

Maryland State Lottery and Gaming Control Agency

Standard Rules - Craps

Table of Contents

Chapter 1 - Definitions.....	2
Chapter 2 - Craps and Mini-Craps Tables.	3
Chapter 3 - Wagers.	5
Chapter 4 - Making and Removing Wagers.....	19
Chapter 5 - Payout Odds.	20
Chapter 6 - Supplemental Wagers.	27
Chapter 7 - Dice Retention and Selection.	29
Chapter 8 - Throw or Invalid Roll of the Dice.....	31
Chapter 9 - Point Throw and Settlement of Wagers.	32
Chapter 10 - Selection and Continuation of Shooter.	33
Chapter 11 - Fire Bets.	35
Chapter 12 - Bonus Craps — Additional Procedures and Rules.....	37
Chapter 13 – Dice-Ology — Additional Procedures and Rules.....	38

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 1 - Definitions.

A. In this chapter the following terms have the meaning indicated.

B. Terms Defined.

- (1) “Buy Bet” means a Place Bet to Win which offers a payout of true odds.
- (2) “Call Bet” means a wager made without cash or chips for a known customer.
- (3) “Come out point” means a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on the come out roll.
- (4) “Come out roll” means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don’t Pass Bet has been affected.
- (5) “Come point” means a total of 4, 5, 6, 8, 9, or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don’t Come Bet.
- (6) “Lay Bet” means a Place Bet to Lose which offers a payout of true odds.
- (7) “Vigorish” means the percentage deducted from a winning wager.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 2 - Craps and Mini-Craps Tables.

A. Craps and mini-craps shall be played on an oblong table with rounded corners and high walled sides.

B. A craps table may not be larger than 14 feet in length.

C. A mini-craps table may not be longer than 9-1/2 feet in length and shall have seating locations for a maximum of nine players.

D. A facility operator shall submit its proposed layout for a craps or mini-craps table to the Commission for approval under COMAR 36.05.03.16 with at least:

- (1) The name or logo of the facility operator;
- (2) Specific areas designated for the placement of wagers authorized under Chapter 3 - Wagers;
- (3) The words “no call bets;”
- (4) If a facility operator offers the Fire Bet in accordance with Chapter 11 – Fire Bets:
 - (a) Not more than 16 areas may be designated for the placement of Fire Bets;
 - (b) Fire Bet areas must be located around the perimeter of the layout, corresponding to player positions at the table, and sequentially numbered in a clockwise direction, with the area numbered 1 being located immediately to the left of the boxperson or dealer;
 - (c) A designated area of the layout for the relocation and identification of all Fire Bets placed by players prior to the come out roll of a shooter;
 - (d) The designated area must be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in §D(4)(a) of this chapter; and
 - (e) The following information, visible to all player positions, on the inside wall of the table:
 - (i) The payout odds for four, five ,and six different unique points made;
 - (ii) Fire Bets shall be accepted only prior to a shooter’s initial come out roll; and

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(iii) The wager limitations applicable to the Fire Bet.

(5) If the facility operator offers Bonus Craps:

(a) A designated area of the layout in front of the boxperson for the placement of the following wagers:

(i) The All Small Wager;

(ii) The All or Nothing At All Wager; and

(iii) The All Tall Wager;

(b) A designated area of the layout for the placement of a marker button on numbers 2 through 6 and numbers 8 through 12; and

(c) The payout odds for permissible Bonus Craps wagers.

(6) If the facility operator offers Dice-Ology:

(a) A designated area of the layout in front of the boxperson for the placement of the following wagers:

(i) The Little Ones Wager;

(ii) The Big Ones Wager; and

(iii) The Boom or Bust Wager;

(b) A designated area of the layout for the placement of a marker button on numbers 2 through 6, numbers 8 through 12, and numbers 2 through 6 and numbers 8 through 12; and

(c) The payout odds for permissible Dice-Ology wagers.

E. A craps and mini-craps table must have a drop box and tip box attached to the table in locations approved by the Commission under COMAR 36.05.03.16.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 3 - Wagers.

A. The following wagers are authorized in the games of craps and mini-craps:

(1) A Pass Bet placed on the Pass Line of the layout immediately prior to the come out roll, for which a winning or losing Pass Bet shall be determined as follows:

(a) A Pass Bet wins if, on the come out roll:

(i) A total of 7 or 11 is thrown; or

(ii) A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is thrown again before a 7 is thrown;

(b) A Pass Bet loses if, on the come out roll:

(i) A total of 2, 3, or 12 is thrown; or

(ii) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 is subsequently thrown before that total is thrown again;

(2) A Don't Pass Bet placed on the Don't Pass Line of the layout immediately prior to the come out roll, for which winning or losing Don't Pass Bet shall be determined as follows:

(a) A Don't Pass Bet wins if, on the come out roll:

(i) A total of 2 or 3 is thrown; or

(ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 is subsequently thrown before that total is thrown again;

(b) A Don't Pass Bet loses if, on the come out roll:

(i) A total of 7 or 11 is thrown; or

(ii) A total of 4, 5, 6, 8, 9, or 10 is thrown and that total is thrown again before a 7 is thrown; and

(c) If a total of 12 is thrown on the come out roll, a Don't Pass Bet is void and any Don't Pass Bets shall be returned to the players.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(3) A Come Bet placed on the Come Line of the layout at any time after the come out roll.

(a) If a 4, 5, 6, 8, 9, or 10 is thrown after the placement of a Come Bet, the dealer shall move the Come Bet into the numbered box corresponding to the number that was thrown;

(b) A Come Bet wins if:

(i) A total of 7 or 11 is thrown on the roll immediately following placement of the Come Bet; or

(ii) A total of 4, 5, 6, 8, 9, or 10 is thrown on the roll immediately following placement of the Come Bet and that total is thrown again before a 7 is thrown; and

(c) A Come Bet loses if:

(i) A total of 2, 3 or 12 is thrown on the roll immediately following placement of the Come Bet; or

(ii) A total of 4, 5, 6, 8, 9, or 10 is thrown on the roll immediately following placement of the Come Bet and a 7 is subsequently thrown before that total is thrown again.

