

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

Table of Contents

Chapter 1 - Roulette Ball, Wheel and Table.....	2
Chapter 2 - Inspection and Security Procedures.	5
Chapter 3 - Placing Wagers.....	7
Chapter 4 - Payout Odds.	10
Chapter 5 - Rotation of Wheel and Ball.....	12
Chapter 6 - Irregularities.	13

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

Chapter 1 - Roulette Ball, Wheel and Table.

A. A ball used in Roulette shall be:

- (1) Made completely of a nonmetallic substance; and
- (2) Not less than 12/16 inch nor more than 14/16 inch in diameter.

B. Roulette shall be played on a table having a Roulette:

- (1) Wheel of at least 30 inches in diameter at one end of the table; and
- (2) Layout imprinted on the opposite end of the table.

C. A single zero Roulette wheel shall have 37 equally spaced compartments around the wheel where the Roulette ball may come to rest.

(1) A Roulette wheel shall have a ring of 37 equally spaced areas to correspond to the position of the compartments with:

- (a) A compartment marked 0 and colored green; and
 - (b) The other compartments marked 1 to 36 and colored alternately red and black.
- (2) The numbers shall be arranged clockwise around the wheel in the following order: 0; 32; 15; 19; 4; 21; 2; 25; 17; 34; 6; 27; 13; 36; 11; 30; 8; 23; 10; 5; 24; 16; 33; 1; 20; 14; 31; 9; 22; 18; 29; 7; 28; 12; 35; 3; and 26.

(3) The color of each compartment shall be a:

- (a) Corresponding color to those depicted on the ring; or
- (b) Neutral color approved under COMAR 36.05.03.16.

D. A double zero Roulette wheel shall have 38 equally spaced compartments around the wheel where the Roulette ball may come to rest.

(1) A Roulette wheel shall have:

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

- (a) A ring of 38 equally spaced areas to correspond to the position of the compartments with a compartment marked 0 and colored green;
 - (b) A compartment marked 00 and colored green; and
 - (c) The other compartments marked 1 to 36 and colored alternately red and black.
- (2) The numbers shall be arranged clockwise around the wheel in the following order: 0; 28; 9; 26; 30; 11; 7; 20; 32; 17; 5; 22; 34; 15; 3; 24; 36; 13; 1; 00; 27; 10; 25; 29; 12; 8; 19; 31; 18; 6; 21; 33; 16; 4; 23; 35; 14; and 2.

(3) The color of each compartment shall be a:

- (a) Corresponding color to those depicted on the ring; or
- (b) Neutral color approved under COMAR 36.05.03.16.

E. A double zero Roulette wheel and double zero table layout may be used as a single zero Roulette wheel and single zero table layout if:

- (1) The 00 wager area on the layout is obscured with a cover or other device approved under COMAR 36.05.03.16, which clearly indicates that the 00 wager is not available.
- (2) Signage is posted at the Roulette table to notify players of the following:
 - (a) The double zero Roulette wheel is being used as a single zero Roulette wheel and that 00 is not an available wager.
 - (b) If the Roulette ball comes to rest in the compartment marked 00, the spin will be declared void and the wheel will be respun.
 - (c) Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the Roulette ball comes to rest in a compartment marked 0.

F. A facility operator shall submit a layout for a Roulette table to the Commission for approval under COMAR 36.05.03.16 that shall contain at least:

- (1) The name or logo of the facility operator;
- (2) Specific betting areas for the placement of the wagers authorized under Chapter 3 - Placing Wagers;

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

(3) Signage indicating the minimum and maximum wagers permitted at that table; and

(4) If the facility operator offers the Five Adjacent Number Wager authorized under Chapter 3 - Placing Wagers, a replica of the Roulette wheel.

G. Each Roulette table shall have a drop box and tip box attached in locations as approved by the Commission under COMAR 36.05.03.16.

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

Chapter 2 - Inspection and Security Procedures.

A. Prior to opening a Roulette table for gaming activity, a floorperson or member of a facility operator's security department shall:

- (1) Inspect the Roulette ball by passing it over a magnet or compass to assure its nonmagnetic quality;
- (2) Inspect the Roulette table and Roulette wheel for any magnet or contrivance that would affect the fair operation of the Roulette wheel;
- (3) Inspect the Roulette wheel to assure that the wheel is level and rotating freely and evenly;
- (4) Inspect the Roulette wheel to assure that all parts are secure and free from movement; and
- (5) If a double zero Roulette wheel is being used as a single zero Roulette wheel, confirm that the layout and signage comply with Chapter 1 - Roulette Ball, Wheel and Table.

