

Australian Capital Territory

# Casino Control (American Roulette) Approval 2018 (No 1)

Notifiable Instrument NI2018 — 108

made under the

*Casino Control Act 2006, s 97 (Amendment of Rules for Authorised Games).*

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**1 Name of instrument**

This instrument is the *Casino Control (American Roulette) Approval 2018 (No 1)*.

**2 Commencement**

This instrument commences on the day after the date of notification.

**3 Revocation**

I revoke NI2017-99 which was notified on the Legislation Register on 2 March 2017.

**4 Approval**

I approve the rules for the Authorised Game of “American Roulette” as set out in the attached schedule.

Craig Simmons  
Director  
Community, Business and Transport Regulation

28 February 2018

**CASINO CANBERRA LIMITED**

**RULES**

**OF**

**AMERICAN ROULETTE**

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**A. DICTIONARY OF TERMS USED IN AMERICAN ROULETTE**

(nb. terms defined in the dictionary are underlined throughout this document.)

**Approved**

Means approved in writing by the ACT Gambling and Racing Commission.

**Ball**

An approved non-metallic ball used in the game as described in Rule 2.2.

**Casino Operator**

The organisation or person responsible for the conduct of gaming in the casino.

**Casino Supervisor**

A person responsible for the supervision of the operation of the game.

**Colour Chips**

Chips used to help distinguish players' bets that have a nominated value and that may only be used at the table at which they were purchased.

**Dealer**

A person responsible for the operation of the game.

**Dolly**

A marker used to indicate the winning number.

**Marker Button**

A round object used to denote the value of colour chips when that value is higher than the table minimum.

**Neighbour/Section Buttons**

Buttons that are used when making a wager on a number and its neighbouring numbers (eg. 3, 26, 0, 32, 15) or on sections of the wheel as described in Rule 4.7.

**Racetrack**

An area of the approved layout used for neighbour and section wagers.

**Round of Play**

That part of the game that commences when the dolly is removed from the layout and concludes once all payouts have been completed.

**Session**

A session is the number of rounds of play or number of spins, determined by the structure of the tournament.

**Tournament Chips**

Chips that cannot be exchanged for money, are distinguishable from all other casino chips, and are used exclusively for the playing of tournaments.

**Tournament Commission**

The amount the casino operator collects from players as payment to the casino operator for conducting the game.

**Tournament Director/Assistant**

The person responsible for the conduct of the tournament.

**Void**

Neither the player nor the dealer wins and any chips wagered or paid shall be returned as if the round of play had not occurred.

**Wheel**

An approved apparatus described in Rule 2.1 used to determine the outcome of a game.

## **B. RULES OF AMERICAN ROULETTE**

### **1. AMERICAN ROULETTE TABLE**

1.1 An American Roulette table shall be approved prior to use.

### **2. AMERICAN ROULETTE WHEEL AND BALL**

2.1 An American Roulette wheel shall be approved prior to use. The numbers shall be arranged around the wheel in accordance with either Appendix A or Appendix B.

2.2 Each ball used in the game of American Roulette shall be approved prior to use.

2.3 The ball may be changed at any time with the casino supervisor's authorisation.

### **3. MINIMUM AND MAXIMUM WAGERS**

3.1 The casino operator shall display the minimum and maximum wagers at the table and may change these limits provided that prior notice of the change is given to the players.

3.2 The casino operator may allow a player to wager in excess of the stated maximum provided that a marker is placed adjacent to the player.

3.3 The multiples of wagers allowable shall be displayed at the table.

3.4 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.

