

Craps Home Game House Rules

The special rules outlined in this document are necessary to explain how the game will be managed, along with clarifying special circumstances that apply to the table layout, which may be different than other familiar casino layouts. Since all money is distributed from the kitty, keep in mind that players are not betting against the house, however, each player is betting on their own strategies versus other players for a larger stake of the kitty at the end of the game.

- The “kitty” is defined as the total collection of buy-ins from all players.
- The “bank” is defined as the dealer chips; the bank never runs out of chips
- A set buy-in will be pre-determined and deposited into the kitty and in return, all players will receive a pre-determined value of starting chips; e.g., \$25 buy-in for \$400 chips.
- The table minimum bet is \$5, with a 3x/4x/5x odds limit.
- After the pre-determined number of rolls or time limit for the game + the rolls required to finish a hand, the kitty will be distributed according to the total value of chips in play proportionate to the value of chips controlled by each player; e.g.:

Buy-in: \$20	Kitty: \$120		
PLAYER	VALUE OF CHIPS IN PLAY	% OF CHIPS*	PAYOUT FROM KITTY
Player 1	532	11%	\$13
Player 2	84	1%	\$1
Player 3	876	18%	\$22
Player 4	1339	28%	\$34
Player 5	777	16%	\$19
Player 6	1015	21%	\$25
TOTAL	4623	100%	\$6

** Players' percentages are rounded down to the nearest integer for whole-dollar calculations*

- As a courtesy to the host, the host will receive the calculated rounded down balance of the kitty that was not distributed.
- Players will choose their table position based on any reasonable lottery method, e.g., the highest total of a roll of two dice, successive ties broken by a roll-off.
- The first shooter of the game will be the person who was first to select their table position.

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- For efficiency and to ensure the integrity of bets, after each roll the dealer will perform functions in the following sequence:
 1. Recover the dice to the dealer area, keeping the top pips undisturbed
 2. Move the puck ON, as necessary
 3. Remove all losing bets
 4. Payout winning bets from left to right around the layout, not necessarily by player position or betting order
 5. Travel new Come/Don't Come bets to point rolled
 6. Move the puck OFF, as necessary.
- Players may not make new self-service bets (Pass Line/odds, Don't Pass, Field, Come, Don't Come), including removing self-service bets, until the dealer declares "make your bets." The dealer will accept non-self-service bets (place/buy/lay/proposition and odds on place/come/don't come bets) from players one at a time, typically proceeding in a clockwise order starting from the shooter's left, i.e., the shooter is last to make bets. During this betting phase, players may continue to make new self-service bets and are encouraged to get bets prepared for the dealer. The dealer will offer an alibi opportunity for non-self-service before the dice are out. Please do not splash the table with chips. Your patience is appreciated for an orderly, efficient betting phase.
- A player nearest to the back wall of the dice landing area may temporarily re-position to another spot around the box after making bets in order to roll the dice more effectively and will return to their original position during the betting phase and after they lose the privilege to shoot.
- Horn bets pay "odds-to-1," not the (mis-)printed "odds-for-1" on the layout. In other words, a winning bet will win the odds and the original bet will be returned to the player.
- An "Any Seven" and "Hardways" bets are paid according to the odds printed on the layout. In other words, a winning bet will win the odds [in exchange] *for* the original bet.
- In addition to the prop bets represented on the layout, hop bets, a one-roll bet which pays 15-to-1, are the only other prop bets allowed. The dealer will mark such a call to ensure the proper payout is received.
- All players are ultimately responsible for making their bets as such to receive correct odds payout. Table courtesy is encouraged to help players correctly adjust bets before the dice are rolled. Payouts for incorrect bets will be rounded down to the nearest single unit, e.g., a winning \$5 Place 6 bet will payout at 7:6, or \$5, not \$5.83.
- All other craps rules apply, e.g., self-service areas, dice must hit back wall, minimum bet requirements, vigs for buy/lay bets, natural fall of leaning dice when its obstruction is removed, no calls (dice off table, precarious roll), etc.
- Any special circumstances not scoped out in these house rules will be democratically adjudicated as reasonably fair as possible by a consensus of all players.