What is Claimed Is:

1. A passive-NFC-enabled table management system for facilitating a wagering game, comprising:

a plurality of wagering tables, each wagering table comprising a table surface defining a plurality of player position areas, and wherein each of the player position areas comprises a unique passive NFC tag having a Unique Tag IDentifier (UTID);

a database defining a plurality of records, each record corresponding to a respective UTID of a passive NFC tag, a unique table identifier of the wagering table at which the passive NFC tag is located and the corresponding player position area at which the passive NFC tag is located;

a processing device in communication with the database; and

a non-transitory memory device in communication with the processing device, the memory device storing instructions that when executed by the processing device, result in:

receiving, by the processing device, and via a player App on a mobile device of a player, an indication that a player has scanned a particular passive NFC tag at the wagering table, the indication comprising the UTID of the particular passive NFC tag and a unique player identifier of the player;

determining, by the processing device querying the database, a particular wagering table and a particular player position area at which the player scanned the particular passive NFC tag, thereby identifying an activated wagering table and an activated player position area; and

outputting to the player, via the player App on the mobile device of the player and responsive to the received indication that the player scanned the particular passive NFC tag at the first time, an indication of (i) the first time; (ii) the activated wagering table and the activated player position area; and (iii) a clocking-in request;

receiving, from the player and via the player App on the mobile device, a first confirmation that the indication of (i) – (iii) is correct;

clocking the player in as having initiated a wagering session specific to the activated player position area at the activated wagering table at the first time, responsive to the received first confirmation;

tracking wagering activity of the player at the activated wagering table and the activated player position during the wagering session;

receiving, from the player and via the player App, an order for a product to be delivered to the player;

determining a location to which to deliver the product based on the UTID and initiating

a delivery of the product to the activated player position;

receiving from the player a request to end the wagering session at a second time; and

clocking the player out as having ended the wagering session specific to the activated player position area at the active wagering table at a second time, responsive to the received request.

2. The system of claim 1, wherein receiving from the player the request to end the wagering session at the second time comprises:

receiving, by the processing device, an indication that the player has scanned the particular passive NFC tag at a second time that is later than the first time;

outputting to the player, via the player App, an indication of (iv) the second time; and (v) a clocking-out request; and

receiving, from the player and via the App, a second confirmation that the indication of (iv) and (v) is correct.

3. The system of claim 1, wherein the activated wagering table comprises a dealer display for outputting instructions to a dealer of the particular wagering table, and wherein instructions, when executed by the processing device, further result in:

retrieving, by the processing device and based on the player identifier, an image; and

outputting, via the dealer display, the image and a prompt for the dealer to confirm that the player present at the activated player position area matches the image.

4. The system of claim 1, including a remote transaction device, the remote transaction device comprising the activated wagering table.

5. The system of claim 4, wherein the activated player position area comprises a bet position defining a specific bet available at the activated wagering table, and wherein the wagering activity comprises automatically placing an instance of the specific bet on behalf of the player for a next game session to be played at the activated wagering table.

6. The system of claim 1, including a remote transaction device, the remote transaction device comprising a POS device in a casino.

7. The system of claim 1, wherein the instructions, when executed by the processing device, further result in:

Initiating a gaming transaction comprising an offer that has been output to, and accepted by the player.

8. The system of claim 1, wherein instructions, when executed by the processing device, further result in:

causing a remote transaction device to initiate a gaming transaction, the gaming transaction being specific to the activated player position area, comprises causing promotional currency to be issued to the player, the promotional currency being a benefit defined by an offer accepted by the player.

9. A passive NFC-enabled table management system for facilitating a wagering game at a plurality of wagering tables, comprising:

a plurality of wagering tables, each wagering table comprising a table surface defining a plurality of player position areas, and wherein each of the player position areas comprises a unique NFC tag having a Unique Tag IDentifier (UTID);

a database defining a plurality of records, each record corresponding to a unique table identifier of one wagering table of the plurality of wagering tables, and a plurality of player positions available on that one wagering table;

a processing device in communication with the database; and

a non-transitory memory device in communication with the processing device, the memory device storing instructions that when executed by the processing device, result in:

receiving, by the processing device, an indication that a user has selected, via a software app on a mobile device, the one wagering table and one specific player position of the plurality of player positions available on the one wagering table along with a requested to register a passive NFC tag as being associated therewith;

prompting, with the software app of the mobile device, the user to scan the passive NFC tag;

receiving, from a scan of the passive NFC tag, an indication comprising the UTID of the particular passive NFC tag; and

registering the passive NFC tag, including an indication of the UTID, as corresponding to the one specific player position of the one wagering table.

10. The system of claim 9, wherein the memory device stores further instructions that when executed by the processing device further result in:

receiving, from a player and via a software app of a mobile device of the player, an indication of the UTID of the passive NFC tag associated with the one specific player position of the wagering table;

receiving at least one of a unique identifier of the player and a unique identifier of the mobile device of the player; and

storing in a database an indication that the player is currently participating in a wagering game at the one wagering table and at the specific player position corresponding to the UTID.

11. The system of claim 10, wherein the memory device stores further instructions that when executed by the processing device further result in:

tracking game play of the player;

determining, based on the game play, that the player has qualified for an offer defining a benefit in exchange for agreeing to a commitment;

outputting, to the player via the mobile device of the player, the offer;

determining, after outputting the offer, that the player has scanned the passive NFC tag, thereby determining that the player has accepted the offer

12. The system of claim 11, wherein the memory device stores further instructions that when executed by the processing device further result in:

transmitting a command signal to a remote device, the command signal being operable to cause the benefit to be provided to the player.

13. The system of claim 12, wherein the remote device comprises a dealer display of the one wagering table, the benefit defined by the offer comprises a specified value of wagering chips, and the command signal comprises instructions for the dealer to provide the specified value of wagering chips to the player at the specific player position.