

1 **Title 36 STATE LOTTERY AND**
2 **GAMING CONTROL AGENCY**

3
4 **Subtitle 05 TABLE GAMES**

5
6 **Chapter .05 Craps Rules**

7
8 **Authority: State Government Article, §§ 9-1A-02 and 9-1A-04, Annotated Code of**
9 **Maryland**

10 **01. Definitions.**

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

12 B. Terms Defined.

13 (1) "Buy Bet" means a Place Bet to Win which offers a payout of true odds.

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15 (2) "Call Bet" means a wager made without cash or chips for a known customer.

16
17 (3) "Come out point" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on
18 the come out roll.

19
20 (4) "Come out roll" means the first roll of the dice at the opening of the game and
21 the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass
22 Bet has been affected.

23
24 (5) "Come point" means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the
25 next roll following placement of a Come Bet or Don't Come Bet.

26
27 (6) "Lay Bet" means a Place Bet to Lose which offers a payout of true odds.

28 **02. Craps and Mini-Craps Tables.**

29 A. Craps and Mini-Craps shall be played on an oblong table with rounded corners and
30 high walled sides.

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

For August 2013 Commission.

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

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

5 (1) The name or logo of the facility operator;

6 (2) Specific areas designated for the placement of wagers authorized under
7 Regulation .03 of this chapter;

8 (3) The words “no call bets;”

9 (4) If a facility operator offers the Fire Bet in accordance with Regulation .11 of
10 this chapter:

11 (a) No more than 16 areas may be designated for the placement of Fire
12 Bets;

13 (b) Fire Bet areas must be located around the perimeter of the layout,
14 corresponding to player positions at the table, and sequentially numbered
15 in a clockwise direction, with the area numbered 1 being located
16 immediately to the left of the boxperson or dealer;

17 (c) A designated area of the layout for the relocation and identification of
18 all Fire Bets placed by players prior to the come out roll of a shooter;

19 (d) The designated area must be located in front of the boxperson and
20 contain numbered areas which correspond to the location of the numbered
21 areas described in paragraph (a) of this section; and

22 (e) The following information, visible to all player positions, on the inside
23 wall of the table:

24 (i) The payout odds for four, five and six different unique points
25 made;

26 (ii) Fire Bets shall be accepted only prior to a shooter’s initial
27 come out roll; and

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

2 **(5) If the facility operator offers Bonus Craps:**

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

5 **(i) The All Small Wager;**

6 **(ii) The All Or Nothing At All Wager; and**

7 **(iii) The All Tall Wager;**

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

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

11 E. A Craps and Mini-Craps table must have a drop box and tip box attached to the table
12 in locations approved by the Commission under COMAR 36.05.03.16.

13 **03. Wagers.**

14 A. The following wagers are authorized in the games of Craps and Mini-Craps:

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

18 (a) A Pass Bet ~~shall win~~ **wins** if, on the come out roll:

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

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

22 (b) A Pass Bet ~~shall lose~~ **loses** if, on the come out roll:

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

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

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

6 (a) A Don't Pass Bet ~~shall win~~ **wins** if, on the come out roll:

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

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

10 (b) A Don't Pass Bet ~~shall lose~~ **loses** if, on the come out roll:

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

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

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

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

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

21 (b) A Come Bet ~~shall win~~ **wins** if:

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

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

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(c) A Come Bet ~~shall lose~~ **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 ~~shall win~~ **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 ~~shall lose~~ **loses** if:

(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 ~~shall be~~ **is** void and any Don't Come Bets shall be returned to the players.

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

3 (a) A Place Bet to Win ~~shall be~~ **is** inactive on a come out roll unless called
4 “on” by the player and confirmed by the dealer through placement of an
5 “on” marker button on top of the player’s wager.

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

8 (c) A Place Bet to Win ~~shall lose~~ **loses** if a 7 is thrown before the number
9 on which the wager was placed is thrown.

