



Sportsbook Game Rules

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SPORTSBOOK WAGERING RULES:

Minimum length of play

For wagering purposes, unless otherwise stipulated in individual sports wagering rules, games are official after:

1. **BASEBALL** (all) – five innings of play. If the home team is leading, the game is official after 4 ½ innings (this will include softball). Thereafter, if a game is called or suspended, the winner is determined by the score after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called.
2. **FOOTBALL** (pro and college) – 55 minutes of play.
3. **BASKETBALL** (NBA) – 43 minutes of play; (College and WNBA) – 35 minutes of play.
4. **HOCKEY** (all) – 55 minutes of play.
5. **GOLF** – the results are official for wagering purposes provided that at least one round has been completed by all players in the field and a winner is declared by the tournament's governing body.
6. **MOTOR RACING** – All wagers will be settled according to the unofficial results reported immediately after the conclusion of the race by the governing organization. Any changes to the finishing order that occurs based on appeals, penalties or scoring malfunctions after the race has concluded, will be not be recognized.
7. **SOCCER**- the full 90 minutes of play plus injury time for 3-way, goal line, and totals.
8. **BOXING** and **MIXED MARTIAL ARTS** (all) – the bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length. For a round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round in which case, the final bell signifies the completion of the round and fight.
9. **TENNIS** – at least one set of the match must be completed.
10. **ALL OTHER SPORTS** – the conclusion of the scheduled length of play or scheduled time limit.

Other Sports Rules

Wagers and proposition bets are offered to patrons and settled throughout the duration of games and events. Patrons are advised to check the individual sports rules sections (below) for information on how wagers are settled, as Minimum Length of Play rules do not relate to all wagers offered to Patrons.

For events where all participants are not listed and there is not a Field option, all bets are action. If a customer wishes to request the Sportsbook to offer lines on a new participant, then they can do so by requesting at the window. Where possible the Sportsbook will do so within a reasonable timeframe.

Dead Heat Rule

A dead heat is when two or more selections tie for a given position. In racing events (Motor Racing or Athletics for example), it could be due to both competitors crossing the line at the exact same time and the judge is unable to separate them. In other events, such as Golf, a dead heat occurs when players have scored the exact same score and are therefore classified in a joint position such as joint second place.

In a dead heat for first place, the stake money on a winning selection is divided by the number of winners in a dead heat. The full odds are then paid to the divided stake with the remainder of the money being lost.

For example: Kurt Busch and Denny Hamlin have dead heated for first place in a NASCAR race. If you backed either of these drivers, you would be paid half of your stake (Sportsbook pays out half the stake for both selections).

Therefore:

\$100 on Kurt Busch at +100 = Half Stake \$100 = \$50 at +100 = \$100 returns.

Or

\$100 on Denny Hamlin at +800 = Half stake \$100 = \$50 at +800 = \$450 returns.

Multi-selection Dead Heats

If there is a dead heat between multiple competitors, the following calculation applies:

The number of positions tied for, divided by the number of players tied in that position

For example:

1 Brooks Koepka
T2 Tommy Fleetwood
T2 Tiger Woods
T4 Justin Rose
T4 Jordan Spieth
T4 Rickie Fowler
T4 Dustin Johnson
T4 Rory McIlroy

In this scenario there are two (2) players in a dead heat for second place, and five (5) players in

a dead heat for fourth place. If you had picked a player to finish in the Top five, then those who finished tied for second place are both winners. Your full stake would then be paid out at full odds.

However, if you had picked any of the players who finished tied for fourth place then those wagers would be settled differently. There are five (5) players in a dead heat for two (2) positions (fourth and fifth) and therefore you would be paid at $2/5$ (two-fifths) of the stake. For example, if you had \$100 on Dustin Johnson Top 5 Finish at +200, your bet would be settled as follows:

- \$100 on Dustin Johnson = 5 players tied for 2 positions = $2/5$ (two-fifths) stake
- $2/5$ of \$100 = \$40 at +200 = \$120 returns

AUSSIE RULES FOOTBALL RULES

Date/Site Changes

If a match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to the opponent's home ground, in which case all bets will be void.

Where a match is abandoned or postponed but played to completion within 48 hours of the original scheduled date, all bets stand. Once the 48 hours have expired, all bets are void.

Minimum Length of Play

If a match is abandoned before the end of normal time, all bets on the match are void, except for those markets which have been unconditionally determined.

If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand if this new regulation time is completed.

