

STANDARD INTERPRETATION No. 18-001

Definition of Live Table Games

Relevant Definition: Definition #22: Live Table Games

Additional Relevant Standards: Common Standards & Requirements: 2.4, 4.5, 4.17, 4.18
iGaming Determination of Game Outcomes: 10.14
iGaming Logging Management & Reporting: 12.8, 12.9

Application: Casino

Issue:

Does dealer assist/ stadium gaming qualify as an Electronic, or Live position. For example, the “use of chips” requirement for a live table game is not consistent with the way dealer assist/ stadium games are offered.

'Live Table Game' Definition

1. Is the definition of 'Live Table Game' in the Registrar's Standards flexible enough to allow for new generations of table games such as dealer assist/ stadium style gaming?
2. Do all live table games require both a dealer, and the use of chips, or, is it sufficient to define a live table game as a game where a dealer needs to have an impact on the outcome of the game?

'Live Game' Discussion

The outcome of this interpretation may have an impact on 5 other Standards which make reference to “live table games” and “live games”. The Standards Define “live table games” as described in Standards 2.4.4, and 4.18, however, there is no definition of a “live game” as described in Standards 10.14, 12.8 and 12.9. The context of Standard 10.14 indicates that a “live game” might mean a “live table game”, but, the context of Standards 12.8 and 12.9 indicate that a “live game” might mean a peer to peer electronic game.

1. Is a “live game” different from a “live table game”?
2. Does “live game” require clarification in the definitions or an amendment to any Standards?

Response:

The Standards are being amended to ensure they have built-in flexibility to allow for new generations of table games such as dealer assist, or stadium style gaming. Effective immediately, the following changes apply to the Registrar's Standards for Gaming. These changes will be included in the next updated version of the Standards document.

Definitions Section:

Ref. #	Applicable Document	Current Definition	Revised Definition
1	Gaming	22. Live Table Games refers to a game which requires a dealer and the use of chips, and is played in accordance with the AGCO-approved Rules of Play.	22. Live Table Games refers to a game which requires a “live” dealer, where the dealer may have a potential impact on the outcome of the game.

Standards and Requirements Sections:

The Standards make reference to both “live table games” (which is a defined term in the Standards) in Standards 2.4.4 and 4.18, and “live games” (which is not a defined term in the Standards) in Standards 10.14, 12.8, and 12.9. The term “live games” is applied differently throughout the Standards, and the following amendments are being made to ensure the applicability of the Standards for future types of games such as dealer assist/stadium style games.

Ref. #	Applicable Document	Current Standard	Revised Standard
2	iGaming	12.8 Information regarding specific game elements (such as a player’s hand or cards) shall not be accessible during live games, unless by the player themselves.	12.8 Information regarding specific game elements (such as a player’s hand or cards) shall not be accessible to give advantage to any player.
3	iGaming	12.9 The Operator shall ensure that investigators (OPP or Registrar) are able to monitor and participate in live games with players.	12.9 The Operator shall ensure that investigators (OPP or Registrar) are able to monitor and participate in games
4	Casino	<p>4.18 Live table game layouts must at a minimum display the following information in a manner identifiable through surveillance recording:</p> <ul style="list-style-type: none"> a) Unique Property Identifier b) Specific Game Name (Game Type) c) Wagering Positions d) Bonus Pay tables e) Unique Game Options <p>Guidance: Unique Game Options was intended to capture any options unique to the game which is important for understanding how the outcome of the game will be determined. As an example, in Blackjack an indication of whether the Dealer stands on all point totals of seventeen (17) or hits on soft seventeen (17).</p>	<p>4.18 Live table game (non-electronic) layouts must at a minimum display the following information in a manner identifiable through surveillance recording:</p> <ul style="list-style-type: none"> a) Unique Property Identifier b) Specific Game Name (Game Type) c) Wagering Positions d) Bonus Pay tables e) Unique Game Options <p>Guidance: This Standard is not intended to capture gaming layouts that are displayed electronically via a terminal, display, etc.</p> <p>Unique Game Options was intended to capture any options unique to the game which is important for understanding how the outcome of the game will be determined. As an example, in Blackjack an indication of whether the Dealer stands on all point totals of seventeen (17) or hits on soft seventeen (17).</p>

This interpretation is provided for informational purposes only and does not constitute legal advice. The interpretation relates to a specific set of circumstances and the standards, laws and regulations in force at the time the interpretation was issued; however, it is not an exhaustive or definitive interpretation of the standard(s) referenced herein.

The AGCO has established the Standards Interpretation Protocol, which acts as a single point of contact for inquiries from the gaming industry related to the interpretation of the Standards. For more information, please contact the AGCO’s Customer Service Department at 416 326-8700 (in the GTA) or 1 800 522-2876 (toll free in Ontario).