 1					
	<div style="background-color: #00FF00; width: 100px; height: 20px; margin: 0 auto;"></div>					
5 to 1	31-36	25-30	19-24	13-18	7-12	1-6
2 to 1	25-36		13-24		1-12	
Even Money	19-36	ODD	BLACK	RED	EVEN	1-18

Layout 12

	17 to 1						
	<div style="background-color: #00FF00; width: 100px; height: 20px; margin: 0 auto;"></div>						
	1-6	7-12	13-18	19-24	25-30	31-36	5 to 1
	1-12		13-24		25-36		2 to 1
	1-18	EVEN	RED	BLACK	ODD	19-36	Even Money

Layout 13

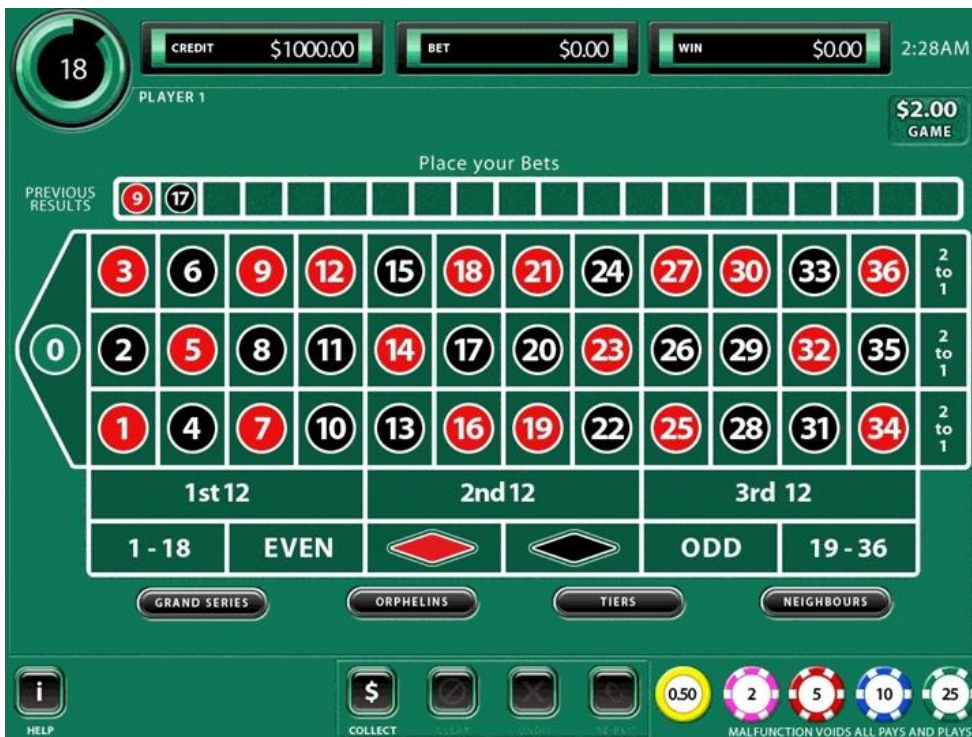


ATS Layout and hardware

2.5. An ATS shall display the elements as shown in the Layouts below and:

- (a) may contain any additional elements necessarily required by these rules; and/or
- (b) may include features in addition to those shown, if those features are not inconsistent with the Layouts, or these rules; and
- (c) shall incorporate on-screen rules and where the on-screen rules are inconsistent with the Rules of Roulette, the on-screen rules shall prevail to the extent of the inconsistency.