Aussie Rules Football Wagers

1. All bets shall be settled using official AFL results only.
2. Match Betting
 - a. All bets shall be settled at the end of normal time, unless otherwise stated. Regular season Home and Away matches are settled at normal time with no extra time played.
 - b. In the event of a draw where no draw option is offered, dead heat rules will apply and all wagers will be paid at half face value of the ticket. For any AFL Finals matches or any other competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.
 - c. Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e. extra time - an extension of normal time is not included.)
3. Spread and Total - Bets settled on outcome of the period the markets relate to.
 - a. If the outcome is exactly equal to the betting line, then bets will be void.
4. Winning Margin
 - a. The draw option is always offered, although in other betting options where the draw option is not offered, dead heat rules apply.
5. Quarter/Half Markets
 - a. For bets placed on the specific quarters or halves, the entire period must be played.
 - b. If the entire period is not completed then bets on those markets will be void, except for those markets which have been unconditionally determined.
6. 1st Goalscorer
 - a. If the selected player is not in the starting 22 all wagers on that selection will be void.
7. 1st Quarter 1st Goalscorer
 - a. If the selected player is not in the starting 22 all wagers on that selection will be void.
 - b. Additionally, should no goal be scored in the 1st quarter then bets will be void.

8. Player to score most goals
 - a. Should the named player take no part in the game, bets on that selection will be void.
9. Player with most disposals
 - a. Should the named player take no part in the game, bets on that selection will be void.
10. Race to x points - Winner being the team who reaches the specified points tally first.
 - a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be void
11. AFL Grand Final Winner - Team to win the post-season AFL playoffs.
 - a. Should the game be cancelled then all bets will be void.
12. AFL Regular Season Winner - Team to finish top of the standings at the end of the Regular Season.

BASEBALL RULES

Date/Site Changes

Regular season Baseball games must be played on the scheduled date and at the listed venue to be considered action unless otherwise noted in the specific sports rules section or on printed media in the Sportsbook.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Baseball sports wager rules, wagers on baseball money lines are official after 5 innings of play. If the home team is leading, the game is official after 4 ½ innings (this will include softball). Thereafter, if a game is called or suspended, the winner is determined by the score after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called.

For games scheduled to play a full 9 innings, game must go to 9 innings (8 ½ if the home team is ahead) to have action on run lines and totals. For games scheduled to play only 7 innings, game must go to 7 innings (6 ½ if the home team is ahead) to have action on run lines and totals.

In specified inning wagers, game must go to full specified innings to be official, unless the home team is leading the bottom half of specified inning prior to completion of specified innings(s). For money line, totals, and run lines, game must go the full specified innings and listed pitchers must start.

Baseball Wager Types

Patrons should be aware of the following wager types when placing wager types on baseball – action, one specified pitcher and listed pitchers. Patrons may choose either of these options when placing wagers on the money line. Wagers placed on run lines and totals require listed pitchers to start for action.

1. Action – this wager type puts team against team, regardless of the starting pitcher.
 - a. If either team's scheduled starting pitcher changes (and does not start the game) after a wager is placed, the wager will stand at the opening price of the adjusted line.
 - b. College and Softball wagers are action regardless of wager type.
2. One Specified Pitcher – A wager on or against one specified pitcher, regardless of the other starting pitcher.
 - a. Specified pitcher must start, or wager is deemed “no action” and wager is refunded.
 - b. If the opposing pitcher does not start, the wager stands at the opening price of the adjusted line.
3. Listed Pitchers – A wager that specifies both starting pitchers. Any variation constitutes “no action” and wager is refunded.
4. For wagering purposes, each team's Starting Pitcher is defined as the pitcher who throws the initial pitch in his respective half of the first inning. Any subsequent change in pitcher is irrelevant to any standing wager.

Baseball Wager Rules

Baseball wagers are accepted in the following manner:

1. Total Runs (Over/Under) – A wager on whether the total number of runs scored in a game is over or under a specified number.
 - a. Extra innings are counted in final score.
 - b. Wager must meet the minimum length of play as specified above.
2. Run Line – A wager in which the bettor “takes” or “lays” a specified number of runs. The team wagered must “cover” the run line for the wager to be deemed a winner.
 - a. Extra innings are counted in final score.
 - b. Wager must meet the minimum length of play as specified above.
3. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Extra innings are counted in final score.
 - b. Money line wagers may be made as Action, One Specified Pitcher and Listed Pitchers subject to the rules above.
 - c. Wager must meet the minimum length of play as specified above.
4. Team to score first - Settled on the first score of the game.
 - a. Bets stand even if game is not completed. Extra Innings count.
5. Team to score last - Settled on the last team to score.
 - a. Game must go 8 ½ innings for bets to stand in 9 inning games, or 6 ½ innings in 7 inning games for bets to stand.
6. Highest Scoring Inning - Bet on which inning will produce the most runs.
 - a. Dead heat rules apply.
 - b. Game must go 8 ½ innings for bets to stand in 9 inning games, or 6 ½ innings in 7 inning games for bets to stand.
7. First 1/3/5/7 Inning Markets
 - a. Specified number of innings must be completed for bets to stand.
8. Race to x runs - Winner being the team who reaches the specified points tally first.
 - a. Should neither team reach the total, and a ‘Neither’ option is not offered, then bets on that market will be void.