3.5 Wagers above the displayed maximum shall be paid or collected to the maximum.

#### 4. WAGERS

- 4.1 Prior to the announcing or displaying of "NO MORE BETS" each player shall be given the opportunity to place a wager.
- 4.2 All wagers shall be made by placing either gaming chips or colour chips, on the appropriate area(s) of the layout.
- 4.3 The following wagers, as illustrated in Appendix C, are permitted:
- (a) Straight Up - which is a wager on any one number, Double Zero or Zero;
  - (b) Split - which is a wager on two numbers which are adjacent on the layout;
  - (c) Street - which is a wager on three numbers which are adjacent in one row on the layout or Zero, 1 and 2 or Zero, 2 and 3 and where a Double Zero wheel is used, Zero, 1 and 2, or Zero, Double Zero and 2, or Double Zero, 2 and 3;
  - (d) Corner - which is a wager on four numbers which are adjacent on the layout;
  - (e) Five-line - which, where a Double Zero wheel is used, is a wager on five numbers, Zero, Double Zero, 1, 2 and 3;
  - (f) Six-line - which is a wager on six numbers which are adjacent on the layout;
  - (g) Column - which is a wager on twelve numbers which are adjacent in one column on the layout;
  - (h) Dozen - which is a wager on twelve numbers in a particular dozen (1-12, 13-24, or 25-36);
  - (i) Low - which is a wager on the numbers 1 – 18;
  - (j) High - which is a wager on the numbers 19 – 36;
  - (k) Even - which is a wager on all the even numbers;
  - (l) Odd - which is a wager on all the odd numbers;
  - (m) Red - which is a wager on all the red numbers around the wheel; and
  - (n) Black - which is a wager on all the black numbers around the wheel.
- 4.4 Once "NO MORE BETS" has been announced or displayed, no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on that wager.

- 4.5 Each player shall be responsible for the correct positioning of their wager regardless of whether or not they are assisted by the dealer. It is each player's responsibility to ensure that any instructions given to the dealer regarding the placement of a wager is correctly carried out.
- 4.6 The casino operator or its employees may require a player to use colour chips.
- 4.7 Where a racetrack or neighbour/section buttons are used, wager/s requested by a player must be placed on the layout or on the appropriate area of the racetrack before "NO MORE BETS" is announced.

Wagers permitted on the racetrack or with neighbour/section buttons, as illustrated in Appendix D, are:

- (a) Serie 5/8 - Tier (six piece wager)  
5/8, 10/11, 13/16, 23/24, 27/30 and 33/36;
- (b) Orphelins - Orphans (five piece wager)  
1, 6/9, 14/17, 17/20 and 31/34;
- (c) Serie 0/2/3 - Voisin de Zero (nine piece wager)  
0/2/3, 4/7, 12/15, 18/21, 19/22, 25/26/28/29 and 32/35;
- (d) 0-Spel - Zero Game (four piece wager)  
0/3, 12/15, 26 and 32/35; and
- (e) Voisins - Neighbours (five piece wager)  
a specific number with the two numbers either side of it on the wheel.



## **5 DEALING THE GAME**

- 5.1 The dealer shall spin the ball in the opposite direction to the rotation of the wheel.
- 5.2 To constitute a valid spin the ball shall complete at least three revolutions around the track of the wheel.
- 5.3 “NO MORE BETS” shall be announced and indicated by the dealer prior to the ball coming to rest in the wheel.
- 5.4 No person, other than a casino employee shall at any time interfere with the wheel or the ball.

## **6 PAYOUT ODDS**

- 6.1 Winning wagers shall be paid as follows:

<b>WAGERS</b>	<b>PAYOUT ODDS</b>
(a) Straight up	35 to 1
(b) Split	17 to 1
(c) Street	11 to 1
(d) Corner	8 to 1
(e) Five line (Double Zero <u>wheel</u> only)	6 to 1
(f) Six line	5 to 1
(g) Column	2 to 1
(h) Dozen	2 to 1
(i) Low	1 to 1
(j) High	1 to 1
(k) Even	1 to 1
(l) Odd	1 to 1
(m) Red	1 to 1
(n) Black	1 to 1

## **7 SETTLEMENT OF WAGERS**

- 7.1 A wager shall win if the number in which the ball has come to rest is the number wagered on or is one of a combination of numbers wagered on.
- 7.2 Each wager shall be settled in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel, subject to wagers placed in accordance with Rule 4.7.
- 7.3 When the result is Zero or Double Zero:

- (a) wagers placed on Zero or Double Zero or on a combination of Zero and/or Double Zero with 1 and/or 2 and/or 3, shall win at odds in accordance with Rule 6.1; and
- (b) all other wagers shall lose.