Layout 14



Layout 15



Layout 16



Layout 17



Layout 18



Layout 19



Layout 20



Layout 21



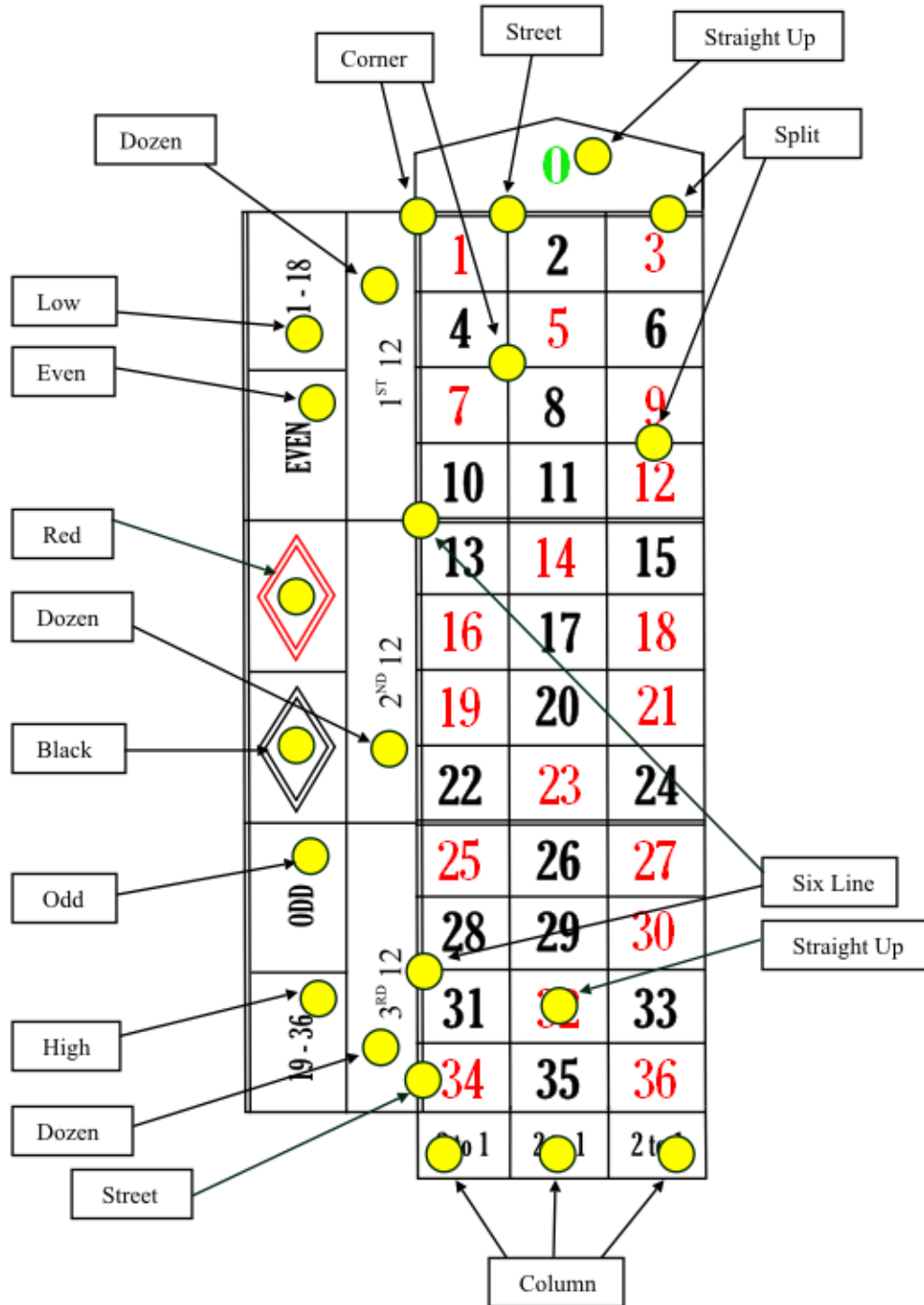
- 2.6. Other electronic hardware may include:
- (a) a winning number display (WND) unit;
 - (b) a Staff Gaming Console (SGC); and
 - (c) a game system (other than an SGC and one or more ATS units)
 - (d) a Display Controller; and
 - (e) a Monitoring System; and
 - (f) one or more display screens