B. If a facility operator uses a Roulette wheel that has external movable parts, any adjustments to the movable parts shall be made by a floorperson or a member of the facility operator's gaming operations department in the presence of a security department member.

C. All adjustments shall be completed prior to the required inspections under §A of this chapter.

D. A facility operator may replace any of the movable parts at any time, except that an inspection as required under §A of this chapter shall be completed prior to reopening the Roulette wheel and table for play.

E. A facility operator shall maintain an inspection log, which shall include:

- (1) The date and time;
- (2) The Roulette table number;

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

- (3) Whether an adjustment or replacement was completed;
- (4) A description of the adjustment or replacement;
- (5) If required, a certification that an inspection was completed; and
- (6) The signature and license number of the individual making the adjustment or replacement.

F. When a Roulette table is not open for play, the Roulette wheel shall be secured by placing a cover over the entire wheel and securely locking the cover.

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

Chapter 3 - Placing Wagers.

A. A wager at a Roulette table shall be made by placing Roulette chips on the appropriate areas of the Roulette layout, and verbal wagers accompanied by cash may not be accepted.

B. A player at a Roulette table may not play with Roulette chips that are identical in color and design to value chips or to Roulette chips being used by another player at that same table.

C. Roulette chips shall be cashed in for value chips or plaques before a player leaves a Roulette table.

D. Regardless of whether a player is assisted by the dealer, a player shall be responsible for:

(1) The correct positioning of the player's wager on the Roulette layout; and

(2) Ensuring that the instructions the player gives to the dealer regarding the placement of a wager are correctly carried out.

E. A wager shall be settled in accordance with its position on the layout when the ball falls into a compartment of the wheel.

F. The wagers in the game of Roulette include:

(1) A Straight Wager that the Roulette ball will come to rest in the compartment of the Roulette wheel that corresponds to a single number selected by a player, which a player shall make by placing a wager within the box on the Roulette layout that contains the selected number, and:

(a) If specified in its Rules Submission under COMAR 36.05.03.19, a facility operator may offer the option to make five simultaneous Straight Wagers by selecting five adjacent numbers on the Roulette wheel;

(b) A player shall make a Five Adjacent Number Wager by placing Roulette chips on the number indicated on the Roulette wheel replica that is the center number of the five adjacent numbers being selected; and

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

(c) A player making a Five Adjacent Number Wager shall be deemed to have made a separate Straight Wager of equal value on each of the five numbers selected;

(2) A Split Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to either of two numbers selected by the player, and:

(a) A player shall select the numbers by placing a wager on the line between the two boxes on the Roulette layout that contain the two selected numbers; and

(b) A Split Wager on 0 and 00 may also be placed on the line between the 0 and 00 or on the line between the 2nd 12 box and the 3rd 12 box;

(3) A Three Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of three numbers in a single row on the Roulette layout selected by the player, which a player shall make by placing a wager on the outside line of the box on the Roulette layout that contains the first number in the selected row.

(a) A Three Numbers Wager may also include a wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of the three numbers in one of the following groups of numbers: 0, 1 and 2; 0, 2 and 00; or 00, 2 and 3; and

(b) A player shall select one of the Three Numbers Wagers in §F(3)(a) of this chapter by placing a wager on the common corner of the three boxes containing the selected numbers;

(4) A Four Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of four numbers in contiguous boxes on the Roulette layout selected by a player by placing a wager on the common corner of the four boxes containing the selected numbers;

(5) A First Five Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any one of the numbers 0, 00, 1, 2 or 3, which a player shall make by placing a wager on the common corner of the boxes on the Roulette layout that contain the label 1st 12 and the numbers 0 and 1;

(6) A Six Numbers Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to one of six consecutive numbers contained in two contiguous rows of numbers on the Roulette layout selected by a player, which

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

the make by placing a wager on the outside common corner of the boxes on the Roulette layout that contains the first number in each of the rows being selected;

(7) A Column Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any 1 of 12 numbers contained in a single column on the Roulette layout selected by the player, which a player make by placing a wager in the box on the Roulette layout that is at the bottom of the column being selected;

(8) A Dozen Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any 1 of 12 consecutive numbers from 1 to 12, 13 to 24 or 25 to 36, selected by the player, which a player shall make by placing a wager in the box on the Roulette layout labeled 1st 12, 2nd 12 or 3rd 12;

(9) A Red Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to a number with a red background on the Roulette wheel, which a player shall make by placing a wager within the red box on the Roulette layout;

(10) A Black Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to a number with a black background on the Roulette wheel, which a player shall make by placing a wager within the black box on the Roulette layout;