(4) A Don't Come Bet placed on the Don't Come Line of the layout at any time after the come out roll.

(a) If a 4, 5, 6, 8, 9, or 10 is thrown after the placement of a Don't Come Bet, the dealer shall move the Don't Come Bet into a box adjacent to the numbered box corresponding to the number that was thrown.

(b) A Don't Come Bet wins if either:

(i) A total of 2 or 3 is thrown on the roll immediately following placement of the Don't Come Bet; or

(ii) A total of 4, 5, 6, 8, 9, or 10 is thrown on the roll immediately following placement of the Don't Come Bet and a 7 is subsequently thrown before that total is thrown again.

(c) A Don't Come Bet loses if:

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(i) A total of 7 or 11 is thrown on the roll immediately following placement of the Don't Come Bet; or

(ii) A total of 4, 5, 6, 8, 9, or 10 is thrown on the roll immediately following placement of the Don't Come Bet and that total is thrown again before a 7 is thrown.

(d) If a total of 12 is thrown on the roll immediately following placement of a Don't Come Bet, the Don't Come Bet is void and any Don't Come Bets shall be returned to the players.

(5) A Place Bet to Win on any of the numbers 4, 5, 6, 8, 9, or 10, which may be made at any time.

(a) A Place Bet to Win is inactive on a come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager.

(b) A Place Bet to Win wins if the number on which the wager was placed is thrown before a 7 is thrown.

(c) A Place Bet to Win loses if a 7 is thrown before the number on which the wager was placed is thrown.

(6) A Place Bet to Lose placed in a box adjacent to any of the numbers 4, 5, 6, 8, 9, or 10 which may be made at any time.

(a) A Place Bet to Lose is inactive on a come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager.

(b) A Place Bet to Lose wins if a 7 is thrown before the particular number against which the wager is placed is thrown.

(c) A Place Bet to Lose loses if the particular number against which the wager is placed is thrown before a 7 is thrown.

(7) A Four the Hardway Bet placed in a box which shows two dice, each of which displays a value of 2, which may be made at any time.

(a) A Four the Hardway Bet is inactive on the come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of the player's wager.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(b) A Four the Hardway Bet wins if a total of 4 is thrown with a 2 appearing on each die before a 4 is thrown in any other way or before a 7 is thrown.

(c) A Four the Hardway Bet loses if a total of 4 is thrown without a 2 appearing on each die or a 7 is thrown before a total of 4 is thrown with a 2 appearing on each die.

(8) A Six the Hardway Bet placed in a box which shows two dice, each of which displays a value of 3, which may be made at any time.

(a) A Six the Hardway Bet is inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager.

(b) A Six the Hardway Bet wins if a total of 6 is thrown with a 3 appearing on each die before a 6 is thrown in any other way or before a 7 is thrown.

(c) A Six the Hardway Bet loses if a total of 6 is thrown without a 3 appearing on each die or a 7 is thrown before a total of 6 is thrown with a 3 appearing on each die.

(9) An Eight the Hardway Bet placed in a box which shows two dice, each of which displays a value of 4, which may be made at any time.

(a) An Eight the Hardway Bet is inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager.

(b) An Eight the Hardway Bet wins if a total of 8 is thrown with a 4 appearing on each die before an 8 is thrown in any other way or before a 7 is thrown.

(c) An Eight the Hardway Bet loses if a total of 8 is thrown without a 4 appearing on each die or a 7 is thrown before a total of 8 is thrown with a 4 appearing on each die.

(10) A Ten the Hardway Bet placed in a box which shows two dice, each of which displays a value of 5, which may be made at any time.

(a) A Ten the Hardway Bet is inactive on the come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager.

(b) A Ten the Hardway Bet wins if a total of 10 is thrown with a 5 appearing on each die before a 10 is thrown in any other way or before a 7 is thrown.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(c) A Ten the Hardway Bet loses if a total of 10 is thrown without a 5 appearing on each die or a 7 is thrown before a total of 10 is thrown with a 5 appearing on each die.

(11) A Field Bet placed in a box which shows the numbers 2, 3, 4, 9, 10, 11, and 12, which may be made at any time.

(a) A Field Bet wins if a 2, 3, 4, 9, 10, 11, or 12 is thrown on the roll immediately following placement of the Field Bet.

(b) A Field Bet loses if a 5, 6, 7, or 8 is thrown on the roll immediately following placement of the Field Bet.

(12) An Any Seven Bet placed in a box which contains the phrase “Any Seven”, which may be made at any time.

(a) An Any Seven Bet wins if a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(b) An Any Seven Bet loses if any total other than a 7 is thrown on the roll immediately following placement of the Any Seven Bet.

(13) An Any Craps Bet placed in a box which contains the phrase “Any Craps”, which may be made at any time.

(a) An Any Craps Bet wins if a 2, 3, or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

(b) An Any Craps Bet loses if any total other than a 2, 3, or 12 is thrown on the roll immediately following placement of the Any Craps Bet.

(14) A Craps Two Bet placed in a box which shows two dice, each of which displays a value of 1, which may be made at any time:

(a) A Craps Two Bet wins if a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

(b) A Craps Two Bet loses if any total other than a 2 is thrown on the roll immediately following placement of the Craps Two Bet.

(15) A Craps Three Bet placed in a box which shows two dice, one of which displays a value of 1 and the other of which displays a value of 2, which may be made at any time.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(a) A Craps Three Bet wins if a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

(b) A Craps Three Bet loses if any total other than a 3 is thrown on the roll immediately following placement of the Craps Three Bet.