3. WAGERS

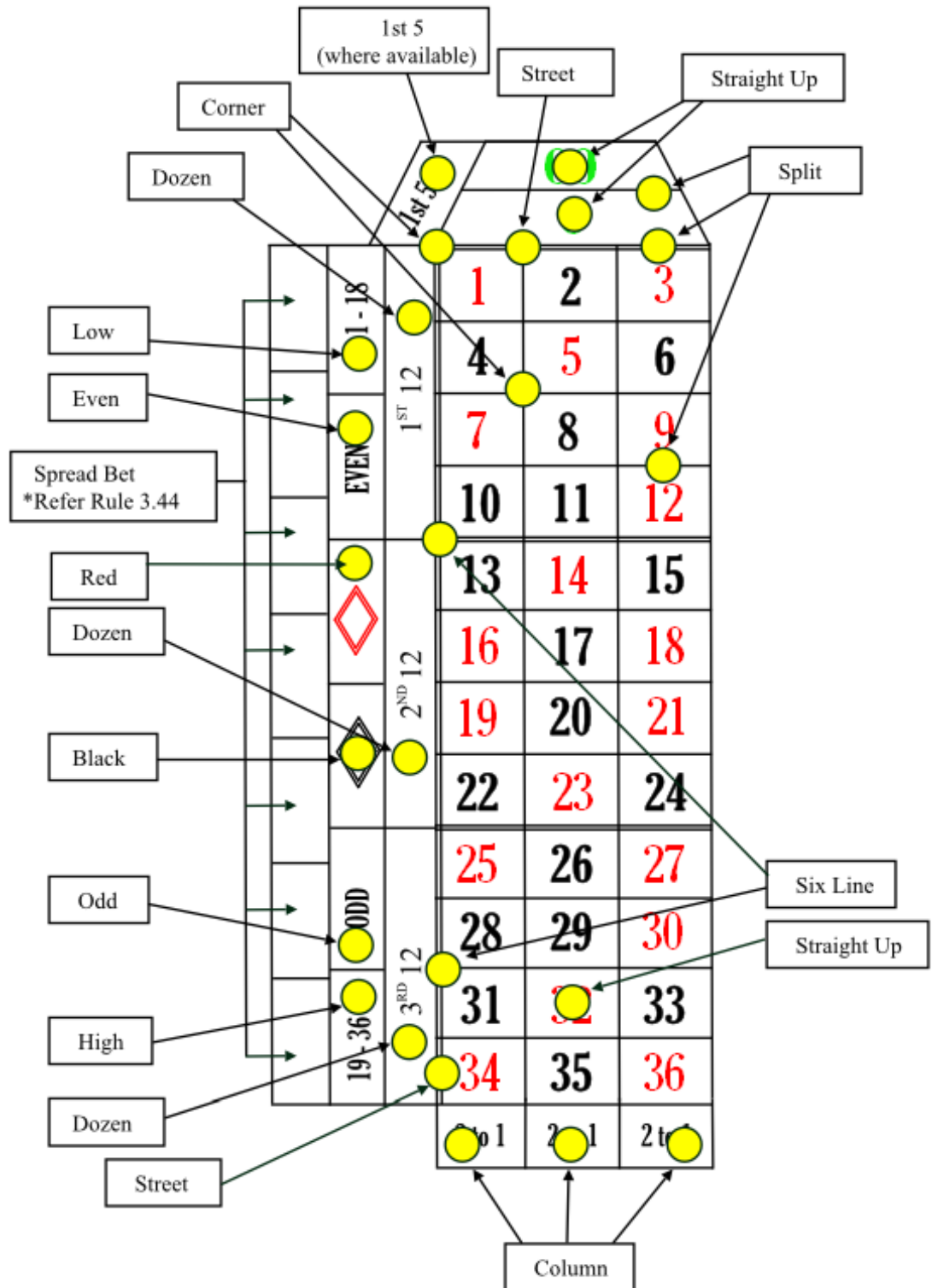
General

3.1 All wagers must be made by placing gaming chips in a Betting Area on the layout.

Single Zero Roulette layout wager placement examples



Double Zero Roulette layout wager placement



- 3.2 All wagers are placed;
- (a) prior to signalling and announcing in a clear voice “No more bets”; or
 - (b) during the Wagering Period.
- 3.3 Orally declared wagers shall only be accepted when accompanied by chips and the Dealer has sufficient time to place the bets prior to signalling and announced in a clear voice “No more bets”.
- 3.4 Each player shall be responsible for ensuring that any instructions they give to the Dealer regarding the placement of their wagers are correctly carried out.
- 3.5 No wager shall be:
- (a) placed, changed or withdrawn after signalling and announcing in a clear voice of “No more bets”, or the Wagering Period has ended; or
 - (b) touched or placed until full payment of all wagers within the Betting Area have been completed.
- 3.6 The Non-Value Chips at each Roulette table shall bear different distinguishing emblems to Non-Value Chips in use at other tables.
- 3.7 No person shall be issued with Non-Value Chips that are identical in colour and design to Non-Value Chips being used by another person at that same table.
- 3.8 Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.
- 3.9 A person wishing to play on, or continue to play on, an ATS shall have an ATS account by either;
- a) tendering to the Dealer an amount of cash, chips or casino vouchers; or
 - b) inserting cash or an ATS generated ticket into the ATS note acceptor; and
- the amount tendered to the Dealer or inserted into the ATS will be credited to the ATS and displayed on the ATS screen, either by the Dealer or automatically by the system.
- 3.10 Accepted wagers placed on an ATS will result in the credit balance being debited by the amount of the wager.

Straight Up wager

- 3.11 A Straight Up wager shall;
- (a) win if the number on which the wager is placed is spun; and
 - (b) lose if any other number, Zero or Double Zero is spun.
- 3.12 All winning Straight Up wagers shall be paid at the odds of 35 to 1

Split wager

- 3.13 A Split wager shall;
- (a) win if either of the two numbers covered by the wager placed is spun; and
 - (b) lose if any other number, Zero or Double Zero is spun.
- 3.14 All winning Split wagers shall be paid at the odds of 17 to 1

Street wager

- 3.15 A Street wager shall;
- (a) win if one of the three numbers covered by the wager placed is spun; and
 - (b) lose if any other number, Zero or Double Zero is spun.
- 3.16 All winning Street wagers shall be paid at the odds of 11 to 1

Corner wager

- 3.17 A Corner wager shall;
- (a) win if one of the four numbers covered by the wager placed is spun; and
 - (b) lose if any other number, Zero or Double Zero is spun.
- 3.18 All winning Corner wagers shall be paid at the odds of 8 to 1

Five Line wager (where available)

- 3.19 A Five Line wager shall;
- (a) win if one of the five numbers covered by the wager placed is spun; and
 - (b) lose if any other number is spun.
- 3.20 All winning Five Line wagers shall be paid at the odds of 6 to 1.

