

**Maryland State Lottery and Gaming Control Agency  
Standard Rules – Sic Bo**

**Table of Contents**

<b>Chapter 1 - Sic Bo Tables; Sic Bo Shaker; Physical Characteristics .....</b>	<b>2</b>
<b>Chapter 2 - Dice; Number of Dice .....</b>	<b>4</b>
<b>Chapter 3 - Wagers .....</b>	<b>5</b>
<b>Chapter 4 - Placement of Wagers .....</b>	<b>6</b>
<b>Chapter 5 - Opening and Dealing the Game .....</b>	<b>7</b>
<b>Chapter 6 - Payout Odds .....</b>	<b>9</b>
<b>Chapter 7 - Irregularities .....</b>	<b>11</b>

**Maryland State Lottery and Gaming Control Agency  
Standard Rules – Sic Bo**

**Chapter 1 - Sic Bo Tables; Sic Bo Shaker; Physical Characteristics.**

- A. Each Sic Bo table must have a drop box and tip box attached on the same side of the table as, but on opposite sides of the dealer, as approved by the Commission under COMAR 36.05.03.16.
  
- B. Each Sic Bo table must have an area that depicts all wagers authorized under Chapter 3 - Wagers and an electrical device, approved by the Commission under 36.05.03.16, which illuminates the winning combinations on the Sic Bo table after the dealer has entered the numeric value of each die.
  
- C. The layout for a Sic Bo table shall be submitted to the Commission and approved in accordance with COMAR 36.05.03.16, and contain, at a minimum:
  - (1) The name or logo of the facility operator.
  
  - (2) Specific areas designated for the placement of the wagers authorized under Chapter 3 – Wagers.
  
  - (3) The payout odds, in accordance with Chapter 6 – Payout Odds, for all permissible wagers offered by the facility operator. If the payout odds are not on the layout, a sign identifying the payout odds shall be posted at each Sic Bo table.
  
- D. Sic Bo shall be played with a Sic Bo shaker approved in accordance with COMAR 36.05.03.16, which shall be used to shake the dice to arrive at the winning combinations.
  - (1) A manual Sic Bo shaker shall be designed and constructed to maintain the integrity of the game and must, at a minimum, adhere to the following specifications:
    - (a) The Sic Bo shaker must have a compartment to secure the three dice and a separate cover which conceals the dice while the dealer is shaking the Sic Bo shaker.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules – Sic Bo**

- (b) The compartment to secure the three dice must be transparent and the cover which conceals the dice must be opaque.
  - (c) The Sic Bo shaker must have the capability of being sealed or locked to ensure the integrity of the dice contained inside the Sic Bo shaker.
  - (d) The Sic Bo shaker must have the name or logo of the facility operator thereon.
- (2) An automated Sic Bo shaker, approved by the Commission in accordance with COMAR 36.05.03.16, may be used in the game of Sic Bo, provided that:
- (a) The shaker meets the requirements in paragraph (1)(a) and (b).
  - (b) The procedures for shaking the dice are submitted to the Commission and approved in accordance with COMAR 36.05.03.16.
  - (c) The shaker's location on the Sic Bo table is approved by the Commission in accordance with COMAR 36.05.03.16.
- E. The manual Sic Bo shaker shall be the responsibility of the dealer and may not be left unattended while at the table.

**Maryland State Lottery and Gaming Control Agency  
Standard Rules – Sic Bo**

**Chapter 2 - Dice; Number of Dice.**

- A. Sic Bo shall be played with three dice, which shall be kept inside the Sic Bo shaker while at the Sic Bo table.
- B. The dice that have been placed in a manual Sic Bo shaker may not be used for the play of the game for more than 24 hours.
- C. Dice that have been locked in an automated Sic Bo shaker and comply with the requirements of COMAR 36.05.03.16 may not be used for the play of the game for more than 1 month.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules – Sic Bo**

**Chapter 3 - Wagers.**

A. A player may place the following wagers in the game of Sic Bo:

- (1) Three of a Kind which wins if the same number is showing on all three dice and the player selected that number to appear on all three dice.
- (2) Two of a Kind which wins if the same number is showing on two of the three dice and the player selected that number to appear on two out of the three dice.
- (3) Any Three of a Kind which wins if the numeric value on all three dice is the same and the player wagered that any of the numbers 1 through 6 would appear on all of the three dice.
- (4) Total Value Bet which wins if the numeric total of all three dice equals the total of the number wagered.
- (5) Two Dice Combination which wins when the player wagered that a combination of two specific but different numeric values would appear on at least two of the dice and the two numeric values chosen are showing.
- (6) Small Bet which wins if the numeric total of all three dice equals any one of the following totals: 4, 5, 6, 7, 8, 9 or 10 and loses if any other numeric total is shown or if a Three of a Kind appears.
- (7) Big Bet which wins if the numeric total of all three dice equals any one of the following totals: 11, 12, 13, 14, 15, 16 or 17 and loses if any other numeric total is shown or if a Three of a Kind appears.
- (8) One of a Kind which wins if one or more of the three dice shows a numeric value equal to the number wagered.

**Maryland State Lottery and Gaming Control Agency  
Standard Rules – Sic Bo**

**Chapter 4 - Placement of Wagers.**

A. Wagers at Sic Bo shall be made by placing value chips or plaques on the appropriate areas of the Sic Bo layout. Verbal wagers accompanied by cash may not be accepted at the game of Sic Bo.