(16) A Craps Twelve Bet placed in a box which shows two dice, each of which displays a value of 6, which may be made at any time.

(a) A Craps Twelve Bet wins if a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

(b) A Craps Twelve Bet loses if any total other than a 12 is thrown on the roll immediately following placement of the Craps Twelve Bet.

(17) An 11 in One Roll Bet placed in a box which shows two dice, one of which displays a value of 5 and the other of which displays a value of 6, which may be made at any time.

(a) An 11 in One Roll Bet wins if an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

(b) An 11 in One Roll Bet loses if any total other than an 11 is thrown on the roll immediately following placement of the 11 in One Roll Bet.

(18) A Craps-Eleven or C and E Bet placed in an area on the table layout that contains the letters “C” and “E”, which may be made at any time.

(a) A Craps-Eleven or C and E Bet wins if a 2, 3, 11, or 12 is rolled immediately following placement of the Craps-Eleven or C and E Bet.

(b) A Craps-Eleven or C and E Bet loses if any total other than a 2, 3, 11, or 12 is thrown on the roll immediately following placement of the Craps-Eleven or C and E Bet.

(19) A Horn Bet placed in a box which contains the words “Horn Bet”, which may be made at any time.

(a) A Horn Bet shall be placed in units of four.

(b) A Horn Bet wins if a 2, 3, 11, or 12 is thrown on the roll immediately following placement of the Horn Bet.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(c) A Horn Bet loses if any total other than a 2, 3, 11 or 12 is thrown on the roll immediately following placement of the Horn Bet.

(20) A Horn High Bet placed in a box which contains the words “Horn High Bet” and two dice with a total value of 2, 3, 11, or 12, which may be made at any time.

(a) A Horn High Bet shall be placed in units of five.

(b) A facility operator that does not have a designated area on its layout for the acceptance of a Horn High Bet shall break down a Horn High Bet into two separate wagers of four units on the Horn Bet and one unit on one of the boxes that contains two dice with a total value of 2, 3, 11, or 12.

(c) A Horn High Bet wins if a 2, 3, 11, or 12 is thrown on the roll immediately following placement of the Horn High Bet.

(d) A Horn High Bet loses if any total other than a 2, 3, 11, or 12 is thrown on the roll immediately following placement of the Horn High Bet.

(21) A Whirl Bet placed in a box which contains the words “Whirl Bet”, which may be made at any time.

(a) A Whirl Bet shall be placed in units of five.

(b) A facility operator that does not have a designated area on its layout for the acceptance of a Whirl Bet shall break down a Whirl Bet into two separate wagers of four units on the Horn Bet and one unit on the Any Seven Bet.

(c) A Whirl Bet wins if a 2, 3, 7, 11, or 12 is thrown on the roll immediately following placement of the Whirl Bet.

(d) A Whirl Bet loses if any total other than a 2, 3, 7, 11, or 12 is thrown on the roll immediately following placement of the Horn High Bet.

(22) A Four the Hardway on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A Four the Hardway on the Hop Bet wins if a total of 4 is thrown with a 2 appearing on each die on the roll immediately following placement of the Four the Hardway on the Hop Bet.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(b) A Four the Hardway on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Four the Hardway on The Hop Bet.

(23) A Six the Hardway on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A Six the Hardway on the Hop Bet wins if a total of 6 is thrown with a 3 appearing on each die on the roll immediately following placement of the Six the Hardway on the Hop Bet.

(b) A Six the Hardway on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Six the Hardway on the Hop Bet.

(24) An Eight the Hardway on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) An Eight the Hardway on the Hop Bet wins if a total of 8 is thrown with a 4 appearing on each die on the roll immediately following placement of the Eight the Hardway on the Hop Bet.

(b) An Eight the Hardway on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Eight the Hardway on the Hop Bet.

(25) A Ten the Hardway on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A Ten the Hardway on the Hop Bet wins if a total of 10 is thrown with a 5 appearing on each die on the roll immediately following placement of the Ten the Hardway on the Hop Bet.

(b) A Ten the Hardway on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Ten the Hardway on the Hop Bet.

(26) A One-Three or Ace-Trey on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A One-Three or Ace-Trey on the Hop Bet wins if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(b) A One-Three or Ace-Trey on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the One-Three or Ace-Trey on the Hop Bet.

(27) A One-Four or Ace-Four on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A One-Four or Ace-Four on the Hop Bet wins if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

(b) A One-Four or Ace-Four on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the One-Four or Ace-Four on the Hop Bet.

(28) A Two-Three or Deuce-Trey on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A Two-Three or Deuce-Trey on the Hop Bet wins if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

(b) A Two-Three or Deuce-Trey on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Two-Three or Deuce-Trey on the Hop Bet.

(29) A One-Five or Ace-Five on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A One-Five or Ace-Five on the Hop Bet wins if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(b) A One-Five or Ace-Five on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(30) A Two-Four or Deuce-Four on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(a) A Two-Four or Deuce-Four on the Hop Bet wins if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Two-Four or Deuce-Four on the Hop Bet.

(b) A Two-Four or Deuce-Four on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the One-Five or Ace-Five on the Hop Bet.

(31) A One-Six or Ace-Six on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A One-Six or Ace-Six on the Hop Bet wins if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

(b) A One-Six or Ace-Six on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the One-Six or Ace-Six on the Hop Bet.

(32) A Two-Five or Deuce-Five on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A Two-Five or Deuce-Five on the Hop Bet wins if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

(b) A Two-Five or Deuce-Five on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Two-Five or Deuce-Five on the Hop Bet.