Six Line wager (including 6 Number Box on a Number Free Layout)

- 3.21 A Six Line wager shall;
- (a) win if one of the six numbers covered by the wager placed is spun; and
 - (b) lose if any other number, Zero or Double Zero is spun.
- 3.22 All winning Six Line wagers shall be paid at the odds of 5 to 1

Column wager

- 3.23 There are 3 different Column Betting Areas covering the following numbers;
- (a) 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34;
 - (b) 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35;
 - (c) 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36.
- 3.24 A Column wager shall;
- (a) win if one of the 12 numbers covered by the wager placed is spun; and
 - (b) lose if any other number, Zero or Double Zero is spun.
- 3.25 All winning Column wagers shall be paid at the odds of 2 to 1

Dozen wager

- 3.26 There are 3 different Dozen Betting Areas covering the following numbers:
- (a) 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12;
 - (b) 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24;
 - (c) 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36.

- 3.27 A Dozen wager shall;
- (a) win if one of the 12 numbers covered by the wager placed is spun; and
 - (b) lose if any other number, Zero or Double Zero is spun.

3.28 All winning Dozen wagers shall be paid at the odds of 2 to 1

Low wager

- 3.29 A Low wager shall;
- (a) win if the winning number is between 1 - 18 inclusive; and
 - (b) lose if any other number, Zero or Double Zero is spun.

3.30 All winning Low wagers shall be paid at the odds of 1 to 1

High wager

- 3.31 A High wager shall;
- (a) win if the winning number is between 19 - 36 inclusive; and
 - (b) lose if any other number, Zero or Double Zero is spun.

3.32 All winning High wagers shall be paid at the odds of 1 to 1

Even wager

- 3.33 An Even wager shall;
- (a) win if the winning number is an even number; and
 - (b) lose if any other number, Zero or Double Zero is spun.

3.34 All winning Even wagers shall be paid at the odds of 1 to 1

Odd wager

- 3.35 An Odd wager shall;
- (a) win if the winning number is an odd number; and
 - (b) lose if any other number, Zero or Double Zero is spun.

3.36 All winning Odd wagers shall be paid at the odds of 1 to 1

Red wager

- 3.37 A Red wager shall;
- (a) win if the winning number is an Red number; and
 - (b) lose if any other number, Zero or Double Zero is spun.

3.38 All winning Red wagers shall be paid at the odds of 1 to 1

Black wager

- 3.39 A Black wager shall;
- (a) win if the winning number is an Black number; and
 - (b) lose if any other number, Zero or Double Zero is spun.

3.40 All winning Black wagers shall be paid at the odds of 1 to 1

Green wager

- 3.41 An Green wager shall;
- (a) win if the winning number is either a 0 or 00; and
 - (b) lose if any other number is spun.
- 3.42 All winning Green wagers shall be paid at the odds of:
- (a) 35 to 1 on a Single Zero Roulette table;
 - (b) 17 to 1 on a Double Zero Roulette table.

Spread-Bet wager

- 3.43 A Spread-Bet wager shall;
- (a) win if the Spread-Bet winning number is within the range of numbers as displayed on the Betting Area on which the wager was placed; and
 - (b) lose on any other outcome.
- 3.44 Where Spread-Bet is available at a Roulette table, the Casino Operator must select a Table below and ensure that the Spread-Bet betting options and applicable payout odds, are displayed on the table layout:

Table 1

Spread-Bet-Betting Options	Payout Odds
0-00	320 to 1
1-11	12 to 1
12-18	9 to 1
19-39	1 to 1
40-57	2 to 1
58-71	10 to 1
72-72	1275 to 1

Table 2

Spread-Bet-Betting Options	Payout Odds
0/00-1	150 to 1
2-9	18 to 1
10-25	3 to 1
26-45	1 to 1
46-57	4 to 1
58-71	10 to 1
72-72	1250 to 1

Table 3

Spread-Bet-Betting Options	Payout Odds
0/00-1	160 to 1
2-9	18 to 1
10-25	3 to 1
26-45	1 to 1
46-57	4 to 1
58-70	10 to 1
71-72	430 to 1

Table 4

Spread-Bet-Betting Options	Payout Odds
0/00-2	100 to 1
3-20	4 to 1
21-40	1 to 1
41-58	2 to 1
59-65	16 to 1
66-70	50 to 1
71-72	430 to 1

Table 5

Spread-Bet-Options	Betting	Payout Odds
0/00-1		150 to 1
2-9		18 to 1
10-25		3 to 1
26-45		1 to 1
46-57		4 to 1
58-70		10 to 1
71-72		400 to 1

- 3.45 Where the layout of a Roulette table includes a Race-Track system as shown on Layouts 3 and 4, the following wagers may also be placed in respect of an individual spin:

NAME	DEFINITION
SERIES 5/8 (TIER)	A six piece wager, with one piece on each of the following: 5/8; 10/11; 13/16; 23/24; 27/30; and 33/36.
ORPHANS (ORPHELINS)	A five piece wager, with one piece on each of the following numbers: 1; 6/9; 14/17; 17/20; and 31/34.
GRAND SERIES 0/2/3 (VOISINS DU ZERO)	A nine piece wager, with one piece on each of the following numbers: 4/7; 12/15; 18/21; 19/22; 32/35; with (2 chips) on 25/26/28/29; and (2 chips) on 0/2/3.
ZERO GAME (O – SPIEL)	A four piece wager, with one piece on each of the following numbers: 0/3; 12/15; 26; and 32/35.
NEIGHBOURS	A five piece wager placed on a specific number to indicate one piece on that specific number and one piece on each of the two neighbouring numbers either side of that specific number. E.g. Five pieces on the racetrack placed on 17 = one piece on each of the following numbers: 2; 6; 17; 25; and 34.

