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RULE ADOPTIONS
LAW AND PUBLIC SAFETY
DIVISION OF CONSUMER AFFAIRS
LEGALIZED GAMES OF CHANCE CONTROL COMMISSION**

Adopted New Rules: N.J.A.C. 13:47-5A.8, 6.19, 8.1, 20.40 and 20.41

Adopted Amendments: N.J.A.C. 13:47-7.2, 7.11, 13.8, 20.2 and 20.4

Notification to Control Commission; Alcohol Offered as a Prize; Amount of Prize Limitation; Arrangement of Numbers; Limitations; Required Notice; Prohibition on Members Buying Draw Raffle Tickets and Instant Raffle Tickets; Contracting to Provide and Providing Armchair Race, Bingo, Casino Night or Raffle Equipment and Personnel; Restriction; Definitions; Casino Night; Games Authorized; License Required; Rules of Texas Hold'em Tournament; Rules of the Game Three Card Poker

Proposed: November 1, 2010 at 42 N.J.R. 2584(a).

Adopted: February 9, 2011 by the Legalized Games of Chance Control Commission, Marilou Halvorsen, Chairperson.

Filed: March 24, 2011 as R.2011 d.122, **without change**.

Authority: N.J.S.A. 5:8-6.

Effective Date: April 18, 2011.

Expiration Date: December 21, 2012.

Federal Standards Statement

A Federal standards analysis is not required because the adopted amendments and new rules are governed by N.J.S.A. 5:8-6 and are not subject to any Federal requirements or standards.

Full text of the adoption follows:

SUBCHAPTER 5A. CERTIFICATION OF PERMISSIBILITY: ELECTRONIC GAMES OF CHANCE SYSTEMS

13:47-5A.8 Notification to Control Commission

(a) Within 48 hours after agreeing to provide electronic games of chance, whether or not a charge is made for the equipment, the equipment provider shall send to the Control Commission a written notification that includes the following:

1. The name, address, Control Commission identification number and bingo license number of the licensee to whom the equipment is to be supplied;

[page=1033] 2. The address of the location where the equipment will be installed and used;

3. The date on which equipment is to be installed;

4. An exact description of all equipment to be supplied, including the certification of permissibility number of the electronic games of chance system;

5. The date and time when the equipment is to be used;

6. The name and telephone number of the licensee's contact person;
7. The name and telephone number of the equipment provider's contact person; and
8. The total amount of charge made, if any.

SUBCHAPTER 6. GENERAL CONDUCT OF GAMES OF CHANCE

13:47-6.19 Alcohol offered as a prize

- (a) A licensee may offer alcohol as a prize as part of a draw raffle provided all persons participating in the part of the draw raffle are at least 21 years old. Alcohol shall not be offered as a prize in any non-draw raffle.
- (b) Alcohol offered as a prize in a draw raffle shall be in an unopened container.

SUBCHAPTER 7. CONDUCT OF BINGO

13:47-7.2 Amount of prize limitation

- (a) No prize may be offered or awarded in excess of the sum or value of \$ 1,000 for a single game, nor may the aggregate of all prizes offered and awarded in all games held on one occasion exceed \$ 3,000, except as provided in (b) and (c) below.
- (b) (No change.)
- (c) A licensee may offer a bonus prize to the winner of a bingo game. The bonus prize shall not be counted towards the limitations on prizes set forth in (a) above. A bonus prize may not exceed \$ 500.00 cash or retail value for a single game and shall not exceed \$ 1,500 cash or retail value for all games held on one occasion.
- (d) A bonus prize offered as part of a bingo game pursuant to (c) above shall not result in a decrease of the amount of the scheduled prize for that bingo game. For example, if the scheduled prize is \$ 300.00 for a bingo game, a bonus prize for winning that game could not result in that \$ 300.00 being decreased in any way.
- (e) (No change in text.)

13:47-7.11 Arrangement of numbers; limitations; required notice

- (a) The licensee shall describe and illustrate in the application for license the arrangement of numbers required to be covered in order to win each game and any bonus prizes offered pursuant to N.J.A.C. 13:47-7.2(c).
- (b)-(d) (No change.)