(33) A Three-Four or Trey-Four on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A Three-Four or Trey-Four on the Hop Bet wins if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

(b) A Three-Four or Trey-Four on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Three-Four or Trey-Four on the Hop Bet.

(34) A Two-Six or Deuce-Six on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(a) A Two-Six or Deuce-Six on the Hop Bet wins if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

(b) A Two-Six or Deuce-Six on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Two-Six or Deuce-Six on the Hop Bet.

(35) A Three-Five or Trey-Five on the Hop Bet placed in an area on the layout for this bet which may be made at any time.

(a) A Three-Five or Trey-Five on the Hop Bet wins if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

(b) A Three-Five or Trey-Five on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Three-Five or Trey-Five on the Hop Bet.

(36) A Three-Six or Trey-Six on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A Three-Six or Trey-Six on the Hop Bet wins if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

(b) A Three-Six or Trey-Six on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Three-Six or Trey-Six on the Hop Bet.

(37) A Four-Five on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A Four-Five on the Hop Bet wins if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of the Four-Five on the Hop Bet.

(b) A Four-Five on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Four-Five on the Hop Bet.

(38) A Four-Six on the Hop Bet placed in an area on the layout for this bet, which may be made at any time.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(a) A Four-Six on the Hop Bet wins if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of the Four-Six on the Hop Bet.

(b) A Four-Six on the Hop Bet loses if any other combination is thrown on the roll immediately following placement of the Four-Six on the Hop Bet.

(39) A 6-7-8 Bet placed in an area on the layout for this bet, which may be made at any time.

(a) A 6-7-8 Bet wins if a total of 6, 7, or 8 is thrown on the roll immediately following placement of the 6-7-8 Bet.

(b) A 6-7-8 Bet loses if a 2, 3, 4, 5, 9, 10, 11, or 12 is thrown on the roll immediately following placement of the 6-7-8 Bet.

(40) A Fire Bet that may only be made prior to the come out roll of a new shooter.

(a) A Fire Bet wins if at least four different unique point totals of either 4, 5, 6, 8, 9, or 10 are made by the shooter before a 7 is thrown.

(b) A Fire Bet loses if less than four different unique point totals of either 4, 5, 6, 8, 9, or 10 are made by the shooter before a 7 is thrown.

(41) In addition to Place Bets to Win on 4, 5, 6, 8, 9, and 10, a facility operator may, if specified in its Rules Submission under COMAR 36.05.03.19, offer players the option of placing a Buy Bet to receive true odds on the Place Bet to Win.

(a) A Buy Bet is inactive on a come out roll unless called “on” by the player and confirmed by the dealer through placement of an “on” marker button on top of the player’s wager.

(b) A winning or losing Buy Bet shall be determined as follows:

(i) A Buy Bet wins if the number on which the wager was placed is thrown before a 7 is thrown.

(ii) A Buy Bet loses if a 7 is thrown before the number on which the wager was placed is thrown.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(42) In addition to or in lieu of the Place Bets to Lose on 4, 5, 6, 8, 9, and 10, a facility operator may, if specified in its Rules Submission under COMAR 36.05.03.19, offer players the option of placing a Lay Bet to receive true odds on the Place Bet to Lose.

(a) A Lay Bet is active on a come out roll unless called “off” by the player and confirmed by the dealer through placement of an “off” marker button on top of the player’s wager.

(b) A Lay Bet wins if a 7 is thrown before the particular number against which the wager is placed is thrown.

(c) A Lay Bet loses if the particular number against which the wager is placed is thrown before a 7 is thrown.

(43) If a facility operator offers Bonus Craps, the following wagers may be made immediately prior to the come out roll:

(a) An All Small Wager wins if all of the numbers 2 through 6 are thrown before a 7 is thrown;

(b) An All Or Nothing At All Wager wins if all of the numbers 2 through 6 and 8 through 12 are thrown before a 7 is thrown; and

(c) An All Tall Wager wins if all numbers 8 through 12 are thrown before 7 is thrown.

(44) If a facility operator offers Dice-Ology, the following wagers may be made:

(a) A Little Ones Wager wins if all of the numbers 2 through 6 are thrown before a 7 is thrown;

(b) A Boom or Bust Wager wins if all of the numbers 2 through 6 and 8 through 12 are thrown before a 7 is thrown; and

(c) A Big Ones Wager wins if all numbers 8 through 12 are thrown before 7 is thrown.

(45) A Lucky Shooter Bet that may only be made prior to the come out roll of a new shooter.

(a) A Lucky Shooter Bet wins if at least five different unique point totals of either 4, 5, 6, 8, 9, or 10 are made by the shooter, and the initial point is rolled on the sixth roll.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(b) A Lucky Shooter Bet wins and remains working for the next come out roll if a 7 or 11 is rolled on the come out roll.

(c) A Lucky Shooter Bet loses if a 2, 3, or 12 is rolled on the come out roll.

(b) A Lucky Shooter Bet ends when any number other than one of the remaining unique point totals of either 4, 5, 6, 8, 9, or 10 are rolled by the shooter.

B. Except as permitted under Chapter 6 – Supplemental Wagers, the amount of a craps or mini-craps wager:

(1) May not be less than the minimum wager; and

(2) May not be more than the maximum wager.

C. The minimum and maximum wagers shall be posted at each craps or mini-craps table.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 4 - Making and Removing Wagers.

A. A wager shall be made before the dice are thrown.

B. A wager shall be made by placing value chips or plaques on the appropriate areas of the layout.

C. A verbal wager accompanied by cash may be accepted if:

(1) It is confirmed by the dealer; and

(2) The cash is expeditiously converted into value chips or plaques.