Baseball Proposition Rules

Various unique wagers may be offered from time to time. When wagering proposition bets, the game must go 9 innings (8 ½ innings if the home team is ahead) to have action, or action has occurred as the outcome of the wager is already known. If a game is suspended after 9 innings the final score is determined after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the score is determined by the score at the time the game is called. For the above, if a game is scheduled for only 7 innings, then game must go 7 innings (6 ½ if the home team is ahead).

All baseball propositions are considered action regardless of any pitching changes.

Baseball Player Propositions

Players in player proposition bets do not have to start but must play some part for Player propositions to have action. Wagers on specific player performance or match wagers will be deemed official once at least one of them have left the game, with both having taken some part in the game to that point, regardless of the conclusion of the game. Listed pitcher must start for bets to stand.

Baseball Regular Season Series Propositions

Regular season series propositions are offered for all 3, 4 or 5 Game Series with the outcome of all games played counting towards settlement. Series must go minimal 3 games for action regardless of games scheduled and/or canceled. A called game will count towards a series wager if declared an official game by the league. All wagers are action regardless of Starting Pitchers or pitcher changes.

Baseball Playoff Series Propositions

For Playoff Series Winner propositions, the team that advances to the next round is deemed the winner. Wagers for all other markets are refunded if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Baseball Post Season Rule

All MLB playoff games will have action regardless of date played and/or completed, unless specified otherwise. Game winner will be paid based on the official winner of this game as determined by MLB. All listed pitchers' rules apply.

Baseball Grand Salami Propositions

Grand Salami proposition is determined by the total runs scored in all MLB games scheduled for that day. There are no listed pitchers, so all bets are action. Wager applies to all scheduled games and games must go 9 innings (8 ½ if home team is leading). If any game is cancelled or stopped before the completion of 8 ½ innings, all wagers on the Grand Salami will be cancelled. Grand Salami will not be offered when 7 inning games are scheduled.

Baseball Futures

Baseball season long futures are unique wagers that will be offered from time-to-time. For all season long and future propositions, all wagers stand regardless of team re-location, change to a team name, season length or play-off format. Unless stated otherwise, team(s) must complete at least 160 regular season games for wagers to have action.

Baseball Championship and Pennant Futures

If there is a change to the post-season structure, whereby a Championship Series is not possible, or called early, Pennant betting will be settled on the team that advances to the World Series from that league.

Baseball Futures List

Regular Season Team Total Wins O/U

Unless stated otherwise, Team(s) must complete at least 160 regular season games for wagers to have action, unless the outcome has been determined.

Regular Season Team Win Percentage

Team(s) must complete at least 60 regular season games for wagers to have action.

Head to Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team. Teams must compete in at least 60 Regular season games for bets to stand.

Regular Season Player Totals O/U

Wager on the number of regular season Total Home Runs, Runs, Hits, Stolen Bases, Strikeouts, Saves by a named player. Unless stated otherwise, player's team must compete in at least 160 regular season games for wagers to have action, unless the outcome has been determined.

Regular Season Player Averages

Wager on the average number of regular season Total Home Runs, Runs, Hits, Stolen Bases, Strikeouts, Saves by a named player. To qualify a player must have at least 3.1 plate appearances per game.

Division of Winning Team

Wager on which division the winner originates from.

Conference of Winning Team

Wager on which conference the winner originates from.

State of Winning Team

Wager on which state the winner originates from.

Name The Finalists

Which two teams will meet in the Championship Series. Should no series take place, all bets are void.

Exact Outcome

Which team will win, and who will they beat in the named series. Should no series take place, all bets are void.

#1 Seed

Team to be the #1 seed at the end of the regular season. Teams must compete in at least 60 Regular season games for bets to stand.

To Win/Lose 100+ Games

Wager on whether a named team will win or lose 100 or more regular season games. Unless stated otherwise, teams must compete in at least 160 Regular season games for bets to stand, unless the outcome has already been determined.

Double Chance

Wager on whether either of the two named teams be declared the winner for the named market.

Playoff Series Props:**Series Winner**

Wager on which team will advance to the next round. Should no series take place, bets will be void.

Series Correct Score

Wager on the exact score of games within the series. Should the series be shortened from its original length, then bets would be void.

Total Games

Wager on how many games will take place in the series.

MLB Divisional Odds

Wager on which team will win an MLB division.

MLB Pennant Odds

Wager on which team will win the pennant in either the American League or National League of MLB.

MLB World Series Odds

Wager on which team will win the World Series.

MLB Cy Young Winner

Wager on which pitcher wins the Cy Young Award in either the American League or National League of MLB.

MLB MVP Winner

Wager on which player will win the MVP award in either the American League or National League of MLB.

MLB Regular Season Wins

Wager on the number of regular season wins by a listed team in MLB.

Head to Head Regular Season Wins

Wager on the number of regular seasons wins made by one team vs. another team.

Most Home Runs Hit

Wager on which player hits the most home runs in the regular season.