SUBCHAPTER 8. CONDUCT OF RAFFLES

13:47-8.1 Prohibition on members buying draw raffle tickets and instant raffle tickets

- (a) The member in charge of a draw raffle pursuant to N.J.A.C. 13:47-6.1 and the member in charge of proceeds pursuant to N.J.A.C. 13:47-6.2 shall not:
 1. Purchase draw raffle tickets or the right to participate in a draw raffle;
 2. Claim a prize for a winner; or
 3. Win any prize awarded in the draw raffle.

(b) The member in charge of an instant raffle game pursuant to N.J.A.C. 13:47-6.1, the member in charge of proceeds pursuant to N.J.A.C. 13:47-6.2 and any members or compensated workers selling tickets or paying out prizes in an instant raffle game shall not:

1. Purchase instant raffle tickets or the right to participate in an instant raffle game;
2. Claim a prize for a winner; or
3. Win any prize awarded in the instant raffle game.

(c) If an instant raffle game takes place at a bingo occasion, the member in charge of bingo pursuant to N.J.A.C. 13:47-6.1, the member in charge of bingo proceeds pursuant to N.J.A.C. 13:47-6.2 and any members or compensated workers assisting in the bingo occasion shall not:

1. Purchase instant raffle tickets or the right to participate in an instant raffle game;
2. Claim a prize for a winner; or
3. Win any prize awarded in the instant raffle game.

SUBCHAPTER 13. RAFFLES AND BINGO EQUIPMENT PROVIDERS; INSTANT RAFFLE EQUIPMENT PROVIDERS; ARMCHAIR RACE AND CASINO NIGHT EQUIPMENT AND PERSONNEL PROVIDERS; FEES; NOTIFICATIONS; QUALIFICATIONS

13:47-13.8 Contracting to provide and providing armchair race, bingo, casino night or raffle equipment and personnel; restriction

(a) A person approved by the Control Commission to provide equipment or personnel for use in or in connection with the conduct of an armchair race, bingo or casino night or raffle game pursuant to N.J.A.C. 13:47-13.3 shall not enter into a contract or any agreement to provide such equipment or personnel to a person unless that person is registered with the Control Commission and is licensed by, or has a license application pending with, the municipality in which the activity is held, operated or conducted.

(b) (No change in text.)

(c) An equipment provider who provides equipment or personnel for use in or in connection with the conduct of an armchair race, bingo or casino night event or raffle game shall be responsible for the proper operation of the equipment provided and the actions of any personnel provided, whether or not the approved provider is present at the event or raffle game.

SUBCHAPTER 20. CONDUCT OF CASINO NIGHTS

13:47-20.2 Definitions

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

...

"Hold 'em" or "Texas Hold 'em" means a seven card poker game in which players wager chips against each other on the strength of their hands by placing bets in a common pot. The player with the strongest hand at the conclusion of the round of play wins the pot.

..."

"Poker" means a card game played by two or more players who bet on the value of their hands.

..."

"Seven card poker" means a card game similar to stud poker in which a player uses seven cards to make the best possible five card hand.

..."

"Three card poker" means a card game similar to stud poker in which a player has the choice of playing against the dealer, playing solely on his or her hand's value, or doing both.

13:47-20.4 Casino night; games authorized; license required

It shall be lawful for a registered organization to conduct any of the following games at a lawfully operated casino night, if the games are properly licensed in accordance with the provisions of N.J.S.A. 5:8-50 et seq. and this subchapter: baccarat, beat the dealer, blackjack, caribbean stud poker, chuck-a-luck, craps, hold 'em poker, joker seven, let it ride, mini-baccarat, money wheel, multi action blackjack, red dog, roulette, seven-card stud poker, skill-stop reel, still-stop video, token pusher, under/over, Texas Hold 'em tournament or three card poker.