D. A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of the wager, except that:

(1) A Pass Bet may not be removed or reduced after a come out point is established with respect to the Pass Bet;

(2) A Come Bet may not be removed or reduced after a come point is established with respect to the Come Bet;

(3) A Fire Bet may not be reduced or increased at any time, and may not be removed prior to the throwing of a loser 7; and

(4) Bonus Craps wagers may not be reduced or increased at any time.

E. A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after the bet has been removed or reduced.

F. Only a player seated at a mini-craps table may place a wager at the game, and after a player places a wager, the player shall remain seated until completion of the round of play.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 5 - Payout Odds.

A. The facility operator shall pay out winning craps and mini-craps wagers as follows:

- (1) For Pass Bet the payout is 1 to 1;
- (2) For Don't Pass Bet the payout is 1 to 1;
- (3) For Come Bet the payout is 1 to 1;
- (4) For Don't Come Bet the payout is 1 to 1;
- (5) For Place Bet to Win on 4 the payout is 9 to 5;
- (6) For Place Bet to Win on 5 the payout is 7 to 5;
- (7) For Place Bet to Win on 6 the payout is 7 to 6;
- (8) For Place Bet to Win on 8 the payout is 7 to 6;
- (9) For Place Bet to Win on 9 the payout is 7 to 5;
- (10) For Place Bet to Win on 10 the payout is 9 to 5;
- (11) For Place Bet to Lose on 4 the payout is 5 to 11;
- (12) For Place Bet to Lose on 5 the payout is 5 to 8;
- (13) For Place Bet to Lose on 6 the payout is 4 to 5;
- (14) For Place Bet to Lose on 8 the payout is 4 to 5;
- (15) For Place Bet to Lose on 9 the payout is 5 to 8;
- (16) For Place Bet to Lose on 10 the payout is 5 to 11;
- (17) For Four the Hardway Bet the payout is 7 to 1;
- (18) For Six the Hardway Bet the payout is 9 to 1;
- (19) For Eight the Hardway Bet the payout is 9 to 1;
- (20) For Ten the Hardway Bet the payout is 7 to 1;

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

- (21) For a Field Bet on a 3, 4, 9, 10 or 11 the payout is 1 to 1;
- (22) For a Field Bet on a 2 or 12 the payout is 2 to 1;
- (23) For Any Seven Bet the payout is as follows:
 - (a) 4 to 1; and
 - (b) 26 to 5;
- (24) For Any Craps Bet the payout is 7 to 1;
- (25) For Craps 2 Bet the payout is 30 to 1;
- (26) For Craps 3 Bet the payout is 15 to 1;
- (27) For Craps 12 Bet the payout is 30 to 1;
- (28) For 11 in One Roll the payout is 15 to 1;
- (29) For Four the Hardway on the Hop Bet the payout is 30 to 1;
- (30) For Six the Hardway on the Hop Bet the payout is 30 to 1;
- (31) For Eight the Hardway on the Hop Bet the payout is 30 to 1;
- (32) For Ten the Hardway on the Hop Bet the payout is 30 to 1;
- (33) For One-Three or Ace-Trey on the Hop Bet the payout is 15 to 1;
- (34) For One-Four or Ace-Four on the Hop Bet the payout is 15 to 1;
- (35) For One-Five or Ace-Five on the Hop Bet the payout is 15 to 1;
- (36) For One-Six or Ace-Six on the Hop Bet the payout is 15 to 1;
- (37) For Two-Three or Deuce-Trey on the Hop Bet the payout is 15 to 1;
- (38) For Two-Four or Deuce-Four on the Hop Bet the payout is 15 to 1;
- (39) For Two-Five or Deuce-Five on the Hop Bet the payout is 15 to 1;
- (40) For Two-Six or Deuce-Six on the Hop Bet the payout is 15 to 1;

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(41) For Three-Four or Trey-Four on the Hop Bet the payout is 15 to 1;

(42) For Three-Five or Trey-Five on the Hop Bet the payout is 15 to 1;

(43) For Three-Six or Trey-Six on the Hop Bet the payout is 15 to 1;

(44) For Four-Five on the Hop Bet the payout is 15 to 1;

(45) For Four-Six on the Hop Bet the payout is 15 to 1;

(46) For 6-7-8 Bet on a 6 that is a One-Five or Two-Four, on any 7 or an 8 that is a Two-Six or Three Five the payout is 1 to 1; and

(47) For a 6-7-8 Bet on a 6 that is a Three-Three or an 8 that is a Four-Four the payout is 2 to 1.

B. A Craps-Eleven or C and E Bet shall be paid as if 1/2 of the Craps-Eleven or C and E Bet had been placed as an Any Craps Bet (7 to 1) and 1/2 as an 11 in One Roll (15 to 1), and shall be paid as if two separate wagers were made for the one roll.

C. A Horn Bet shall be paid as if it were four separate wagers on the 2, 3, 11, and 12, each of which equaling 25% of the Horn Bet.

D. A Horn High Bet shall be paid as if it were four separate wagers on the 2, 3, 11, and 12, each of which equaling 20 percent of the Horn High Bet and a fifth wager on the 2, 3, 11 or 12, equaling 20 percent of the Horn High Bet.

E. A Whirl Bet shall be paid as if it were two separate wagers with four units wagered as a Horn Bet and one unit wagered as an Any Seven Bet.