10 (6) A Place Bet to Lose placed in a box adjacent to any of the numbers 4, 5, 6, 8,
11 9 or 10 which may be made at any time.

12 (a) A Place Bet to Lose ~~shall be~~ **is** inactive on a come out roll unless called
13 “on” by the player and confirmed by the dealer through placement of an
14 “on” marker button on top of the player’s wager.

15 (b) A Place Bet to Lose ~~shall win~~ **wins** if a 7 is thrown before the
16 particular number against which the wager is placed is thrown.

17 (c) A Place Bet to Lose ~~shall lose~~ **loses** if the particular number against
18 which the wager is placed is thrown before a 7 is thrown.

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

21 (a) A Four the Hardway Bet ~~shall be~~ **is** inactive on the come out roll unless
22 called “on” by the player and confirmed by the dealer through placement
23 of an “on” marker button on top of the player’s wager.

24 (b) A Four the Hardway Bet ~~shall win~~ **wins** if a total of 4 is thrown with a
25 2 appearing on each die before a 4 is thrown in any other way or before a
26 7 is thrown.

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

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

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

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

12 (c) A Six the Hardway Bet ~~shall lose~~ **loses** if a total of 6 is thrown without
13 a 3 appearing on each die or a 7 is thrown before a total of 6 is thrown
14 with a 3 appearing on each die.

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

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

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

23 (c) An Eight the Hardway Bet ~~shall lose~~ **loses** if a total of 8 is thrown
24 without a 4 appearing on each die or a 7 is thrown before a total of 8 is
25 thrown with a 4 appearing on each die.

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

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- 1 (a) A Ten the Hardway Bet ~~shall be~~ **is** inactive on the come out roll unless
2 called “on” by the player and confirmed by the dealer through placement
3 of an “on” marker button on top of the player’s wager.
- 4 (b) A Ten the Hardway Bet ~~shall win~~ **wins** if a total of 10 is thrown with a
5 5 appearing on each die before a 10 is thrown in any other way or before a
6 7 is thrown.
- 7 (c) A Ten the Hardway Bet ~~shall lose~~ **loses** if a total of 10 is thrown
8 without a 5 appearing on each die or a 7 is thrown before a total of 10 is
9 thrown with a 5 appearing on each die.
- 10 (11) A Field Bet placed in a box which shows the numbers 2, 3, 4, 9, 10, 11 and
11 12, which may be made at any time.
- 12 (a) A Field Bet ~~shall win~~ **wins** if a 2, 3, 4, 9, 10, 11 or 12 is thrown on the
13 roll immediately following placement of the Field Bet.
- 14 (b) A Field Bet ~~shall lose~~ **loses** if a 5, 6, 7 or 8 is thrown on the roll
15 immediately following placement of the Field Bet.
- 16 (12) An Any Seven Bet placed in a box which contains the phrase “Any Seven,”
17 which may be made at any time.
- 18 (a) An Any Seven Bet ~~shall win~~ **wins** if a 7 is thrown on the roll
19 immediately following placement of the Any Seven Bet.
- 20 (b) An Any Seven Bet ~~shall lose~~ **loses** if any total other than a 7 is thrown
21 on the roll immediately following placement of the Any Seven Bet.
- 22 (13) An Any Craps Bet placed in a box which contains the phrase “Any Craps,”
23 which may be made at any time.
- 24 (a) An Any Craps Bet ~~shall win~~ **wins** if a 2, 3 or 12 is thrown on the roll
25 immediately following placement of the Any Craps Bet.
- 26 (b) An Any Craps Bet ~~shall lose~~ **loses** if any total other than a 2, 3 or 12 is
27 thrown on the roll immediately following placement of the Any Craps Bet.

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

3 (a) A Craps Two Bet ~~shall win~~ **wins** if a 2 is thrown on the roll
4 immediately following placement of the Craps Two Bet.

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

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

10 (a) A Craps Three Bet ~~shall win~~ **wins** if a 3 is thrown on the roll
11 immediately following placement of the Craps Three Bet.