13:47-20.40 Rules of Texas Hold 'em tournament

(a) The following words and terms as used for Texas Hold 'em tournaments shall have the following meanings:

"All-in" means a player bets all of his or her chips.

"Betting interval" means the period of play during which each player has an opportunity to bet, check, raise, call or drop (fold).

[page=1034]"Big blind" means a mandatory bet, typically twice the amount of the small blind, placed by the player to the left of the small blind position before cards are dealt.

"Board/community cards" means the cards dealt face up in the middle of the table that may be used by all players in constructing a standard five card poker hand.

"Burning" means discarding the top card from the deck face down.

"Call" means a player placing enough chips into the pot to make their contribution equal to, but not greater than, the contribution of any other player.

"Check" means a player remains in the round of play but does not place a bet. This may only occur if no previous player has made a bet during the betting interval.

"Dealer button" means an object used to designate the player in the dealer position.

"Equipment" means the standard 52 card deck of playing cards and chips used for betting during the conduct of Texas Hold 'em.

"Fold (drop)" means a player discards his or her hand and no longer participates in the round of play.

"Hand" means any combination of two pocket cards and/or five board/community cards that are used to create a standard five card poker hand.

"Hi/Lo" means a variation of Texas Hold 'em in which the highest and/or lowest poker hands split the pot.

"Pocket cards" means the two cards dealt face down to each player that can be used only by that player in constructing a standard five card poker hand.

"Raise" means a player places enough chips in the pot to call, plus one or more chips.

"Rake/cutting of pot" means that the entity holding a Texas Hold 'em tournament takes a portion of the pot as poker revenue.

"Re-buy" means the fee paid by a player to purchase additional chips.

"Round of play" means the period of play commencing with the first card dealt by the dealer and concluding with the awarding of the pot.

"Side pot" means a new pot(s) established by the dealer after a player has gone all-in and additional bets have been placed.

"Small blinds" means the mandatory bet placed by the player immediately to the left of the dealer button before any cards are dealt.

"Wild card" means a card that may serve as any other suit or value in making a poker hand.

(b) A Texas Hold 'em tournament shall be conducted with equipment that is owned by the licensee or rented from a casino equipment provider approved by the Legalized Games of Chance Control Commission and maintained in accordance with N.J.A.C. 13:47-20.15(a).

(c) In a Texas Hold 'em tournament, all players shall pay an established buy-in for the same value of chips; chips shall not have a cash redemption value.

(d) A Texas Hold 'em tournament shall be played at tables large enough to accommodate a dealer and up to 11 players in such a manner as to ensure that players may examine their cards without disclosing their value to other players.

(e) The method of play for a round of play in a Texas Hold 'em tournament shall be as follows:

1. The dealer shall manually shuffle the cards prior to each round of play;

2. Prior to the first round of play, the dealer shall place the dealer button in front of the player immediately to the dealer's left. The dealer shall move the button to the next player in a clockwise direction prior to commencing each subsequent round of play;

3. The player immediately to the left of the dealer button shall post the required small blind before the beginning of each round of play;

4. The player immediately to the left of the small blind position shall post the required big blind before the beginning of each round of play. When all but two players have been eliminated from the table, the player with the dealer button shall post the small blind and the other player shall post the big blind;

5. All cards shall be dealt clockwise beginning with the player immediately to the left of the dealer button;

6. The dealer shall commence betting interval one by burning a card and then dealing one card to each player face

down, then a second card to each player face down;

7. Players may examine their pocket cards at any time;

8. Players shall keep their pocket cards face down in full view of the dealer at all times and shall ensure that they are examined in a manner that does not disclose their value to other players;

9. Betting interval one shall proceed as follows:

i. The player immediately to the left of the big blind position is the first to act and must call, raise or fold (drop);

ii. Betting continues in a clockwise direction until each player has had an opportunity to call, raise or fold (drop), with the exception of the player in the big blind position who may check if no other player has raised; and

iii. Raises are limited to three per the betting interval;

10. The dealer shall commence betting interval two by burning a card and then dealing three board/community cards face up in the middle of the table, commonly referred to as the Flop;