Highest Season Long Batting Average

Wager on the highest season long batting average by a particular player as declared by MLB.

Most RBI's in Season

Wager on which player has the most Runs Batted In during the regular season.

Most Pitching Victories

Wager on which player is awarded the most wins during the regular season.

NCAA World Series Winner

Wager on which team will win the College World Series.

BASKETBALL RULES

Date/Site Changes

Regular season Basketball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in the Sportsbook.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Basketball sports wager rules, NBA basketball results are official after 43 minutes of play. College Basketball, WNBA, NBA Summer League and European Basketball are official after 35 minutes of play.

Basketball Wagers

Basketball wagers are accepted in the following manner:

1. Point Spread – A wager in which a bettor “takes” or “lays” a specified number of points. The team wagered must “cover” the point line for the wager to be deemed a winner.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
2. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must win the game for the wager to be deemed a winner.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
3. Total Points (over/under) – A wager on whether the total number of points scored in a game is over or under a specified number.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
4. First Half – Wagers on the first half will be decided by the score at the end of the first half.
 - a. If a game does not go the entire first half, all first half wagers will be refunded.
 - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
5. Second Half (halftime) – Wagers on the second half will be decided based on points scored in the second half.
 - a. If the entire second half is not played to its completion, all Second Half wagers will be refunded.
 - b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.
6. Quarters – Wagers on any specified quarter will be decided based on points scored in that specified quarter only.
 - a. All specified quarters must be played to their completion or the wager will be refunded.
 - b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.

- c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
7. Team to score last - Settled on the last team to score.
 - a. Game must be completed.
 - b. Overtime counts.
8. Highest Scoring Quarter - A wager on which quarter will produce the most points.
 - a. Dead heat rules apply.
 - b. Game must be completed for bets to stand.
9. Race to x points: Winner being the team who reaches the specified points tally first.
 - a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be void.

Basketball Propositions

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated, overtime does count for settlement of wagers.

Basketball Player Propositions

Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be refunded.

Basketball Futures

Basketball season long futures are unique wagers that will be offered from time-to-time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Unless stated otherwise, team(s) must play in all their scheduled regular season games for wagers to have action.

Basketball Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record, then ties will be broken using the governing body's official rules to determine an outright winner. If no tie option was made available for any match bet wager, wagers will be a push should the teams tie, and stakes refunded.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post-season structure, whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NBA Finals from that Conference. NCAA Conference Tournament Winner will be determined by the team winning the Championship game regardless of any post-season suspension.

For Playoff Series Winner, the team that advances to the next round is deemed the winner.

Wagers for all other markets (futures, propositions, total points over a season, etc.) are void if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Basketball Grand Salami Proposition

The Basketball Grand Salami will be decided by adding up all the scores for the games scheduled for that particular day. All games must be completed for action. Points scored in overtime are included.

Basketball Futures List

NBA Divisional Odds

Wager on which team will win the division.

NBA Division Finishing Position

Wager on the exact position a named team will finish within their division. Teams must compete in at least 40 Regular season games for bets to stand.

Division of Winning Team

Wager on which division the winner originates from.

NBA Conference Odds

Wager on which team will win the conference.

Conference of Winning Team

Wager on which conference the winner originates from.

NBA Championship Odds

Wager on which team will win the Championship.

NBA Regular Season Award Winners (MVP, Rookie of the Year)

Wager on which player will win the MVP, Rookie of the Year).

NBA Regular Season Wins

Wager on how many regular seasons wins are achieved by a team.

Head to Head Regular Season Wins

Wager on the number of regular season wins made by two separate teams.

College Basketball Tourney Winner

Wager on which team wins the College Basketball Tourney.

College Basketball Tourney Regional Winner

Wager on which team wins the College Basketball Tourney Region.

College Basketball Conference Tourney Winner

Wager on which teams win the College Basketball Conference.

College Basketball Tournament Wins

Wager on how many wins a team will have in the College Basketball Tournament.

Head to Head Tournament Wins

Wager on which team will have more wins in the College Basketball Tournament.

NCAA Conference Wins

Wager on how many wins a team will have in their College Basketball Conference Tournament.

State of Winning Team

Wager on which state the winner originates from.

Name The Finalists

Which two teams will meet in the Championship Series. Should no series take place, all bets are void.

Exact Outcome

Which team will win, and who will they beat in the named series. Should no series take place, all bets are void.

#1 Seed

Team to be the #1 seed at the end of the regular season. Teams must compete in at least 60 Regular season games for bets to stand.

Double Chance

Wager on whether either of the two named teams be declared the winner for the named market.

NBA Regular Season Award Winners (MVP, Rookie of the Year, Most Improved)

Wager on which player will win the MVP, Rookies of the Year, and Most Improved titles.

Regular Season Team Total Wins O/U

Team(s) must complete all 82 scheduled regular season games for wagers to have action, unless the outcome has been determined.