## **8 TABLE CLOSURE**

- 8.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.
- 8.2 Subject to Rule 8.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

## **9 IRREGULARITIES**

- 9.1 If the ball is spun in the same direction in which the wheel is rotating it is a void spin.
- 9.2 If the dealer anticipates that the ball will not complete three revolutions around the track of the wheel, the dealer shall announce “NO SPIN” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.
- 9.3 If a foreign object enters the wheel prior to the ball coming to rest, the spin is void.
- 9.4 If the ball fails to fall into one of the compartments, the spin is void.
- 9.5 If the ball is propelled or falls out of the wheel, the spin is void.

## **10 GENERAL PROVISIONS**

- 10.1 The casino operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 10.2 Where a person has contravened any provision of these rules, the casino operator may:
  - (a) declare any wager made by that player void; and

- (b) direct that the player be excluded from further participation in the game.
- 10.3 The casino operator may declare a round of play void if it is impractical to continue or a person commits a fraudulent act that affects the outcome for that particular round of play.
- 10.4 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the ACT Gambling and Racing Commission if requested.
- 10.5 An employee of the casino shall:
- (a) not advise a player on how to play, except to ensure compliance with these rules;
  - (b) not give or allow any advantage to a person, or cause or allow a change in any probabilities of the game by any means other than that covered by these rules; and
  - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 10.6 A seated player who abstains from betting for three consecutive rounds of play whilst all other seats at that table are in use may be required to vacate that seat.
- 10.7 A person shall not instruct or influence another player's decision of play.
- 10.8 Players are not permitted to have side bets with each other.
- 10.9 Upon request the casino operator shall make a copy of these rules available.

## **11 TOURNAMENT PLAY**

- 11.1 During tournament play, the rules for playing American Roulette shall apply, except where the rules are inconsistent with the rules for tournament play in this rule 11, in which case the rules for tournament play shall prevail
- 11.2 Prior to a tournament, involving one or more sessions of American Roulette, being conducted, and entries being taken, the casino operator shall:
- (a) in accordance with rule 11.3, document the tournament conditions;
  - (b) make the tournament conditions available to patrons; and

(c) notify and provide the ACT Gambling and Racing Commission with a copy of the tournament conditions.

11.3 The tournament conditions, referred to in rule 11.2, shall include:

(a) Information pertaining to:

- (i) the tournament starting date and time and the method to enter the tournament (including any criteria that determines eligibility to enter);
- (ii) how the tournament will be structured, including:
  - (A) the number and/or duration of sessions, or the basis on which the number and/or duration of sessions will be determined;
  - (B) the number of gaming tables to be active in a session, or the basis on which the number of gaming tables to be active in a session will be determined. In the case of a tournament which is to have a “sit-and-go” format, information will be provided as to when a session of the tournament is to commence and how players will be allocated to a gaming table during the conduct of the tournament;
  - (C) if applicable, the method of progression from session to session;
  - (D) if applicable, whether tournament players are to compete in a number of sessions of American Roulette, or session(s) of American Roulette and session(s) of other authorised games, and be allocated points, and/or awarded prizes, at the conclusion of a session;
  - (E) if applicable, whether a repechage or catch-up session may or shall be offered and details of how a player qualifies to participate in a repechage or catch-up session;
  - (F) whether one or more opportunities for an eliminated player to buy back into the tournament is permitted, and the method, timing and cost of a re-buy opportunity; and/or
  - (G) whether an add-on is permitted, and the method, timing and cost of an add-on opportunity;
- (iii) the entry fee and tournament commission (if any);
- (iv) the amount of tournament chips each player will receive for the entry fee at the commencement of a session, and, if applicable, a re-buy or add-on;