11. Betting interval two shall proceed as follows:

i. The player immediately to the left of the dealer button is the first to act and must bet, check or fold (drop).

ii. Betting continues in a clockwise direction until each player has an opportunity to bet, check, call, raise or fold (drop); and

iii. Raises are limited to three per the betting interval;

12. The dealer shall commence betting interval three by burning a card and dealing one board/community card face up, commonly referred to as the Turn;

13. Betting interval three shall proceed as in (e)11 above;

14. The dealer shall commence betting interval four by burning a card and dealing one board/community card face up, commonly referred to as the River;

15. Betting interval four shall proceed as in (e)11 above;

16. Upon completion of the four betting intervals:

i. If only one player remains in the round of play (that is all but one player has folded (dropped)), the remaining player is not obligated to show his or her hand; or

ii. If two or more players remain in the round of play, the player who made the last bet shall show his or her hand first, or, if no player has placed a bet, all remaining players shall show their hands;

17. Any combination of a player's pocket cards and/or board/community cards may be used to construct a standard five card poker hand;

18. If only two players remain in a round of play, and one player does not have enough chips to call the bet made by the other player, then the player with the fewest chips may move all-in and the player with the most chips shall remove enough chips from his or her bet to make it equal to the bet of the player moving all-in. The round of play will then continue with no further betting;

19. If two or more players wish to bet more than the bet of another player moving all-in, the dealer shall establish a side pot;
20. The dealer shall declare the last remaining player the winner or determine the winning hand among the remaining players in accordance with the appropriate ranking of poker combinations consistent with (f) below;
21. In the event of a tie the high card not used in the poker combination shall break the tie;
22. If a tie cannot be broken the pot shall be split equally between the players who have the hands that are tied;
23. Pots shall be awarded to the player(s) with the winning hand; and
24. The dealer shall collect the cards and shuffle them prior to the next round of play.

(f) The ranking of poker hands, from highest to lowest, is as follows:

1. Royal flush;
2. Straight flush;
3. Four-of-a-kind;
4. Full house;
5. Flush;
6. Straight;
7. Three-of-a-kind;
8. Two pairs; and

[page=1035] 9. One pair.

(g) In Texas Hold 'em, all suits have the same value. The rank of cards, from highest to lowest, shall be ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except when an ace is used as a low card in a straight (ace, 2, 3, 4, 5).

(h) Re-buys are permitted. A maximum of three re-buys are permitted within the first hour of play.

(i) The order of finish for a Texas Hold 'em tournament shall be determined by one of the following methods:

1. If play continues until all but one player is eliminated, the order of finish shall be the order of elimination from last to first. The last remaining player shall be declared the winner; or
2. If play stops at a set time, the order of finish shall be determined by ranking the value of chips held by each player at the end of play from highest to lowest. The player having the highest value of chips shall be declared the winner.

(j) The following restrictions shall apply to the method of play:

1. Wild cards are prohibited;
2. Hi/Lo games are prohibited;
3. Rake/cutting of pots is prohibited;

4. A player shall not bet on more than one hand in any round of play;

5. Players are prohibited from exchanging information concerning their hand; and

6. Players that fold (drop) from the round of play shall not reveal their pocket cards.

(k) A player shall be eliminated from a Texas Hold 'em tournament when he or she has lost all of his or her chips and is not able to re-buy.

(l) Any dispute concerning a Texas Hold 'em tournament shall be referred to the licensed Class A Casino Night Operator for final determination.

(m) A casino night holder conducting a Texas Hold 'em tournament shall post the rules governing the tournament in a conspicuous manner. Such posting shall include:

1. Buy-in and value of chips received;

2. If the holder permits re-buys, a statement that includes:

i. The number of allowed re-buys (maximum of three);

ii. The purchase price for each re-buy;

iii. The value of chips received with each re-buy; and

iv. The period of time during which re-buys are permitted (limited to, at most, the first hour of play);

3. The time that the tournament will end or a statement that the tournament will continue until all but one player is eliminated;

4. The amount of blinds and the progression of increase in the blinds;

5. A statement that raises are limited to three per betting interval;

6. The prize payout schedule; and

7. Any other information essential to a player's understanding of how the tournament will be conducted.

(n) No casino night holder shall conduct more than six Texas Hold 'em tournaments in a calendar year.