Regular Season Team Win Percentage

Team(s) must complete at least 40 regular season games for wagers to have action.

Head to Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team.

Teams must compete in at least 40 Regular season games for bets to stand.

Regular Season Player Totals O/U

Wager on the number of regular season Points, Rebounds, Assists, Steals, Blocks by a named player. Player's team must compete in all 82 scheduled regular season games for wagers to have action, unless the outcome has been determined.

Regular Season Player Averages

Wager on the average number of regular season Points, Rebounds, Assists, Steals, Blocks by a named player. To qualify a player must have played in 70% of their team's games.

Basketball Wager Example

The following is the method of calculating straight wagers, determination of payment and buy point pricing.

1. Basketball point line and total wagers pay 10/11 (-110). Wager \$11 to win \$10; total return is \$21 unless otherwise specified.
2. Half points may be purchased at the sole discretion of management.
 - a. Each half point cost an additional 10 cents.
3. Money Lines indicate the line price. For example, -130 means 10/13. Wager \$13 to win \$10; total return is \$23. +120 means 12/10. Wager \$10 to win \$12; total return is \$22.
4. In the event of a wagering tie, the straight wager is considered "no action" and wager is refunded. Parlays reduce to the next lowest amount of selections.

BOXING AND MIXED MARTIAL ARTS RULES

Date/Site Changes

If a bout does not take place by the end of the calendar year or the fight is formally cancelled, it will be deemed void and all stakes will be returned.

Minimum Length of Play

The bell (buzzer, etc.) sounding signifies the start of the opening round and the bout is considered official for betting purposes, regardless of the scheduled length, weight, classification, and/or championship sanction. For an individual round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round in which case the final bell signifies the completion of the round and fight. If a fight has a change to the scheduled number of rounds all outright bets on the match will be action, however round by round bets will be refunded.

Boxing and Mixed Martial Arts Rules

Boxing and Mixed Martial Arts wagers are accepted in the following manner:

1. Results will be graded based on the official result at ringside as communicated by the official announcer. Any subsequent change to the official outcome of the fight for any reason will not be recognized for wagering purposes. If the official announcer does not declare a result at the end of the fight, the market will be settled on the result displayed on the applicable organization official site.
2. For wagering purposes, a wager on a fighter to win by "KO" wins if the selected fighter wins by Knock Out (KO), Technical Knock Out (TKO), or Disqualification (DQ).
3. If a fight is stopped due to an injury, disqualification, or any other stoppage by either the referee or doctor, then this will be considered a Technical Knock Out (TKO).
4. Any fight that is deemed 'No Contest' will have all wagers refunded.
5. Fight Winner – A wager on which fighter will win the match.
 - a. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both fighters will be lost. If the wagering offer includes only the two fighters, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.
6. A Will Go/Won't Go Round X - A wager on whether or not the match reaches this distance.
7. Total Rounds Over/Under
 - a. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round.
 - b. For example, 9½ rounds would be one minute and thirty seconds of the 10th round.
 - c. In case of a two-and-a-half-minute round, the halfway point is one minute and 15 seconds.
8. Round Betting – A wager on when the exact round will end.
 - a. For total wagers that list a full number of rounds, the fighter must answer the bell for the following round for the round to be deemed complete. For example, on 8

full rounds the fighter must answer the bell for the 9th round for the over to be paid. If the fighter completes the 8th round but fails to answer the bell for the 9th round the under will be the winner. This applies to all rounds except the final scheduled round for which the final bell will signify the completion of the round.

- b. If a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped.
 - c. For Round betting, if a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped.
9. Method of Victory - Wager on the exact outcome of the fight.
- a. KO includes a referee intervention during strikes, doctor stoppage, or stoppage from a fighter's corner.
 - b. A submission includes a tap-out or verbal submission from one of the fighters, or referee stoppage due to technical submission.
 - c. If either fighter is disqualified then a no contest is declared and all bets are void.

Boxing and Mixed Martial Arts Propositions

Various unique wagers may be offered from time to time, called proposition bets.

Boxing and Mixed Martial Arts Card Propositions

Boxing and MMA Card Propositions only include the main card and undercard fights early preliminaries will not be included. Wagers will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights. Wagers will stand so long as the exact number of bouts quoted in the market heading take place. If there are any withdrawals and subsequent replacements, wagers will stand. If a bout is cancelled without a replacement, changing the number of bouts taking place, then all wagers will be void.

Boxing and Mixed Martial Arts Futures Propositions

Boxing and MMA futures are unique wagers that will be offered from time-to-time.

Wagering on which fighter will be a weight classes champion on a specific date will be determined using the governing body's official source. Interim champions do not count for settlement purposes. If the title is vacated on the designated date, then all wagers will be void and stakes returned. All fighters will be deemed as action regardless if they competed in that weight division or not.