4. GENERAL RULES FOR DEALING

The Spin

- 4.1 The Roulette ball shall be spun in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
- 4.2 In the Case of Spread-Bet:
- The Spread-Bet Wheels are to rotate in opposite directions before No More Bets is displayed on the WND to constitute a valid Spread Bet spin;
 - a built-in sensor detects when the ball on the physical Roulette wheel begins to slow, following which the rings on the Spread-Bet Wheels (being the outside graphical representation of the traditional Roulette wheel and the

inside simulated Roulette wheel) on the WND will fade away and then re-appear on the WND simultaneously locked into place;

- c) once the Roulette ball comes to rest in a compartment of the physical Roulette wheel, this winning number will provide the first part of the Spread-Bet result (as displayed in the outside ring on the WND) and the second part of the Spread-Bet result will be the aligned number on the locked in graphical representation of the simulated Roulette wheel (as displayed in the inside ring on the WND); and
- d) the winning result is the sum total of the winning numbers shown on the Spread-Bet Wheels.

4.3 Where an ATS has an active Wagering Period; the Dealer may;

- a) spin the ball, or cause the ball to be spun at any time after the start of the Wagering Period, if the Dealer reasonably believes that the ball will only come to rest after the Wagering Period expires; or
- b) if the ball has not been spun before the end of the Wagering Period, shall spin the ball or cause the ball to be spun as soon as practicable after the Wagering Period expires

4.4 Whilst the ball is still rotating in the track around the wheel the Dealer shall signal and announce in a clear voice “No more bets”, where upon betting shall cease. If an ATS is in use, betting will automatically cease prior to the ball coming to rest or if a Wagering Period is in use, at the end of this period.

The Result

4.5 Upon the ball coming to rest in a compartment around the wheel the Dealer shall announce the number, the colour of the number, and shall either;

- a) place the Dolly on that number on the Table Layout;
- b) place the Dolly in the winning 6-number box; or
- c) enter and/or confirm the result in the SGC so the game system can display the outcome on each open ATS.

4.6 After placing the Dolly, the Dealer shall;

- a) where a Racetrack is included, the winning Racetrack bets are to be placed on to the appropriate winning positions;
- b) collect all losing wagers and then pay out all winning wagers.

4.7 For the settlement of wagers on an ATS, each active ATS must;

- a) clear any losing wager from the display; and
- b) pay all wagers, by making the appropriate adjustment to the player’s ATS chip account.

4.8 If a player cashes out the full value of the player’s ATS chip account balance must be paid out.

5. TOURNAMENT PLAY

- 5.1 These Rules shall, subject to Rule 5.2, apply to Tournament Roulette except that, when Tournament Roulette is being played and the specific Tournament rules are inconsistent with the normal rules of Roulette, the specific rules of Tournament Roulette shall prevail to the extent of inconsistency.
- 5.2 The following rules do not apply to Tournament Roulette when the tournament is played on a Table Layout. Rules 2.5, 2.6 (b - e), 3.3, 3.8, 3.9, 3.10, 3.39, 3.40, 3.41, 3.42, 4.2, 4.3, 4.5 b), 4.5 c), 4.7, 4.8, 6.1h), 6.4, 6.5, 6.6, 6.7, 6.8, 6.9, 6.10, 6.11, 6.12, 6.13, 6.14, 6.15, 6.16, 6.17, 6.18, 6.19, 6.20, 6.21, 7.3, and 7.9.
- 5.3 Once the type of chip/s to be used in tournament play has been mentioned in the Tournament Terms and Conditions, the chip type will be referred to as chips for the purpose of describing play.

General rules

- 5.4 The Casino Operator may, prior to the commencement of the Tournament; determine
- a) the form of application for entry;
 - b) the Tournament Terms and Conditions;
 - c) the amount of any entry fee;
 - d) the amount of any buy-in;
 - e) the amount of Tournament Chips issued to each player;
 - f) the Redemption Value of Tournament Redemption Chips;
 - g) game limits;
 - h) the number of players who may enter the Tournament;
 - i) the number of players to advance to further heats;
 - j) the duration of each session;
 - k) the Tournament Prize Pool and prize list;
 - l) the duration of a play-off;
 - m) bonus prizes if any; and
 - n) the Tournament Schedule
- 5.5 The Casino Operator may:
- a) refuse any application for entry;
 - b) disqualify any entrant who:
 - i) fails to comply with these Rules; or
 - ii) fails to attend at designated playing times; and
 - iii) whose behaviour is assessed as being detrimental to the integrity of the proper conduct of a Tournament.
 - c) determine:
 - i) the allocation of players to sessions; and
 - ii) the seating of players.