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

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

16 (a) A Craps Twelve Bet ~~shall win~~ **wins** if a 12 is thrown on the roll
17 immediately following placement of the Craps Twelve Bet.

18 (b) A Craps Twelve Bet ~~shall lose~~ **loses** if any total other than a 12 is
19 thrown on the roll immediately following placement of the Craps Twelve
20 Bet.

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

24 (a) An 11 in One Roll Bet ~~shall win~~ **wins** if an 11 is thrown on the roll
25 immediately following placement of the 11 in One Roll Bet.

26 (b) An 11 in One Roll Bet ~~shall lose~~ **loses** if any total other than an 11 is
27 thrown on the roll immediately following placement of the 11 in One Roll
28 Bet.

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

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

6 (b) A Craps-Eleven or C and E Bet ~~shall lose~~ **loses** if any total other than a
7 2, 3, 11 or 12 is thrown on the roll immediately following placement of the
8 Craps-Eleven or C and E Bet.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

14 (a) A Four the Hardway on the Hop Bet ~~shall win~~ **wins** if a total of 4 is
15 thrown with a 2 appearing on each die on the roll immediately following
16 placement of the Four the Hardway on the Hop Bet.

17 (b) A Four the Hardway on the Hop Bet ~~shall lose~~ **loses** if any other
18 combination is thrown on the roll immediately following placement of the
19 Four the Hardway on The Hop Bet.

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

22 (a) A Six the Hardway on the Hop Bet ~~shall win~~ **wins** if a total of 6 is
23 thrown with a 3 appearing on each die on the roll immediately following
24 placement of the Six the Hardway on the Hop Bet.

25 (b) A Six the Hardway on the Hop Bet ~~shall lose~~ **loses** if any other
26 combination is thrown on the roll immediately following placement of the
27 Six the Hardway on the Hop Bet.

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

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

6 (b) An Eight the Hardway on the Hop Bet ~~shall lose~~ **loses** if any other
7 combination is thrown on the roll immediately following placement of the
8 Eight the Hardway on the Hop Bet.

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

11 (a) A Ten the Hardway on the Hop Bet ~~shall win~~ **wins** if a total of 10 is
12 thrown with a 5 appearing on each die on the roll immediately following
13 placement of the Ten the Hardway on the Hop Bet.

14 (b) A Ten the Hardway on the Hop Bet ~~shall lose~~ **loses** if any other
15 combination is thrown on the roll immediately following placement of the
16 Ten the Hardway on the Hop Bet.

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

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

23 (b) A One-Three or Ace-Trey on the Hop Bet ~~shall lose~~ **loses** if any other
24 combination is thrown on the roll immediately following placement of the
25 One-Three or Ace-Trey on the Hop Bet.

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

28 (a) A One-Four or Ace-Four on the Hop Bet ~~shall win~~ **wins** if a total of 5
29 is thrown with a 1 appearing on one die and a 4 appearing on the other die

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1 on the roll immediately following placement of the One-Four or Ace-Four
2 on the Hop Bet.

3 (b) A One-Four or Ace-Four on the Hop Bet ~~shall lose~~ **loses** if any other
4 combination is thrown on the roll immediately following placement of the
5 One-Four or Ace-Four on the Hop Bet.

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

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

12 (b) A Two-Three or Deuce-Trey on the Hop Bet ~~shall lose~~ **loses** if any
13 other combination is thrown on the roll immediately following placement
14 of the Two-Three or Deuce-Trey on the Hop Bet.

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

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

21 (b) A One-Five or Ace-Five on the Hop Bet ~~shall lose~~ **loses** if any other
22 combination is thrown on the roll immediately following placement of the
23 One-Five or Ace-Five on the Hop Bet.

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

26 (a) A Two-Four or Deuce-Four on the Hop Bet ~~shall win~~ **wins** if a total of
27 6 is thrown with a 2 appearing on one die and a 4 appearing on the other
28 die on the roll immediately following placement of the Two-Four or
29 Deuce-Four on the Hop Bet.