- (v) the minimum and maximum number of players;
- (vi) restrictions on player groups;
- (vii) the table limits;
- (viii) where tournament players are to compete against each other to progress from session to session:
  - (A) the criteria for how tournament players may be eliminated from the tournament; and
  - (B) how the place-getter(s) in a session of the tournament shall be determined in the event of two or more players holding an equal value of tournament chips at the completion of the session;
- (ix) where tournament players are to compete against each other in a number of sessions of American Roulette, or session(s) of American Roulette and sessions(s) of other authorised games:
  - (A) if applicable, any criteria for how tournament players may be eliminated from the tournament; and
  - (B) in the event of two or more players holding an equal value of tournament chips at the completion of a session, how the respective places of those players in the session shall be determined, or, as applicable, whether the points allocated to a particular finishing place in the session shall be combined and divided equally between those players;
- (x) the breakdown of the prize pool or a description of how the breakdown of the prize pool will be calculated; and
- (xi) details for how the prize pool for the tournament shall be distributed, including, in the event of two or more players:
  - (A) holding an equal value of tournament chips at the completion of a final session; or
  - (B) having the same cumulative points total with respect to the sessions played,  
and contesting the same distribution(s) of the prize pool, whether:
    - (C) the relevant prize(s) shall be combined and divided equally between those players; or

(D) the players are to be given additional rounds of play to determine their respective places in the tournament; and

(b) a statement that the tournament shall be conducted by the Tournament Director/Assistant in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.

- 11.4 The Gaming Shift Manager shall nominate a person, known as the Tournament Director/Assistant.
- 11.5 The Tournament Director/Assistant may require each tournament player to agree in writing with the applicable rules and tournament conditions prior to accepting entry into the tournament.
- 11.6 Subject to rule 11.3(a)(ii)(F), the Tournament Director/Assistant shall allow players one entry only into the tournament.
- 11.7 The Tournament Director/Assistant shall allocate each player for a session, a table and seat position by ballot before the commencement of that session, and the player is restricted to playing in the assigned position for the duration of that session. The Tournament Director/Assistant may alter the starting time of any session, if reasonable notice has been given of the change.
- 11.8 The Tournament Director/Assistant shall determine the number of players allocated to any one table.
- 11.9 Where a player does not take their allocated seat prior to the specified starting time for the commencement of their session, the player shall be deemed to have forfeited their position. The entry fee paid by the player is forfeited and remains as part of the prize pool.
- 11.10 Where a player has not taken their seat prior to the commencement of their first session in a tournament, the Tournament Director/Assistant may offer that seat to a reserved player on payment of the specified entry fee for the tournament.
- 11.11 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 11.12 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 11.13 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 11.14 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a round of play shall be eliminated from the tournament and must vacate their seat.