F. A winning Fire Bet shall be paid once for the highest number of different unique points made at the odds in one of the following pay tables selected by the facility operator in its rules submission under COMAR 36.05.03.19:

(1) Pay Table A:

(a) For four points the payout is 24 to 1;

(b) For five points the payout is 249 to 1; and

(c) For six or more points the payout is 999 to 1;

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(2) Pay Table B:

- (a) For four points the payout is 39 to 1;
- (b) For five points the payout is 199 to 1; and
- (c) For six or more points the payout is 499 to 1;

G. A facility operator that offers Buy Bets and Lay Bets:

(1) Shall pay winning Buy Bet wagers as follows:

- (a) For a Buy Bet on the 4 the payout is 2 to 1;
- (b) For a Buy Bet on the 5 the payout is 3 to 2;
- (c) For a Buy Bet on the 6 the payout is 6 to 5;
- (d) For a Buy Bet on the 8 the payout is 6 to 5;
- (e) For a Buy Bet on the 9 the payout is 3 to 2; and
- (f) For a Buy Bet on the 10 the payout is 2 to 1;

(2) Shall pay winning Lay Bet wagers as follows:

- (a) For a Lay Bet against the 4 the payout is 1 to 2;
- (b) For a Lay Bet against the 5 the payout is 2 to 3;
- (c) For a Lay Bet against the 6 the payout is 5 to 6;
- (d) For a Lay Bet against the 8 the payout is 5 to 6;
- (e) For a Lay Bet against the 9 the payout is 2 to 3; and
- (f) For a Lay Bet against the 10 the payout is 1 to 2;

(3) May collect a vigorish:

- (a) At time the player makes the wager, of up to 5 percent, as specified in the facility operator's rules submission, of the amount wagered on the Buy or Lay Bet; or

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(b) Only on a winning Buy or Lay Bet.

H. If a facility operator offers Bonus Craps:

(1) Paytable A:

(a) For All Small Wagers, the payout is 34 to 1;

(b) For All Or Nothing At All Wagers, the payout is 175 to 1; and

(c) For All Tall Wagers, the payout is 34 to 1.

(2) Paytable B:

(a) For All Small Wagers, the payout is 30 to 1;

(b) For All Or Nothing At All Wagers, the payout is 150 to 1; and

(c) For All Tall Wagers, the payout is 30 to 1.

I. If a facility operator offers Dice-Ology:

(1) Paytable A:

(a) For Little Ones Wagers, the payout is 34 to 1;

(b) For Boom or Bust Wagers, the payout is 175 to 1; and

(c) For Big Ones Wagers, the payout is 34 to 1.

(2) Paytable B:

(a) For Little Ones Wagers, the payout is 30 to 1;

(b) For Boom or Bust Wagers, the payout is 150 to 1; and

(c) For Big Ones Wagers, the payout is 30 to 1.

J. A winning Lucky Shooter Bet shall be paid once for the highest number of different unique points made at the odds in one of the following pay tables selected by the facility operator in its rules submission under COMAR 36.05.03.19:

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(1) Pay Table A:

- (a) For five points and the established point the payout is 1,000 for 1;
- (b) For five points the payout is 150 for 1;
- (c) For four points the payout is 15 for 1;
- (d) For three points the payout is 5 for 1; and
- (e) For first roll of 7 or 11 the payout is 1 for 1.

(2) Pay Table B:

- (a) For five points and the established point the payout is 500 for 1;
- (b) For five points the payout is 100 for 1;
- (c) For four points the payout is 10 for 1;
- (d) For three points the payout is 4 for 1;
- (e) For two points the payout is 2 for 1; and
- (f) For first roll of 7 or 11 the payout is 1 for 1.

(3) Pay Table C:

- (a) For five points and the established point the payout is 1,000 for 1;
- (b) For five points the payout is 150 for 1;
- (c) For four points the payout is 20 for 1;
- (d) For three points the payout is 5 for 1; and
- (e) For first roll of 7 or 11 the payout is 1 for 1.

(4) Pay Table D:

- (a) For five points and the established point the payout is 500 for 1;
- (b) For five points the payout is 100 for 1;

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

- (c) For four points the payout is 10 for 1;
- (d) For three points the payout is 5 for 1;
- (e) For two points the payout is 2 for 1; and
- (f) For first roll of 7 or 11 the payout is 1 for 1.

K. If a facility collects a vigorish, the facility operator shall specify in its Rules Submission which vigorish procedure under §G(3) of this chapter it will use.

L. Except as permitted under §G(3) of this chapter, a facility operator may not charge a percentage, fee, or vigorish to a player in making any wager in the game of craps or mini-craps.

M. Except as permitted under Chapter 6 – Supplemental Wagers, a facility operator may not accept any wager in excess of the maximum bet posted at the table.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 6 - Supplemental Wagers.

A. When a player makes a Pass Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the come out roll, the player may make a supplemental wager in support of the Pass Bet which may be limited by the facility operator to an amount that is equal to the amount of the original Pass Bet, and if the Pass Bet wins after a supplemental wager is made:

(1) The original Pass Bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:

(a) 2 to 1 if the come out point was 4 or 10;

(b) 3 to 2 if the come out point was 5 or 9; or

(c) 6 to 5 if the come out point was 6 or 8.

B. When a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the come out roll, the player may make a supplemental wager in support of the Don't Pass Bet which may be limited by the facility operator to an amount calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet, and if the Don't Pass Bet wins after a supplemental wager is made:

(1) The original Don't Pass Bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:

(a) 1 to 2 if the come out point was 4 or 10;

(b) 2 to 3 if the come out point was 5 or 9; or

(c) 5 to 6 if the come out point was 6 or 8.

C. When a player makes a Come Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the roll immediately following placement of the Come Bet, the player may make a supplemental wager in support of the Come Bet which may be limited by the facility operator to an amount that is equal to the amount of the original Come Bet, and if the Come Bet wins after a supplemental wager is made:

(1) The original Come Bet shall be paid at odds of 1 to 1.

(2) The supplemental wager shall be paid at odds of:

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

- (a) 2 to 1 if the come point was 4 or 10;
- (b) 3 to 2 if the come point was 5 or 9; or
- (c) 6 to 5 if the come point was 6 or 8.