- (1) Each player shall be responsible for the correct positioning of his wagers on the Sic Bo layout regardless of whether the player is assisted by the dealer.
- (2) Each player shall ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.
- (3) Each wager shall be settled in accordance with its position on the layout when the dice come to rest and the numeric value showing on each die has been entered into the electrical device and illuminated at the table.

**Maryland State Lottery and Gaming Control Agency  
Standard Rules – Sic Bo**

**Chapter 5 - Opening and Dealing the Game.**

- A. Prior to opening the Sic Bo table for gaming activity, the floorperson or above shall inspect the the table game equipment.
- (1) To ensure the proper operation of the electrical device which causes the winning combinations on the Sic Bo table to be illuminated when the numeric value of each die has been entered by the dealer, the flooperson shall enter three numeric values into the electrical device and verifying that all winning combinations are properly illuminated.
  - (2) To ensure the proper operation of the automated dice shaker, if one is in use, the floorperson shall test the device three times and verifying that the dice are being properly tossed.
- B. At the commencement of each round of play, the dealer shall:
- (1) Place the cover on the manual Sic Bo shaker and shake the Sic Bo shaker at least three times to cause a random mixture of the dice; or
  - (2) Activate the automated dice shaker to cause a random mixture of the dice.
- C. Prior to revealing the dice in the Sic Bo shaker, the dealer shall announce “no more bets.”
- D. The dealer shall then remove the cover from the Sic Bo shaker, announce the numeric value of each die and enter the numeric value of each die into the electrical device on the table.
- E. The electrical device must illuminate the winning combinations on the Sic Bo layout.
- F. After the winning combinations have been illuminated, the dealer shall first collect all losing wagers and then pay off all winning wagers at the odds in Chapter 6 – Payout odds.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules – Sic Bo**

- G. A manual Sic Bo shaker shall remain uncovered until all winning wagers have been paid.
  
- H. After all losing wagers have been collected and all winning wagers have been paid, the dealer shall clear the previously illuminated winning combinations from the table.



**Maryland State Lottery and Gaming Control Agency  
Standard Rules – Sic Bo**

**Chapter 6 - Payout Odds.**

A. The facility operator shall pay out a winning Sic Bo wager at no less than the odds in the following paytable:

- (1) For Three of a Kind the payout is 150 to 1;
- (2) For Two of a Kind the payout is 8 to 1;
- (3) For Any Three of a Kind the payout is 24 to 1;
- (4) For any Total Value Bet of 4 the payout is 50 to 1;
- (5) For Total Value Bet of 5 the payout is 18 to 1;
- (6) For a Total Value Bet of 6 the payout is 14 to 1;
- (7) For Total Value Bet of 7 the payout is 12 to 1;
- (8) For Total Value Bet of 8 the payout is 8 to 1;
- (9) For Total Value Bet of 9 the payout is 6 to 1;
- (10) For Total Value Bet of 10 the payout is 6 to 1;
- (11) For Total Value Bet of 11 the payout is 6 to 1;
- (12) For Total Value Bet of 12 the payout is 6 to 1;
- (13) For Total Value of Bet 13 the payout is 8 to 1;
- (14) For Total Value of Bet 14 the payout is 12 to 1;
- (15) For Total Value of Bet 15 the payout is 14 to 1;

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules – Sic Bo**

- (16) For Total Value Bet of 16 the payout is 18 to 1;
- (17) For Total Value Bet of 17 the payout is 50 to 1;
- (18) For Any Two Dice Combination the payout is 5 to 1;
- (19) For Small Bet the payout is 1 to 1;
- (20) For Big Bet the payout is 1 to 1;
- (21) For One of a Kind the payout shall be:
  - (a) 1 to 1 if only one of the dice show the numeric value upon which the wager was placed.
  - (b) 2 to 1 if two of the dice show the numeric value upon which the wager was placed.
  - (c) 3 to 1 if all three dice show the numeric value upon which the wager was placed.

**Maryland State Lottery and Gaming Control Agency**  
**Standard Rules – Sic Bo**

**Chapter 7 - Irregularities.**

- A. If all three dice do not land flat on the bottom of the Sic Bo shaker after being tossed, the dealer shall call a “no roll” and all wagers placed shall be returned to the players.
  
- B. If the electrical device which causes the winning combinations to be illuminated when the numeric value of each die has been entered by the dealer or the area of the Sic Bo table which depicts all permissible wagers under Chapter 3 - Wagers malfunctions after the manual Sic Bo shaker has been uncovered or the automated Sic Bo dice shaker has tossed the dice, the dealer shall, in the presence of a floorperson or above, collect losing wagers and pay winning wagers.
  
- C. Once the wagers on the layout have been settled, all gaming at the Sic Bo table shall cease until the electrical device which causes the winning combinations on the Sic Bo table to be illuminated when the numeric value of each die has been entered by the dealer has been fixed.
  
- D. If the automated Sic Bo shaker fails to operate or malfunctions when activated, the round of play shall be void and wagers placed shall be returned to the players.
  
- E. If an automated Sic Bo shaker malfunctions or cannot be used, the dice must be removed and the automated Sic Bo shaker must be covered or have a sign placed on the device indicating that the automated Sic Bo shaker is out of order before a manual Sic Bo shaker may be utilized.