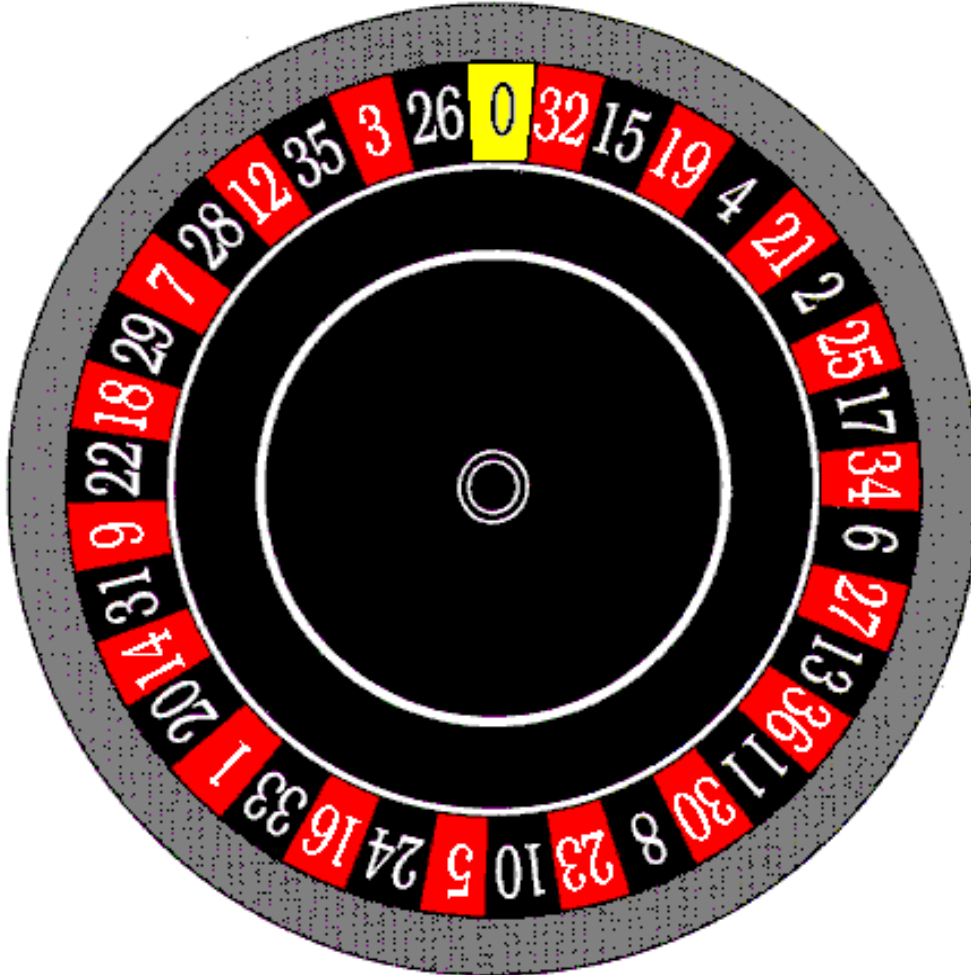
- 11.15 Players shall not seek advice from other tournament players or persons not involved in the tournament.
- 11.16 The Tournament Director/Assistant may offer the players the opportunity to take a break during the tournament and shall specify the amount of time allowed for the break.
- 11.17 The Tournament Director/Assistant may determine the speed at which the tournament shall be played and may give direction to players in order to achieve that rate of play.
- 11.18 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.

***Entry fee/prize pool for tournament***

- 11.19 The casino operator may charge tournament players an entry fee for the tournament and may retain an amount of the total entry fees as tournament commission.
- 11.20 The value of the entry fees (less any tournament commission), and any re-buys and add-ons received by the casino operator for the tournament, shall be:
- (a) included in the prize pool for distribution in accordance with the tournament conditions; and
  - (b) returned to the tournament players by way of prizes.
- 11.21 Subject to rule 11.22, no entry fees (including tournament commission), re-buys and add-ons are refundable to any person.
- 11.22 The casino operator reserves the right to cancel the tournament without liability. In the event of cancellation, the casino operator shall refund all entry fees (including tournament commission), re-buys or add-ons, in full.