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

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

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

10 (b) A One-Six or Ace-Six on the Hop Bet ~~shall lose~~ **loses** if any other
11 combination is thrown on the roll immediately following placement of the
12 One-Six or Ace-Six on the Hop Bet.

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

15 (a) A Two-Five or Deuce-Five on the Hop Bet ~~shall win~~ **wins** if a total of
16 7 is thrown with a 2 appearing on one die and a 5 appearing on the other
17 die on the roll immediately following placement of the Two-Five or
18 Deuce-Five on the Hop Bet.

19 (b) A Two-Five or Deuce-Five on the Hop Bet ~~shall lose~~ **loses** if any other
20 combination is thrown on the roll immediately following placement of the
21 Two-Five or Deuce-Five on the Hop Bet.

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

24 (a) A Three-Four or Trey-Four on the Hop Bet ~~shall win~~ **wins** if a total of
25 7 is thrown with a 3 appearing on one die and a 4 appearing on the other
26 die on the roll immediately following placement of the Three-Four or
27 Trey-Four on the Hop Bet.

28 (b) A Three-Four or Trey-Four on the Hop Bet ~~shall lose~~ **loses** if any other
29 combination is thrown on the roll immediately following placement of the
30 Three-Four or Trey-Four on the Hop Bet.

For August 2013 Commission.

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

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

7 (b) A Two-Six or Deuce-Six on the Hop Bet ~~shall lose~~ **loses** if any other
8 combination is thrown on the roll immediately following placement of the
9 Two-Six or Deuce-Six on the Hop Bet.

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

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

16 (b) A Three-Five or Trey-Five on the Hop Bet ~~shall lose~~ **loses** if any other
17 combination is thrown on the roll immediately following placement of the
18 Three-Five or Trey-Five on the Hop Bet.

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

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

25 (b) A Three-Six or Trey-Six on the Hop Bet ~~shall lose~~ **loses** if any other
26 combination is thrown on the roll immediately following placement of the
27 Three-Six or Trey-Six on the Hop Bet.

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

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

4 (b) A Four-Five on the Hop Bet ~~shall lose~~ **loses** if any other combination is
5 thrown on the roll immediately following placement of the Four-Five on
6 the Hop Bet.

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

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

12 (b) A Four-Six on the Hop Bet ~~shall lose~~ **loses** if any other combination is
13 thrown on the roll immediately following placement of the Four-Six on
14 the Hop Bet.

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

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

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

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

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

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

26 (41) In addition to Place Bets to Win on 4, 5, 6, 8, 9 and 10, a facility operator
27 may, if specified in its Rules Submission under COMAR 36.05.03.19, offer

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1 players the option of placing a Buy Bet to receive true odds on the Place Bet to
2 Win.

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

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

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

9 (ii) A Buy Bet ~~shall lose~~ **loses** if a 7 is thrown before the number
10 on which the wager was placed is thrown.

11 (42) In addition to or in lieu of the Place Bets to Lose on 4, 5, 6, 8, 9 and 10, a
12 facility operator may, if specified in its Rules Submission under COMAR
13 36.05.03.19, offer players the option of placing a Lay Bet to receive true odds on
14 the Place Bet to Lose.

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

18 (b) A Lay Bet ~~shall win~~ **wins** if a 7 is thrown before the particular number
19 against which the wager is placed is thrown.

20 (c) A Lay Bet ~~shall lose~~ **loses** if the particular number against which the
21 wager is placed is thrown before a 7 is thrown.

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

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

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

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

3 B. Except as permitted under Regulation .06 of this chapter, the amount of a Craps or
4 Mini-Craps wager:

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

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

7 C. The minimum and maximum wagers shall be posted at each Craps or Mini-Craps
8 table.

9 **04. Making and Removing Wagers.**

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

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

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

14 (1) It is confirmed by the dealer; and

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

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

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

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

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

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

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

3 F. Only a player seated at a Mini-Craps table may place a wager at the game, and after a
4 player places a wager, the player shall remain seated until completion of the round of
5 play.

