

Online Casino Reports Game Guides

Craps: On a Roll

About Us

Online Casino Reports is an essential stopover before entering the world of online gambling. With over 10 years in the business, we really know our stuff so you can feel in safe hands. Our Game Guides series provides a concise run-down of rules, odds, tips and gambling terms. They'll give you a quick snapshot of any given game and bring you up to speed before starting to play for real.

When you're ready to roll, check out our site for reviews of the very best online gambling sites as well as the latest gambling news from around the world. And if this isn't enough, explore our state of the art video content and online sharing community to bring the world of online gambling to life.

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On a Roll

A high odds, fast-paced dice game that will get your heart pumping.

A deceptively simple game of chance, Craps can be intimidating for the novice gambler. With a bewildering array of betting options, it's loud, brash and fast but as simple or as complicated as you choose to make it.

Set-up

Four to six players stand around the Craps table with the game facilitated by various casino staff.

Objective

To bet successfully whether the shooter will roll a winning dice combination.

Game Rules

The shooter (rolling player) rolls the dice for the come out (first) roll. If they roll a 7 or an 11 then they automatically win, if they roll a 2, 3 or 12 then they lose (a craps roll). Any other number rolled will establish a pass line point. The shooter's aim is then to roll this same number again. The shooter can keep trying but if he/she rolls a seven then the player loses and the die is passed to a new shooter. If he/she succeeds in rolling the point number then the shooter wins and rolls again with the same rules applying to his first come out roll.

Betting

Players place their bets before or after each shooter begins his/her roll. The most simple bet is the pass the line bet where players win or lose alongside the shooter according to the criteria above.

In addition to the pass the line bet there are a series of other bets that can be made from all sides such as a don't pass the line bet, come bet, don't come bet, odds bets and multi-roll bets. Each bet has different odds (detailed below).

Playing Online

The rules for Craps online may vary slightly from land casino versions. Playing Craps online is a great way to learn the basics and get to grips with the Craps table layout. It can help you build up the confidence to get stuck into all the noise and excitement of a real, live Craps game.

Craps Game Guide

Betting Odds

Bet	Actual Odds	Odds Paid	House Edge
Pass / Come	251:244	1:01	1.41%
Don't Pass / Don't Come (Bar 12)	1031:949	1:01	1.36%
Pass Odds / Come Odds	Same as paid	2:1 on 4 or 10 3:2 on 5 or 9 6:5 on 6 or 8	0%
Don't Pass Odds / Don't Come Odds	Same as paid	1:2 against 4 or 10 2:3 against 5 or 9 5:6 against 6 or 8	0%
Yo (11)	17:01	15:01	11.11%
3	17:01	15:01	11.11%
2	35:01:00	30:01:00	13.89%
12	35:01:00	30:01:00	13.89%
Hi-Lo	17:01	15:01	11.11%
Craps	8:01	7:01	11.11%
C & E	5:01	3:1 on craps 7:1 on 11	11.11%
Any 7	5:01	4:01	16.67%
Field	5:04	1:1 on 3,4,9,10 or 11 2:1 on 2 and 12	5.56%
Field	5:04	1:1 on 3,4,9,10 or 11 2:1 on 2, 3:1 on 12	2.78%
The Horn	5:01	27:4 on 2 or 12 3:1 on 3 or 11	12.50%
Whirl/World	2:01	26:5 on 2 or 12 11:5 on 3 or 11 0:1 (push) on 7	13.33%
Hard way 4 / Hard way 10	8:01	7:01	11.11%
Hard way 6 / Hard way 8	10:01	9:01	9.09%
Big 6	6:05	1:01	9.09%
Big 8	6:05	1:01	9.09%
Place 4 / Place 10	2:01	9:05	6.67%
Place 5 / Place 9	3:02	7:05	4%
Place 6 / Place 8	6:05	7:06	1.52%
Buy 4 / Buy 10	2:01	2:1 + 5% commission	4.76%
Buy 5 / Buy 9	3:02	3:2 + 5% commission	4.76%
Buy 6 / Buy 8	6:05	6:5 + 5% commission	4.76%
Lay 4 / Lay 10	1:02	1:2 + 5% commission	2.44%
Lay 5 / Lay 9	2:03	2:3 + 5% commission	3.23%
Lay 6 / Lay 8	5:06	5:6 + 5% commission	4.00%

NB: "Odds Paid" ratios may vary although "Actual Odds" do not vary.

Tips and Tricks

- Know the rules before you play. A busy Craps table is not the place to be asking questions.
- Keep it simple. Stick to pass the line bets when starting out. Don't be thrown by the mind-boggling array of Craps bets, many of which have poor odds.
- Do your own thing. Don't listen to the advice of the other players, especially if they are betting in the middle of the table.
- Don't jinx the game. If you're a first time player don't announce this if you're a guy - male Craps virgins are considered unlucky.

Glossary

- A. **Any Craps:** a bet covering the losing dice rolls of 2, 3 and 12
- B. **Any Seven:** a bet covering the dice roll of 7
- C. **Come Bet:** bet on the dice placed after the initial come out roll
- D. **Come out roll:** the first roll of the dice before a point has been established
- E. **Craps Out:** a losing come out roll of 2, 3 or 12
- F. **Don't Come Bet:** bet against the dice placed after the initial come out roll
- G. **Don't Pass Bet:** bet against the dice placed before the come out roll
- H. **Hi-Lo:** bet that the next roll will be a 2 or a 12
- I. **Insurance Bet:** two or more wagers made to partially cover one another
- J. **Natural:** term for a win - a 7 or 11 rolled on the initial come out roll
- K. **One Roll Bet:** a bet on a single roll of the dice
- L. **Pass Line Bet:** a bet that the dice will win or pass, placed before the come out roll

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- M. **Point:** any total on the first roll that is not a win or lose, i.e. 4, 5, 6, 8, 9 or 10
- N. **Right Bettor:** player betting on the pass line or with the shooter
- O. **Seven Out:** a losing seven roll before the point has been rolled again
- P. **Snake Eyes:** a dice roll of two
- Q. **Shooter:** the player rolling the dice
- R. **Wrong Bettor:** player betting on the Don't Pass Line or against the shooter

Check out the rest of our Game Guides series for an essential introduction to whichever game takes your fancy. Learn the basics, hone your strategy and get gambling online!