Boxing and Mixed Martial Arts Pick the Bout Propositions

For all "Pick the Round" propositions, if the length of the bout is changed from that posted or noted on printed media, all wagers are deemed "no action" and refunded.

Boxing and Mixed Martial Arts Draw Propositions

"Draw" proposition wagers: "Decision" means fight must go to the judge's scorecard(s) to determine a winner; including technical decision.

Boxing and Mixed Martial Arts Decision Propositions

“Decision” proposition wagers: “Decision” means fight must go to the judge’s scorecard(s) to determine a winner; including technical decision.

Bull Riding Rules

Date/Site Changes

Event must take place with 7 days of the advertised date in the listed city for bets to stand. Should the venue change, but remain in the same city, then all bets stand.

Minimum Length of Play

If an event does not conclude after the first round begins, all bets will be void. Any rounds that had been determined will be settled as normal.

Bull Riding Wagers

1. Event Winner: Bets will be settled on the original classification by the governing body, regardless of any subsequent disqualifications or inquiries. If a competitor does take part in an event then bets placed on that competitor or team will stand.
2. Round Winner: Bets relate to specific rounds only. All bets stand regardless of which bull is ridden. If a competitor does not take part in a round then bets placed on that competitor or team are considered to be losing bets.
3. Head to Head Matchups: Should one or more competitors not take any part of the event, then bets on matchups will be deemed void. Should a rider begin the event, but subsequently withdraw, or fail to finish, then the rider with highest aggregate points will be deemed the winner.

Cricket Rules

Date/Site Changes

If the match is no longer playing at the venue advertised, your bet will still stand. This applies if the venue has not been changed to the opponent's ground (or in the case of international matches, if the venue remains in the same country).

If a match is cancelled, then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.

Minimum Length of Play

All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method. If there is no official result, all bets will be void.

Minimum length of play is required for different prop markets detailed below.

Cricket Wagers

1. Match Betting - Who will win the match?
 - a. In the case of a tie, if the official competition rules do not determine a winner then dead heat rules will apply.
 - b. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.
 - c. In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams.
 - d. If the Draw was offered bets on the draw will be settled as losers.
 - e. If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.
2. Match Betting
 - a. Double Chance - Will the match result be either of the three options given?
 - i. A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.
 - b. Draw No Bet - Who will win the match given that all bets will be void if the match is a draw?
 - i. A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.
3. Top Batsman in An Innings - Winning bets must predict the top run scorer in an individual innings of any match.
 - a. Bets stand provided that 60 overs are bowled in a Test Match or First-Class innings, 25 overs have been bowled in a One Day International or 50 over domestic innings, 10 Overs must be completed in an innings for a 20/20 match.
 - b. Runs scored in a Super Over do not count.
 - c. All players in the starting 11 are eligible whether they bat in the innings or not.
 - d. Any bet on a player not in starting 11 will be void.

- e. If a player retires his innings, for whatever reason, and does not resume, his score at the time of retirement will be deemed his total.
 - f. If two or more players score the joint highest number of runs, then dead heat rules will be enforced.
4. Top Bowler in An Innings - Winning bets must predict the top wicket taker in an individual innings of any match.
 - a. Bets stand provided that 60 overs are bowled in a Test Match or First-Class innings, 25 overs have been bowled in a One Day International or 50 over domestic innings, 10 Overs must be completed in an innings for a 20/20 match.
 - b. Wickets taken in a Super Over do not count. All players in the starting 11 are eligible whether they bowl in the innings or not.
 - c. If two or more players take the joint highest number of wickets, then we will enforce dead heat rules.
 5. Number of Runs/Wickets in A Session - Winning bets must predict the number of runs or wickets in a session.
 - a. The first session is the period of play between the Start and Lunch.
 - b. The second session is the period of play between Lunch and Tea.
 - c. The final session is the period of play between Tea and Close of Play.
 - d. In the event of less than 20 overs being bowled in a session, all bets will be void.
 - e. If both teams bat in a session, then bets will be settled on the combined total of runs or wickets.
 6. Team Innings Runs/Match Handicap
 - a. In the event of a reduced overs match, otherwise known as Duckworth-Lewis, all these markets will be void.
 7. Run Outs/Total 6's/Total 4's/ Total Wides /Total Stumpings/Total Ducks/Specials in A One Day or 20/20 Match
 - a. In the event of a reduced overs match, otherwise known as Duckworth-Lewis, all these markets will be void, unless line made up prior to reduction in overs.
 - b. Run Outs/6's/4's/Wides /Stumpings/Ducks occurring in a super over do not count.
 8. Individual Batsman Runs - Winning bets must predict the number of runs scored by an individual batsman in an innings or match.
 - a. Bets are void if the batsman does not face a ball in the innings.
 - b. If a player retires in either innings, for whatever reason, and does not resume, his score at the time of retirement will be deemed his total.
 - c. Runs scored in a super over do not count.
 9. Individual Bowler Wickets - Winning bets must predict the number of wickets taken by an individual bowler in an innings or match. \
 - a. Bets stand provided the bowler has bowled at least one ball.
 - b. Bets are void if the bowler does not bowl at any stage in the innings or match.
 - c. Wickets taken in a super over do not count.
 10. Batting Match Bets - Winning bets must predict the highest scoring of two batsman in an innings or match.
 - a. Both batsmen must go into bat and at least one ball must be bowled to either player in the innings/match for bets to stand.
 - b. In the event of a tie, bets are void, unless otherwise stated.
 - c. Runs scored in a super over do not count.
 11. Bowling Match Bets - Winning bets must predict the highest wicket taker of two bowlers in an innings or match.
 - a. Both bowlers must bowl at least one ball in the match for bets to stand.
 - b. In the event of a tie, bets are void, unless otherwise stated.