- 5.6 An entry fee will not be refunded by the Casino Operator to a registered entrant except where they cancel the entry not less than 7 days before the beginning of the Tournament.
- 5.7 The buy-in or entry fee, if any, will be refunded in the event that a Tournament does not proceed.
- 5.8 No refund will be made to any player who is disqualified.
- 5.9 An applicant for entry to the Tournament to play Tournament Roulette shall be notified of the Rules of the game and shall endorse on the application form that they have been so notified and understands and accepts the Rules.

Tournament rules

- 5.10 At the beginning of each session all players may be designated a specific table and seat number at which to play.
- 5.11 Each player shall provide their name for recording purposes to the table Inspector upon request.
- 5.12 Each table shall consist of no less than two and no more than 10 players.
- 5.13 A player shall be responsible for the correct placement of their individual wagers.
- 5.14 All wagers at Tournament Roulette shall be made by placing chip/s on the appropriate areas of the Roulette layout as described in these Rules.
 - a) The Dealer will aid the players in the placing of call bets prior to announcing “No more call bets”.
 - b) After the Dealer has called “No more call bets” the players may continue to place their own bets, until the Dealer signals and announces in a clear voice “No more bets” after which “No more bets” will be accepted.
- 5.15 A player shall wager at least the minimum bet on every spin during their session of play and shall wager no more than the maximum bet. If a player omits from betting at least the minimum during a spin they must bet at least double the minimum bet the following spin.
- 5.16 A wager shall be made within the allocated time limit and, after the time limit bell has been rung, no wager will be accepted.
- 5.17 Previously winning wagers shall be removed from the layout prior to new wagers being placed.
- 5.18 After a player has made a wager on the layout, the player shall not handle, remove or alter their wager except as permitted by these Rules.
- 5.19 Subject to Rule 5.23, in the event of any player losing all their chips prior to the conclusion of a session, that player is eliminated from the Tournament.
- 5.20 A player shall not loan or borrow any chips during play.
- 5.21 The minimum and maximum wagers shall be displayed on a sign at each table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. Any minimum wager indicated shall not be changed to a higher minimum limit, nor shall the maximum wager indicated be reduced to a lower maximum limit, except, as provided for in the Tournament Terms and Conditions. Any increase shall apply to the next round of play.
- 5.22 Subject to Rule 5.23, each player shall obtain their buy-in prior to the commencement of a session and may not supplement that cash buy-in during a session, unless allowed for in the Tournament Terms and Conditions.

- 5.23 In the event of all players remaining in a session losing all of their chips in the same spin prior to the conclusion of the duration of the session then those players may obtain an equal number of chips which shall not exceed the amount of buy-in determined, and a play-off shall commence.
- 5.24 Each player is required to display in clear view of other players and table Inspectors all chips held by them at any one time and a player who conceals, pockets, or otherwise hides chips during Tournament play is liable to immediate and irrevocable disqualification.
- 5.25 Each player shall at the conclusion of a session present all chips/credits they hold for recording purposes and following the recording:
- a) a player shall retain Value Chips purchased and used in a Tournament which they are holding at the end of a session or heat;
 - b) where the type of chip specified is a Tournament Chip; after recording the chips will be retained and returned to the float at the end of a session or heat;
 - c) where the type of chip specified is a Tournament Redemption Chip; after recording, those chips, they shall be redeemed for Value Chips at the predetermined rate;
 - d) where the type of chip specified is a Non Value Chip, those chips shall be redeemed for Value Chips at the marked up rate.
- 5.26 Subject to Rule 5.27, the respective winner/s of individual sessions shall be those player/s who have the highest value of chips at the table, participating in the tournament at the conclusion of the session, but in the event of two or more players holding an equal value of chips at the conclusion of the session then a play-off or series of play-offs shall be held until the winner from that table is determined.
- 5.27 Where the entrants in the Tournament have been notified prior to the commencement of the Tournament of the Terms and Conditions upon which any discretionary advancement is to be determined the Casino Operator may, at their discretion, deem more than one player at a table to be a winner and eligible for advancements to further heats or a final, notwithstanding Rule 5.26.
- 5.28 Only those players who are winners in accordance with Rule 5.26 or are deemed to be winners in accordance with Rule 5.27 may proceed to the next heat or final.
- 5.29 A player advancing to a further heat or final is required to obtain a buy-in in accordance with Rule 5.22.
- 5.30 Subject to Rule 5.31, the overall Tournament winner is the player who has the highest value of chips remaining at the conclusion of the final session of play.
- 5.31 Where 2 or more players hold an equal value of chips at the conclusion of the final session of play and a winner has not been determined in accordance with Rule 5.30, a play-off or series of play-offs shall be held until an overall Tournament winner is determined.
- 5.32 The winner of a play-off under Rule 5.31 shall be the first place winner and the loser shall be the second place winner and all other placings shall then, subject to Rule 5.33, be determined in accordance with the value of chips held by the respective players at the end of the session.
- 5.33 Subject to the winner and second place winner being determined in accordance with Rule 5.32, where at the end of the final session any players hold equal value of chips and are eligible for prize money they will combine and share that prize money.