D. When a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9, or 10 is thrown on the roll immediately following placement of the Don't Come Bet, the player may make a supplemental wager in support of the Don't Come Bet which may be limited by the facility operator to an amount calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet, and if the Don't Come Bet wins after a supplemental wager is made:

- (1) The original Don't Come Bet shall be paid at odds of 1 to 1.
- (2) The supplemental wager shall be paid at odds of:
 - (a) 1 to 2 if the come point was 4 or 10;
 - (b) 2 to 3 if the come point was 5 or 9; or
 - (c) 5 to 6 if the come point was 6 or 8.

E. Except as permitted under §F of this chapter, a facility operator may allow a supplemental wager in support of a Pass or Come Bet in an amount up to one hundred times the amount of the original Pass or Come Bet.

- (1) A facility operator may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount calculated as to provide a winning player with winnings not in excess of up to one hundred times the amount originally wagered on the Don't Pass or Don't Come Bet.
- (2) The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed in accordance with this subsection shall be paid at the same odds as the original and supplemental wagers are paid under §§A—D of this chapter.

F. A facility operator may accept a supplemental wager that exceeds an amount that is otherwise authorized by this section or posted as the maximum wager permitted if the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this chapter.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 7 - Dice Retention and Selection.

A. A set of five dice shall be present at the craps or mini-craps table during gaming.

(1) The stickperson at the table shall be responsible for control of the dice at a craps table, or at a mini-craps table with an optional stickperson.

(2) The dealer at the table shall be responsible for control of the dice at a mini-craps table without an optional stickperson.

(3) Except for dice in active play, the stickperson or mini-craps dealer at a table shall retain all dice in a dice cup at the table.

B. At the commencement of play:

(1) For Craps:

(a) The stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table.

(b) If a player rejects the dice offered under §B(1)(a) of this chapter, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

(2) For mini-craps:

(a) The dealer or the optional mini-craps stickperson shall offer the set of dice to the player immediately to his left at the table.

(b) If a player rejects the dice offered under §B(2)(a) of this chapter, the dealer or stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

C. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered.

D. The remaining dice of the set under §C of this chapter shall be returned to the dice cup which shall:

(1) For craps, be placed immediately in front of the craps stickperson.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

(2) For mini-craps, be placed immediately in front of the mini-craps dealer or stickperson.

E. A set of five dice used at a craps or mini-craps table shall be changed at least once every 24 hours.

F. A new set of dice shall be used:

(1) When a craps or mini-craps table is reopened for gaming;

(2) If a die goes off the table during play and is lost;

(3) If the dice show signs of tampering or alteration; or

(4) The dice are otherwise marked, chipped, scratched, or no longer suitable for play.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 8 - Throw or Invalid Roll of the Dice.

A. After selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which the shooter shall throw the two selected dice so that they leave the shooter's hand simultaneously and in a manner which causes the dice to strike the end of the table farthest from the shooter.

B. A roll of the dice shall be invalid when either or both of the dice go off the table or when one die comes to rest on top of the other.

C. The individuals listed in under §E of this chapter may invalidate a roll of the dice by calling "no roll" for any of the following reasons:

- (1) The dice do not leave the shooter's hand simultaneously;
- (2) A die fails to strike the end of the table farthest from the shooter;
- (3) A die comes to rest on the chips constituting the craps bank of chips located in front of the boxperson;
- (4) A die comes to rest in the dice cup in front of the craps stickperson, in front of the mini-craps dealer or stickperson, or on one of the rails surrounding the table;
- (5) The use of a cheating, crooked or fixed device or technique in the roll of the dice;
or
- (6) The craps boxperson or stickperson, or the mini-craps dealer or stickperson, considers the throw to be improper.

D. A throw of the dice which results in the dice coming into contact with any chips or plaques on the table, other than the Craps bank of chips located in front of the boxperson, may not be a cause for a call of "no roll".

E. "No roll" may be called:

- (1) In craps, by a boxperson or stickperson; and
- (2) In mini-craps, by the dealer, stickperson or floorperson.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 9 - Point Throw and Settlement of Wagers.

A. When the dice come to rest from a valid throw, the craps stickperson or the mini-craps dealer or stickperson shall at once call out the sum of the numbers on the uppermost or skyward sides of the two dice.

B. Only one face on each die shall be considered uppermost or skyward.

C. In the event a die does not land flat on the table, the side directly opposite the side that is resting on the chips or other object shall be considered uppermost or skyward.

D. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be rethrown.

E. In the event of a dispute as to which face is uppermost:

(1) In Craps, the boxperson may determine which face is uppermost or may order the throw be void and the dice be rethrown.

(2) In mini-craps, the floorperson may determine which face is uppermost or order the throw be void and the dice be rethrown.

F. In craps, after calling the throw, the stickperson shall collect the dice and bring them to the center of the table between the stickperson and the boxperson.

(1) All wagers decided by that throw shall then be settled, and then the stickperson shall pass the dice to the shooter for the next throw.

(2) When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

G. In mini-craps, after calling the throw, the dealer or stickperson shall collect the dice and bring them to the center of the table.

(1) All wagers decided by that throw shall then be settled, and then the dealer or stickperson shall pass the dice to the shooter for the next throw.

(2) When collecting the dice and passing them to the shooter, the dealer or stickperson shall use a stick designed for that purpose.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 10 - Selection and Continuation of Shooter.

A. Except as provided in §§A(1) and A(2) of this chapter, after a roll, a shooter may pass the dice or remain the shooter.

(1) The shooter shall pass the dice upon throwing a loser 7.

(2) The craps boxperson or the mini-craps dealer may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the act or this part.

B. If after making the come out point, a shooter elects not to place another Pass Bet or Don't Pass Bet, and other Come Bets or Don't Come Bets remain on the table, the craps stickperson or the mini-craps dealer or stickperson shall offer the dice to the player immediately to the left of the previous shooter as provided for under §C of this chapter.