(o) A casino night holder shall conduct a Texas Hold 'em tournament only when at least one other casino night game authorized by N.J.A.C. 13:47-20.4 is being played.

13:47-20.41 Rules of the game three card poker

(a) The following words and terms as used for the game of three card poker shall have the following meanings:

"Ante and Play" means one of the two games a player may play in three card poker. In this game, a player plays against the dealer. The player places an initial ante bet and then has the option of placing a second "play" bet if he or she believes the hand is strong enough to beat the dealer's hand.

"Ante bonus" means an amount the player wins if he or she is playing Ante and Play and has either a straight flush, three of a kind or a straight.

"Flush" means a combination of three cards of the same suit.

"Pair" means a combination of two cards of the same denomination.

"Pair Plus" means one of the two games in three card poker. In this game, a player bets that he or she will have a winning combination in his or her hand. The player in this game does not play against the dealer or any other player.

"Qualifying hand" means that the dealer has at least a queen in his or her hand. If the dealer does not have a queen or better, the player wins.

"Straight" means a combination of three cards of any suit in sequence.

"Straight flush" means a combination of three cards of the same suit in sequence.

"Three of a kind" means a combination of three cards of the same denomination.

(b) Three card poker shall be played with a standard 52 card deck and at a table that is large enough to accommodate a dealer and up to eight players. Any equipment used to conduct a game of three card poker shall be owned by the licensee or rented from an equipment supplier approved by the Control Commission and maintained in accordance with N.J.A.C. 13:47-20.15(a).

(c) A player has the option of playing either:

1. Pair Plus;
2. Ante and Play; or
3. Both Pair Plus and Ante and Play.

(d) A player who opts to play Pair Plus shall place a bet on the "Pair Plus" space on the table. The dealer will then deal cards. A player will win if he or she has any of the winning combinations from (h) below.

(e) A player who opts to play Ante and Play will place a bet on the "ante" space on the table. The dealer will then deal cards, including cards to him- or herself. After looking at his or her cards, the player will determine if he or she wishes to continue playing. If the player wishes to continue playing, he or she shall place a bet on the "play" space on the table. A player who does not wish to continue after first looking at his or her cards shall fold and will forfeit the ante bet.

(f) If a player places a "play" bet, one of the following results shall occur:

1. The dealer does not have a qualifying hand. The ante bet pays out one to one, play bet is a push (returned to player);
2. The dealer has a qualifying hand and the player's cards are better than dealer's card. The ante bet and the play bet pay out one to one;
3. The dealer has a qualifying hand and the player's cards are not better than the dealer's cards. The player loses the ante bet and the play bet; or
4. The dealer has a qualifying hand and the player's cards and the dealer's cards are the same (for example, the dealer and the player both have a straight of 3 - 4 - 5). The ante and play bets are a push (returned to player).

(g) The value of hand for Ante and Play are as follows, from highest to lowest:

1. Straight flush;

2. Three of a kind;

3. Straight;

4. Flush;

5. Pair; and

6. High card.

(h) Payouts on winning wagers in Pair Plus shall be as follows:

1. Straight flush wins 40 to 1;

2. Three of a kind wins 30 to 1;

3. Straight wins 6 to 1;

4. Flush wins 4 to 1; and

5. A pair wins 1 to 1.

(i) Payouts on ante bonus shall be as follows:

1. Straight flush wins 5 to 1;

2. Three of a kind wins 4 to 1; and

3. Straight wins 1 to 1.

(j) The following restrictions shall apply to the method of play:

1. A player may not bet on more than one hand in any round of play; and

2. Wild cards are prohibited.

(k) The dealer shall shuffle the cards manually prior to every round.