- 5.34 In the event of a dispute during a Tournament the decision of the Tournament Director is final save that;
- a) an officer of the Gaming and Wagering Commission may at any time consider the complaint of any person who is dissatisfied with or aggrieved by any such decision; and
 - b) the Gaming and Wagering Commission may review any such decision.
- 5.35 No player shall leave the table until the end of a session except in an emergency or with the approval of the Tournament Director.

6. IRREGULARITIES

No Spin

- 6.1 A “No Spin” shall be announced if;
- a) the ball is spun in the same direction as the wheel is rotating;
 - b) the Dealer anticipates that the ball will not complete four revolutions around the track of the wheel;
 - c) a foreign object enters the wheel prior to the ball coming to rest;
 - d) the ball fails to fall into one of the compartments;
 - e) the ball is propelled out of the wheel;
 - f) the wheel stops rotating;
 - g) any person interferes with the spin of the ball or the rotation of the wheel;
 - h) one or more ATS’s are in use, a Wagering Period is in use, and the ball comes to rest prior to the end of the Wagering Period.
- 6.2 Once the Dealer 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.
- 6.3 After a "No Spin" the Dealer shall return the ball to the previous winning compartment and re-spin in accordance with these rules, unless a mechanically activated wheel is in use, then the Dealer may cause the ball to be spun from its current resting point.

Non-Value Chips

- 6.4 Non-Value Chips issued at a particular table are intended to be used for gaming at that table only, but if a Non-Value Chip that was not issued at that table is found to be a part of;
- a) a winning wager at the table, that wager will be paid at the appropriate odds in cash chips, or
 - b) a losing wager at the table, the inappropriate Non-Value Chip will remain with the table.
- and the player advised that any other inappropriate Non-Value Chips are to be returned to the table where they were issued.
- 6.5 Non-Value Chips can be redeemed for Value Chips;
- a) at the table they were issued if that table is still open; or
 - b) if the table from which they were issued has closed, at the next available open Roulette table, subject to the approval of the Table Games Manager.
- 6.6 If Non-Value Chips are;
- a) part of a winning wager; or
 - b) presented for redemption at a table other than their table of issue,
- the value of those chips shall be taken to be the table minimum of the issuing table, unless otherwise verified by a Table Games Manager.

ATS play

- 6.7 A WND unit shall be disregarded if the WND unit displays a number other than the actual outcome.
- 6.8 If the winning number displayed on the Display Screen is different to that displayed on the ATS, payouts will be made based on the outcome displayed on the ATS.
- 6.9 If the Dealer reasonably forms the view that they have entered an incorrect result into an SGC, the Dealer shall freeze all ATS chip accounts and cause the results to be recalculated based on the actual outcome.
- 6.10 If the Gaming System or an ATS has malfunctioned and it is determined that the player is entitled to a return of credits or wagers in the ATS, payment can be made from the table float that the ATS is connected to.
- 6.11 An ATS or SGC shall be taken to have malfunctioned where:
- a) multiple credits are displayed on the credit meter of the ATS and / or SGC that are not in keeping with the prize schedule and the amount bet;
 - b) the ATS and / or SGC displays numbers not in keeping with the game format;
 - c) the normal playing sequence of the ATS and / or SGC is permanently interrupted or the normal display is faulty; or
 - d) for any other reason the Casino Operator is of the opinion that the ATS and / or SGC is not functioning correctly.
- 6.12 Where an ATS malfunctions, the Casino Operator may refuse to pay any amount claimed and may require the player to return any amount paid, in respect of that ATS for a period of seventy two hours to allow the Casino Operator to investigate the malfunction. A Government Inspector is to be notified as soon as practicable of such an event.
- 6.13 Where in the opinion of the Casino Operator an amount has been credited to a person by an ATS:
- a) as a result of an ATS malfunctioning; or
 - b) after an ATS has malfunctioned and before the ATS has been repaired;
- the Casino Operator may refuse to pay or credit the person with the amount.
- 6.14 Players are required to notify the Casino Operator in the event of any malfunction of an ATS at which they are playing. Failure to do so, and the retention of any prizes, chip account credit or free play as a result of an ATS malfunction or Dealer error, shall be considered to be a contravention of these rules.
- 6.15 If a player claims that an incorrect outcome has been announced or that any part of the game system has malfunctioned, the Casino Operator must consider the claim and take whatever reasonable action is permitted by this rule.
- 6.16 If the Game system, an ATS or the Display Controller experiences a malfunction:
- a) Prior to the expiry of the Wagering Period, all wagers placed on the ATS for the relevant round of play must be treated as void; and
 - b) On or after the expiry of the Wagering Period, the Table Games Manager must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 6.17 Where the Casino Operator investigates a malfunction and where the relevant wagers placed cannot be confirmed through the analysis of available records, those wagers must be voided.

