



**Manitoba Gaming  
Control Commission**

**The Manitoba Gaming Control Commission (Commission) has established Standard Rules of Play. Licensees may set their own individual House Rules to be used with these rules during the play of bingo or breakopen events.**

## **BINGO and BREAKOPEN STANDARD RULES OF PLAY**

1. House Rules are part of the licence and must include:
  - a) the minimum age limit to play Bingo;
  - b) if volunteers, or other persons involved in the conduct or operation of the Bingo event, may or may not play;
  - c) the criteria attached to the winning of any game or prize; and
  - d) the time limit for cashing in winning Breakopen tickets.
2. House Rules must be applied in a way that is consistent with these Terms and Conditions. The Commission will interpret House Rules to be consistent with these Terms and Conditions.
3. Callers at a Bingo event may not play Bingo at any time during that event.
4. No one involved in the conduct or operation of a Breakopen event may purchase Breakopen tickets or communicate any information in any way that would give an advantage to any purchaser.
5. Individuals must be eighteen (18) years or older to sell, purchase or redeem breakopen tickets.
6. Winning Breakopen tickets must only be cashed in by the licensed organization from which they were purchased.
7. Bingo balls must be displayed on the tray so that they can be inspected by any player before the start of play at each event.
8. Bingo paper must be marked in a way that:
  - a) numbers can be read; and
  - b) paper cannot be re-used.
9. Any requirement that a player must complete the pattern on the last number called to win a prize must be approved by the Commission and must be clearly stated in the House Rules.
10. The number on the Bingo ball must be called out by the caller before the ball is considered to be in play.
11. Players have the right to confirm the accuracy of the numbers called or displayed against the balls in the tray. If there is discrepancy only the balls on the tray are considered correct.
12. When a player calls out "Bingo":
  - a) no further numbers will be called until all Bingos are checked; and
  - b) the Bingo machine must be left on unless:
  - c) the ball funnel on the Bingo machine traps the last Bingo ball; or
  - d) the Bingo caller captures the top ball.
13. To confirm that a player is a winner, the checker must move the Bingo sheet or card from in front of the player who has called out "Bingo" and place it so that it is visible to other players. Then the checker:
  - a) calls out the covered numbers of the required pattern on the card or sheet to the caller; or
  - b) calls out the control number in the centre (free space) of the sheet, if an electronic Bingo verifier is used.
14. After the sheet(s) or card(s) of any player(s) who called out "Bingo" has been checked and a winner(s) has been confirmed, the caller must clearly ask if anyone else has a Bingo to be checked and state that it is the last call. If no other player has a Bingo to be checked, the caller will clearly state that the game is closed and drop the balls.
15. Progressive games may be won in any order. The caller must keep the balls in the tray until the final progressive game has been closed.
16. For games with pre-called numbers:
  - a) numbers must not be called before the start of the event; and
  - b) balls must be available for confirmation until the conclusion of the game. A second Bingo machine or second set of balls must be used, unless another method for ensuring accountability has been approved in writing by the Commission.

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