(1) If there are no other players at the table, or if no other player at the table elect to make a Pass Bet or Don't Pass Bet to shoot the dice and continue the game, the previous shooter may shoot the dice without making a Pass Bet or Don't Pass Bet.

(2) The previous shooter may shoot the dice as described in §B(1) of this chapter only for the purpose of effecting a decision on the remaining Come Bets or Don't Come Bets.

(3) The on/off marker shall be placed on the Don't Pass Line in the off position in front of the shooter to indicate that the shooter is rolling the dice only to effectuate a decision for the Come Bets or Don't Come Bets remaining on the layout.

(4) After the remaining Come Bets or Don't Come Bets have been decided, or a player wishes to place a Pass Bet or Don't Pass Bet, the game shall proceed in accordance with Chapter 8 – Throw or Invalid Roll of the Dice.

C. When a shooter voluntarily or compulsorily relinquishes the dice, the craps stickperson or the mini-craps dealer or stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter.

D. If the player described in §C of this chapter does not accept the dice, the craps stickperson or the mini-craps dealer or stickperson shall offer the complete set of five or more dice to each of the other players clockwise around the table.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

E. The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered.

F. After a new shooter is selected under §E of this chapter, the remaining dice of the set shall be returned to the dice cup, and the cup shall be placed immediately in front of the craps stickperson or the mini-craps dealer or stickperson.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 11 - Fire Bets.

A. If a facility operator elects to offer the Fire Bet in the game of craps as permitted under Chapter 3 - Wagers, it shall observe the following additional procedures:

(1) Prior to a new shooter's initial come out roll, a player shall place his Fire Bet on the numbered designated area for the placement of Fire Bets that is closest to the player's position at the craps table.

(2) If there is a voluntary or compulsory surrender of the dice by a shooter under Chapter 10 – Selection and Continuation of Shooter, prior to the throwing of a loser 7, any pending Fire Bet shall be settled upon the successor shooter throwing a loser 7.

(3) After all Fire Bets are placed, the dealer shall bring in each Fire Bet in numerical order and place it on the corresponding number of the designated area in front of the boxperson, where the Fire Bets shall remain until they are either lost or paid.

(4) With each individual point made by a shooter, the dealer shall place a Fire Bet point marker inscribed with the total number of different unique points made by the shooter in the area of the table layout containing the number of the point that was just made.

(a) A Fire Bet point marker shall be visually distinguishable from and have a diameter larger than any authorized value chip.

(b) A Fire Bet point marker shall be maintained by a boxperson or dealer at the craps table.

(5) A Fire Bet shall be collected or paid upon a shooter throwing a loser 7.

(6) After a shooter makes four different unique points, the surveillance department shall be notified for the purpose of confirming all Fire Bets and payouts.

B. If a facility operator elects to offer the Fire Bet in the game of craps under Chapter 3 - Wagers, the following additional rules shall apply:

(1) Wagers.

(a) A minimum wager shall be \$1.

(b) A maximum wager shall be \$5.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

- (c) A wager shall be made in an increment of \$1.
- (2) When a shooter makes the same point total more than once, the total number of different unique points made for purposes of settling a Fire Bet do not increment.
- (3) The four or more different unique points required to win a Fire Bet are not required to be made in any specific order or combination.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 12 - Bonus Craps — Additional Procedures and Rules.

A. A facility operator that offers Bonus Craps shall follow the rules and procedures in this chapter, in addition to the applicable rules in this chapter.

B. Additional Procedures and Rules for Bonus Craps:

(1) Prior to a new shooter's initial come out roll, each player may place one or more of the permissible wagers described in Chapter 3A(43) - Wagers.

(2) The dealer shall place each player's wagers in the corresponding designated area in front of the boxperson, where the wagers shall remain until they are collected or paid.

(3) With each point made by a shooter, the dealer shall place a marker button inscribed with the point value in the area of the table layout containing the point value of the throw that was just made, and:

(a) Each button must be visually distinguishable from, and have a diameter larger than, and authorized value chip; and

(b) The boxperson or dealer at a Craps table shall maintain the marker buttons.

(4) After all numbers necessary for a wager have been thrown and marked on the layout with the marker buttons, the dealer shall pay the winning wagers in accordance with Chapter 5 – Payout Odds (H).

(5) If a 7 is thrown at any time, the dealer shall collect all Bonus Craps wagers and remove all marker buttons from the Bonus Craps area of the layout.

(6) The numbers required to win are not required to be made in a specific order or combination.

Maryland State Lottery and Gaming Control Agency
Standard Rules - Craps

Chapter 13 – Dice-Ology — Additional Procedures and Rules.

A. A facility operator that offers Dice-Ology shall follow the rules and procedures in this chapter, in addition to the applicable rules in this chapter.

B. Additional Procedures and Rules for Dice-Ology:

(1) Each player may place one or more of the permissible wagers described in Chapter 3A(44) - Wagers.

(2) The dealer shall place each player's wagers in the corresponding designated area in front of the boxperson, where the wagers shall remain until they are collected or paid.

(3) With each point made by a shooter, the dealer shall place a marker button inscribed with the point value in the area of the table layout containing the point value of the throw that was just made, and:

(a) Each button must be visually distinguishable from, and have a diameter larger than, and authorized value chip; and

(b) The boxperson or dealer at a Craps table shall maintain the marker buttons.

(4) After all numbers necessary for a wager have been thrown and marked on the layout with the marker buttons, the dealer shall pay the winning wagers in accordance with Chapter 5 – Payout Odds (I).

(5) If a 7 is thrown at any time, the dealer shall collect all Dice-Ology wagers and remove all marker buttons from the Dice-Ology area of the layout.

(6) The numbers required to win are not required to be made in a specific order or combination.