- 6.18 If a display screen experiences a malfunction and the result of a game is neither visible nor audible to the players, as soon as the malfunction is noticed, the game will be shut down. The results of any previous rounds of play will stand.
- 6.19 If, on an ATS, a player attempts to;
- a) place a wager that is less than the minimum permitted for a particular bet, at the end of the Wagering Period the ATS shall reject the wager and the players credit balance will not be debited; or
 - b) place a wager in a multiple over the minimum which is not permitted or is greater than the maximum permitted, the ATS must display only the number of chips or the denomination of chips as is the next lowest permitted wager and will not debit the players ATS credit balance in respect to that portion of the wager which is not permitted.
- 6.20 If, on an ATS, at the end of the Wagering Period for a Round of Play, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager, those wagers must not be recognised by the ATS for that round of play.
- 6.21 Where any of the electronic equipment associated with Spread-Bet malfunctions, either before or after the Dealer signals and announces in a clear voice “No More Bets”, all Spread-Bet wagers are Void.

7. GENERAL PROVISIONS

- 7.1 The minimum and maximum wagers shall be made available at each table or ATS. Unless stated, wagers are not required to be made in multiples of the minimum.
- 7.2 The Casino Operator shall display the minimum wagers, maximum wagers and betting units at the table, which may be altered in the following circumstances:
- a) where there are no players at the table; or
 - b) all players at the table agree to the changes; or
 - c) By providing players with 10 minutes notice of the change, which shall be displayed at the table.
- 7.3 Partnerships with a view to exceeding the maximum wager, as displayed, will not be permitted.
- 7.4 Wagers made on a table layout and below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result. Wagers above the maximum shall be paid or collected up to the permitted maximum only.
- 7.5 A player, either alone or in concert with any other person, shall not–
- (a) use; or
 - (b) have in their possession or control,
at or near the gaming table or location related to the playing of a game-
 - (c) a calculator;
 - (d) computer; or
 - (e) any other device,
that is capable, with respect to a game of –
 - (f) recording, projecting or analysing an outcome; or

- (g) changing the probabilities or the playing strategies to be used.
- 7.6 Where a Table Games Manager is satisfied that a player has contravened these rules, the Table Games Manager may -
- (a) declare that any wager made by the player is Void; and
 - (b) direct that the player is excluded from further participation in the game.
- 7.7 The Casino Operator may close any table. No gaming table at which players are present shall be closed unless a sign indicating the proposed time of closure is displayed at the table at least 10 minutes prior to the proposed time of closure.
- 7.8 In any dispute that arises from these rules the decision of the Casino Operator shall be final subject to the condition that the Gaming Commission may review any such decision.
- 7.9 The Casino Operator may invalidate the outcome of a game:
- a) if the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - b) if any fraudulent act is perpetrated by either a player or a Dealer or both;
- that affects the outcome of the game.
- 7.10 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 7.11 An employee of the casino will not advise a player on how to play, except to ensure compliance with these rules.

8. AMENDMENTS**1. Definitions.**

Rule	RAG #	Date Amended
Spread-Bet and Spread-Bet Wheels definitions added	526	08/01/2018
Winning Number Display (WND) amended	526	08/01/2018
Finales added and Neighbours amended	563	16/01/2020

2. Equipment.

Rule	RAG #	Date Amended
Layouts 9, 10 and 11 removed	526	08/01/2018
2.5 Double Zero ATS layouts added	523	05/02/2018
Layout 9 renumbered to Layout 13 and new layouts 9, 10, 11, 12 added.	546	10/01/2019
Layout 9 -12 replaced to correct anomaly in the labelling of RED and BLACK wagering option.	557	19/06/2019

3. Wagers.

Rule	RAG #	Date Amended
3.1 Double Zero Wager Placement layout amended to include Spread-Bet	526	08/01/2018
3.41 and 3.42 added to cover Spread-Bet wagers	526	08/01/2018
3.1 Double Zero Wager Placement layout amended to include 1 st Five wager option	523	05/02/2018
3.19 & 3.20 Five Line wager added	523	05/02/2018
3.2, 3.3 & 3.5 Calling of no more bets	576	10/06/2022

4. General Rules for Dealing.

Rule	RAG #	Date Amended
4.2 added to cover Spread-Bet spin validity	526	08/01/2018
4.2 – 4.7 renumbered to allow for new 4.2	526	08/01/2018
4.4 – Calling of no more bets	576	10/06/2022

5. Tournament Play

Rule	RAG #	Date Amended
5.2 amended to cover Spread-Bet amendments and subsequent renumbering	526	08/01/2018
5.14 Calling of no more bets	576	10/06/2022

6. Irregularities.

Rule	RAG #	Date Amended
6.21 added to cover Spread-Bet irregularity	526	08/01/2018
6.21 calling of no more bets	526	10/06/2022

7. General Provisions.

Rule	RAG #	Date Amended