- c. Wickets taken in a super over do not count.
12. Highest First Wicket Partnership - Which team will score the most runs before losing their first wicket?
- a. If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed.
 - b. For settlement purposes, a batsman retiring hurt does not count as a wicket.
 - c. In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined.
 - d. In First Class matches the market refers only to each team's first innings.
 - e. Both teams must bat.
13. Most Sixes which team will hit the most sixes?
- a. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.
 - b. Bets will also be void if one team faces less overs than the opposition, unless settlement of bet had already been determined before reduction of overs took place.
 - c. Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes.
 - d. Overthrows and extras do not count.
 - e. Sixes scored in a super over do not count.
14. Fall of Next Wicket - How many runs will the batting team have scored when the next wicket falls?
- a. If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed.
 - b. For settlement purposes, a batsman retiring hurt does not count as a wicket.
15. Runs in Over - How many runs will be scored in the specified over?
- a. The specified over must be completed for bets to stand unless settlement has already been determined.
 - b. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
 - c. If the over does not commence for any reason, all bets will be void.
 - d. Extras and penalty run in the over count towards settlement.
16. Wicket in Over - Will a wicket fall in the specified over?
- a. For settlement purposes, any wicket will count, including run outs.
 - b. A batsman retiring hurt does not count as a wicket.
 - c. If a batsman is timed out or retired out, then the wicket is deemed to have taken place on the previous ball.
 - d. The specified over must be completed for bets to stand unless settlement has already been determined.
 - e. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
 - f. If the over does not commence for any reason, all bets will be void.
 - g. Extras and penalty run in the over count towards settlement.
17. Over Odd/Even - Will the number of runs scored in the specified over be odd or even?
- a. Zero will be deemed to be an even number.

- b. The specified over must be completed for bets to stand unless settlement has already been determined.
 - c. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
 - d. If the over does not commence for any reason, all bets will be void.
 - e. Extras and penalty run in the over count towards settlement.
18. Next Man out - Which batsman will be the next to be dismissed?
- a. If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void.
 - b. If no more wickets fall, all bets will be void.
19. Method of Next Wicket Dismissal -How will the next batsman be out?
- a. The result will be determined by the dismissal method of the next wicket that falls.
 - b. For settlement purposes, a batsman retiring hurt does not count as a wicket.
 - c. If the specified wicket does not fall, all bets will be void.
20. Series Betting -Winning bets must select the winning team in the Series.
- a. Bets are void if the scheduled number of matches in the Series are not completed, unless enough matches have been played to determine the outcome of the Series.
 - b. In the event of a tied Series, dead heat rules apply to bets placed on the two teams concerned unless a price for the tie is quoted.
 - c. Bets placed on the draw will be losers.
21. Top Series Batsman/Bowler -Winning bets must select the batsman and bowler with the highest aggregate runs or wickets in the Series.
- a. All players are eligible in this market regardless of whether they play in the Series or not.
 - b. Players may be added to this market at any time.
 - c. In all cases where the above rules do not cover a situation then the official result will determine settlement.

CYCLING RULES

Date/Site Changes

Cycling Tours must take place in the calendar year they are scheduled, or bets will be void. Tour must take place in the same country(s), but not restricted to specific cities or venues.

Minimum Length of Play

All scheduled stages must take place otherwise bets will be deemed void, except for those that had already been determined.

Cycling Wagers

1. Race & Stage Winner
 - a. All outright winner or stage winner bets on an individual rider will be void if that rider fails to start the competition or stage. However, bets will stand if the rider withdraws once the competition or stage has started.
2. Podium positions count
 - a. Official results (provided by the UCI) of all outright or individual stage bets will be settled as per the prize or podium presentation.
 - b. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.
3. King of the Mountains, Green Jersey, Young Rider & other categories
 - a. Bets on these competitions will be settled as per the official result on the last day of the tour.
 - b. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.
4. Match Betting: Stage and General Classification
 - a. At least one of the riders or teams must complete the stage or race for match bets to stand.
 - b. Should either rider withdraw before the stage or race begin, or both withdraw after it begins, with neither finishing, then bets will be void.