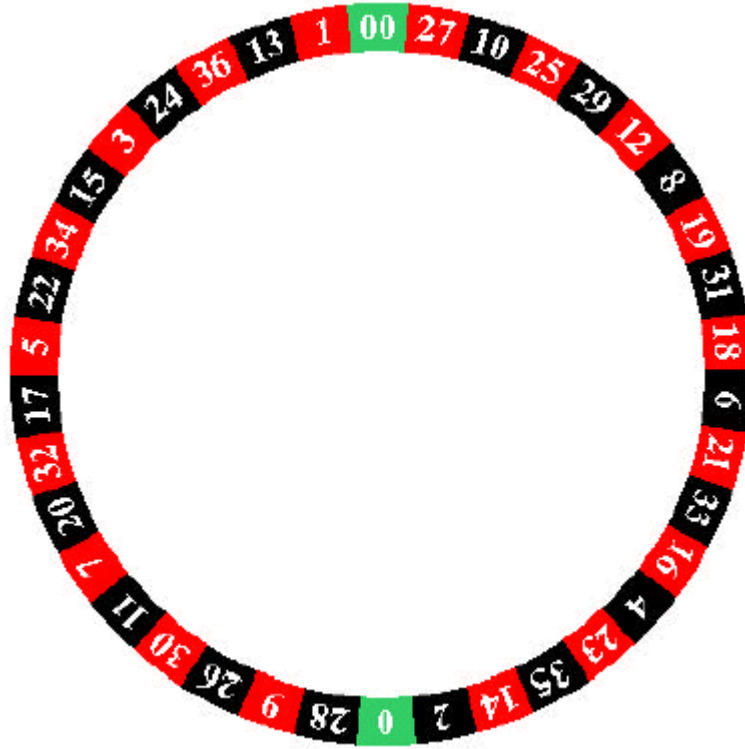
**APPENDIX A**

**The American Roulette (Single Zero) Wheel**



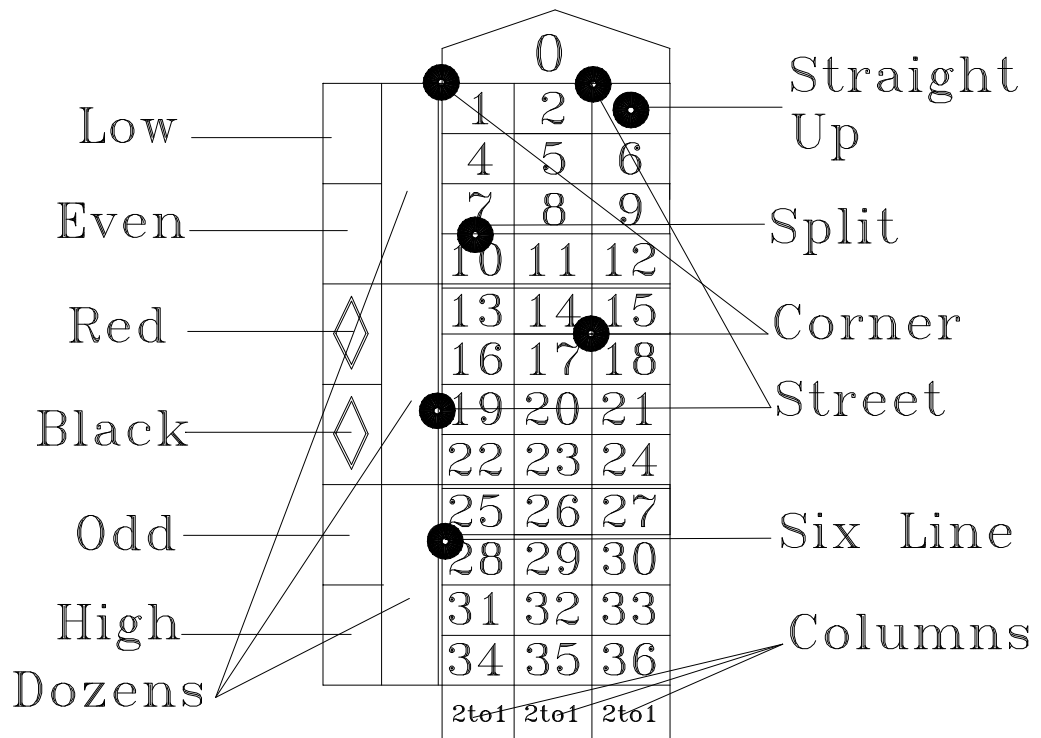


**APPENDIX B      American Roulette (Double Zero) Wheel**



**APPENDIX C**

**Wagers on American Roulette**



**APPENDIX D**

**Wagers on the Racetrack**