6 **05. Payout Odds.**

7 A. The facility operator shall pay out winning Craps and Mini-Craps wagers as follows:

8 (1) For Pass Bet the payout ~~shall be~~ **is** 1 to 1;

9 (2) For Don't Pass Bet the payout ~~shall be~~ **is** 1 to 1;

10 (3) For Come Bet the payout ~~shall be~~ **is** 1 to 1;

11 (4) For Don't Come Bet the payout ~~shall be~~ **is** 1 to 1;

12 (5) For Place Bet to Win on 4 the payout ~~shall be~~ **is** 9 to 5;

13 (6) For Place Bet to Win on 5 the payout ~~shall be~~ **is** 7 to 5;

14 (7) For Place Bet to Win on 6 the payout ~~shall be~~ **is** 7 to 6;

15 (8) For Place Bet to Win on 8 the payout ~~shall be~~ **is** 7 to 6;

16 (9) For Place Bet to Win on 9 the payout ~~shall be~~ **is** 7 to 5;

17 (10) For Place Bet to Win on 10 the payout ~~shall be~~ **is** 9 to 5;

18 (11) For Place Bet to Lose on 4 the payout ~~shall be~~ **is** 5 to 11;

19 (12) For Place Bet to Lose on 5 the payout ~~shall be~~ **is** 5 to 8;

20 (13) For Place Bet to Lose on 6 the payout ~~shall be~~ **is** 4 to 5;

21 (14) For Place Bet to Lose on 8 the payout ~~shall be~~ **is** 4 to 5;

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- 1 (15) For Place Bet to Lose on 9 the payout ~~shall be~~ is 5 to 8;
- 2 (16) For Place Bet to Lose on 10 the payout ~~shall be~~ is 5 to 11;
- 3 (17) For Four the Hardway Bet the payout ~~shall be~~ is 7 to 1;
- 4 (18) For Six the Hardway Bet the payout ~~shall be~~ is 9 to 1;
- 5 (19) For Eight the Hardway Bet the payout ~~shall be~~ is 9 to 1;
- 6 (20) For Ten the Hardway Bet the payout ~~shall be~~ is 7 to 1;
- 7 (21) For a Field Bet on a 3, 4, 9, 10 or 11 the payout ~~shall be~~ is 1 to 1;
- 8 (22) For a Field Bet on a 2 or 12 the payout ~~shall be~~ is 2 to 1;
- 9 (23) For Any Seven Bet the payout ~~shall be~~ is 4 to 1;
- 10 (24) For Any Craps Bet the payout ~~shall be~~ is 7 to 1;
- 11 (25) For Craps 2 Bet the payout ~~shall be~~ is 30 to 1;
- 12 (26) For Craps 3 Bet the payout ~~shall be~~ is 15 to 1;
- 13 (27) For Craps 12 Bet the payout ~~shall be~~ is 30 to 1;
- 14 (28) For 11 in One Roll the payout ~~shall be~~ is 15 to 1;
- 15 (29) For Four the Hardway on the Hop Bet the payout ~~shall be~~ is 30 to 1;
- 16 (30) For Six the Hardway on the Hop Bet the payout ~~shall be~~ is 30 to 1;
- 17 (31) For Eight the Hardway on the Hop Bet the payout ~~shall be~~ is 30 to 1;
- 18 (32) For Ten the Hardway on the Hop Bet the payout ~~shall be~~ is 30 to 1;
- 19 (33) For One-Three or Ace-Trey on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 20 (34) For One-Four or Ace-Four on the Hop Bet the payout ~~shall be~~ is 15 to 1;