(11) An Odd Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to an odd number, which a player shall make by placing a wager within the box on the Roulette layout that is labeled Odd;

(12) An Even Wager that the Roulette ball will come to rest in any compartment of the Roulette wheel that corresponds to an even number, which a player shall make by placing a wager within the box on the Roulette layout that is labeled Even;

(13) A 1 to 18 Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any 1 of 18 consecutive numbers from 1 to 18, which a player shall make by placing a wager within the box on the Roulette layout that is labeled 1 to 18; and

(14) A 19 to 36 Wager that the Roulette ball will come to rest in a compartment of the Roulette wheel that corresponds to any 1 of 18 consecutive numbers from 19 to 36, which a player shall make by placing a wager within the box on the Roulette layout that is labeled 19 to 36

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

Chapter 4 - Payout Odds.

A. A facility operator shall pay out a winning Roulette wager at no less than the odds in the following payable:

- (1) For a Straight the payout is 35 to 1;
- (2) For a Split the payout is 17 to 1;
- (3) For Three Numbers the payout is 11 to 1;
- (4) For Four Numbers the payout is 8 to 1;
- (5) For First Five Numbers the payout is 6 to 1;
- (6) For Six Numbers the payout is 5 to 1;
- (7) For Column the payout is 2 to 1;
- (8) For Dozen the payout is 2 to 1;
- (9) For Red the payout is 1 to 1;
- (10) For Black the payout is 1 to 1.
- (11) For Odd the payout is 1 to 1;
- (12) For Even the payout is 1 to 1;
- (13) For 1—18 the payout is 1 to 1; and
- (14) For 19—36 the payout is 1 to 1.

B. When Roulette is played on a single zero wheel or double zero wheel and the Roulette ball comes to rest in a compartment marked “zero” or “0”, or “double zero” or “00”, wagers on red, black, odd, even, 1 to 18 and 19 to 36 will be lost.

C. When Roulette is played on a double zero wheel being used as a single zero wheel as provided in Chapter 1 - Roulette Ball, Wheel and Table the following apply:

- (1) Notice shall be provided that the double zero wheel is being used as a single zero wheel;

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

- (2) If the Roulette ball comes to rest in a compartment marked “double zero” or “00”, the dealer shall announce “no spin”, declare the spin void and respin the wheel; and
- (3) Wagers on red, black, odd, even, 1 to 18 and 19 to 36 will be lost if the Roulette ball comes to rest in a compartment marked “zero” or “0.”

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

Chapter 5 - Rotation of Wheel and Ball.

- A. A dealer shall spin a Roulette ball in a direction opposite to the rotation of the wheel and the ball shall complete at least four revolutions around the track of the wheel to constitute a valid spin.
- B. While the ball is still rotating in the track around the wheel, the dealer shall announce "no more bets", in a manner sufficient to be heard by all players at the table.
- C. Once "no more bets" has been announced by the dealer, a player may not touch a chip that have been placed on the Roulette layout until the dealer has collected all losing wagers and paid off all winning wagers in accordance with §F of this chapter.
- D. When the ball comes to rest in a compartment, the dealer shall announce the number of the compartment and shall place a point marker on that number on the Roulette layout.
- E. If a facility operator offers the Five Adjacent Number Wager, the dealer shall then move 1/5 of each winning Five Adjacent Number Wager from the Roulette wheel replica to the box on the main Roulette layout that contains the single number corresponding to the compartment in which the Roulette ball came to rest.
- F. After placing the point marker on the layout and, if applicable, complying with §E of this chapter, the dealer shall first collect all losing wagers and then pay off all winning wagers in accordance with Chapter 4 - Payout Odds.

Maryland Lottery and Gaming Control Agency
Standard Rules - Roulette

Chapter 6 - Irregularities.

A. If the ball is spun in the same direction as the wheel, the dealer shall announce "no spin" and attempt to remove the Roulette ball prior to it coming to rest in one of the compartments.

B. If the Roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "no spin", and:

(1) The dealer shall inspect the ball for any signs of damage; and

(2) If the ball is damaged, ask the floorperson or above for a new Roulette ball with which to continue gaming at the table.

C. If the Roulette ball leaves the wheel during the spin, the dealer shall announce "no spin", and

(1) The dealer shall inspect the ball for any signs of damage; and

(2) If the ball is damaged, ask the floorperson or above for a new Roulette ball with which to continue gaming at the table.

D. If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "no spin" and attempt to remove the Roulette ball from the wheel before it comes to rest in one of the compartments.