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- 1 (35) For One-Five or Ace-Five on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 2 (36) For One-Six or Ace-Six on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 3 (37) For Two-Three or Deuce-Trey on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 4 (38) For Two-Four or Deuce-Four on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 5 (39) For Two-Five or Deuce-Five on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 6 (40) For Two-Six or Deuce-Six on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 7 (41) For Three-Four or Trey-Four on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 8 (42) For Three-Five or Trey-Five on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 9 (43) For Three-Six or Trey-Six on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 10 (44) For Four-Five on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 11 (45) For Four-Six on the Hop Bet the payout ~~shall be~~ is 15 to 1;
- 12 (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
13 a Two-Six or Three Five the payout ~~shall be~~ is 1 to 1; and
- 14 (47) For a 6-7-8 Bet on a 6 that is a Three-Three or an 8 that is a Four-Four the
15 payout ~~shall be~~ is 2 to 1.
- 16 B. A Craps-Eleven or C and E Bet shall be paid as if 1/2 of the Craps-Eleven or C and E
17 Bet had been placed as an Any Craps Bet (7 to 1) and 1/2 as an 11 in One Roll (15 to 1),
18 and shall be paid as if two separate wagers were made for the one roll.
- 19 C. A Horn Bet shall be paid as if it were four separate wagers on the 2, 3, 11 and 12, each
20 of which equaling 25% of the Horn Bet.
- 21 D. A Horn High Bet shall be paid as if it were four separate wagers on the 2, 3, 11 and
22 12, each of which equaling 20% of the Horn High Bet and a fifth wager on the 2, 3, 11 or
23 12, equaling 20% of the Horn High Bet.

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

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

6 (1) Pay Table A:

7 (a) For four points the payout ~~shall be~~ is 24 to 1;

8 (b) For five points the payout ~~shall be~~ is 249 to 1; and

9 (c) For six or more points the payout ~~shall be~~ is 999 to 1;

10 (2) Pay Table B:

11 (a) For four points the payout ~~shall be~~ is 39 to 1;

12 (b) For five points the payout ~~shall be~~ is 199 to 1; and

13 (c) For six or more points the payout ~~shall be~~ is 499 to 1;

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

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

16 (a) For a Buy Bet on the 4 the payout ~~shall be~~ is 2 to 1;

17 (b) For a Buy Bet on the 5 the payout ~~shall be~~ is 3 to 2;

18 (c) For a Buy Bet on the 6 the payout ~~shall be~~ is 6 to 5;

19 (d) For a Buy Bet on the 8 the payout ~~shall be~~ is 6 to 5;

20 (e) For a Buy Bet on the 9 the payout ~~shall be~~ is 3 to 2; and

21 (f) For a Buy Bet on the 10 the payout ~~shall be~~ is 2 to 1;

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

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

7 (3) May collect a vigorish:

- 8 (a) At time the player makes the wager, of up to 5%, as specified in the
9 facility operator's Rules Submission, of the amount wagered on the Buy or
10 Lay Bet; or
- 11 (b) Only on a winning Buy or Lay Bet.

12 **H. If a facility operator offers Bonus Craps:**

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

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

15 **(3) For All Tall Wagers, the payout is 34 to 1.**

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

18 **IJ.** Except as permitted under §G(3) of this regulation, a facility operator may not charge
19 a percentage, fee or vigorish to a player in making any wager in the game of Craps or
20 Mini-Craps.

21 **JK.** Except as permitted under Regulation .06 of this chapter, a facility operator may not
22 accept any wager in excess of the maximum bet posted at the table.

23 06. - .11 (text unchanged)

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1 **.12 Bonus Craps - Additional Procedures and Rules.**

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

4 **B. Additional Procedures and Rules for Bonus Craps:**

5 **(1)Prior to a new shooter’s initial come out roll, each player may place one or**
6 **more of the permissible wagers described in COMAR 36.05.05.03A(43).**

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

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

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

15 **(b) The boxperson or dealer at a Craps tablke shall maintain the**
16 **marker buttons.**

17 **(4) After all numbers necessary for a wager have been thrown and marked**
18 **on the layout with the marker buttons, the dealer shall pay the winning**
19 **wagers in accordance with COMAR 36.05.05.05H.**

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

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

25

26

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