DARTS RULES

Date/Site Changes

If a match is not played within 48 hours of the scheduled date all bets will be void.

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the match props will be void, unless already determined. For any bets before the game begins on Match Betting, the player progressing to the next round will be settled as the winner so long as one dart has been thrown by either player in the first leg.

Darts Wagers

1. Outright Betting
 - a. All bets stand unless otherwise stated in the template name.
2. Pre-Game Match Betting
 - a. In the event of a match starting but not being completed, the player progressing to the next round will be settled as the winner so long as one dart has been thrown by either player in the first leg.
 - b. For settlement purposes the 3-Way market includes the Tie option.
 - c. Bets will be void in the 2-Way market if the match result is a tie.
3. In-Play Betting
 - a. Bets on any match market abandoned before full completion of the statutory number of legs/sets will be void, except for those bets the outcome of which has already been determined at the time of abandonment.
4. Handicap 2-Way and 3-Way Leg Betting/Set Betting
 - a. In the event of the statutory number of legs/set not being completed, changed, or differing from those offered for betting purposes, all bets are void.
 - b. All bets will be void if match is not completed.
5. Individual Player Averages
 - a. All bets will be void if the match is not completed.
 - b. Bets will be settled based on the results published on the official governing body's website.
6. Individual Player Checkouts
 - a. If the match is not completed, all bets will be void unless the quote has been exceeded.
7. First Leg/Set Markets
 - a. All bets will be void if the first leg/set is not completed, unless the outcome has already been determined.
8. First/Final Leg Winning Double Color
 - a. The Bullseye counts as red.
 - b. The leg must be completed for bets to stand.
9. First Leg Winning Double Value
 - a. The Bullseye counts as any other.
 - b. The leg must be completed for bets to stand.
10. Race to 3 Legs
 - a. Either player must win 3 legs for bets to stand.
11. Highest Checkout 3-Way

- a. If match is not completed, all bets will be void unless the quote has been exceeded.
- 12. Checkout Total Markets
 - a. All bets will be void if the match or relevant leg/set is not completed, unless the outcome has already been determined.
- 13. Total Legs/Sets
 - a. If match is not completed, all bets will be void unless the quote has been exceeded.
- 14. Most 180s
 - a. All bets will be void if the match is not completed.
- 15. 180s Totals Markets
 - a. All bets will be void if the match or relevant leg/set is not completed, unless the outcome has already been determined.
- 16. First 180
 - a. All bets will be void if match is not completed, unless the outcome is already determined.
 - b. If no 180 is scored, bets will be void.
- 17. 170 Finish in Match
 - a. All bets will be void if the match is not completed, unless the outcome has already been determined.
- 18. First Dart Markets
 - a. Settlement is on the first dart or set of darts thrown in a specified leg/set.
 - b. A Bounce Out/Thrown out the Board is deemed as other for settlement purposes.
- 19. First Break of Throw
 - a. All bets will be void if the match is not completed, unless the outcome is already determined.
 - b. If there is no break of throw in the match, bets will be void.
- 20. 9 Dart Finish
 - a. All bets will be void if the match is not completed, unless the outcome has already been determined.
- 21. Premier League Specials:
 - a. To Reach/Not to Reach the Semi-Final - The player must take part in one league match for bets to stand.
 - b. League Phase Position - Settlement will be determined by the player's finishing position in the league phase of the competition (following the Week Fifteen fixtures). Dead heat rules apply.
 - c. To Be Relegated - Following the Week Nine fixtures, the bottom two players in the league table (who are subsequently eliminated from the competition) will be deemed winners for settlement purposes.
 - d. Regular Season Winner - For settlement purposes, this refers to the player who tops the league table following the Week Fifteen fixtures.
- 22. Darts Weekly Specials
 - a. Bets on any of the below listed weekly markets will be void if the schedule changes due to illness, markets are all based on players playing one game each unless originally scheduled to.
- 23. Darts Daily Specials
 - a. Bets on any of the daily markets listed below will be void if any of the matches do not take place. Special Doubles/Trebles will be void if one selection doesn't play.
- 24. Dart Specials
 - a. Total 180s in a match - All bets will be void if match is not completed unless total 180s has already exceeded the quote.

- b. Highest Checkout in a Selected Match - all bets will be void if match is not completed unless the highest checkout has exceeded the quote.
- c. Will Selected Player Record a 9-Dart Finish in a Match - All bets will be void if the match is not completed unless a 9-dart finish has already been achieved.
- d. Will Selected Player Record a 9-Dart Finish in the Tournament - Player must throw 1 dart in the tournament for bets to stand.
- e. Will There Be a 9 Dart Finish in the Tournament - The tournament must be completed. Bets will stand regardless of player withdrawals.

FOOTBALL RULES

Date/Site Changes

Football games and any games/events not specifically listed must be held within one week of the originally scheduled date and location to be considered action unless otherwise noted or on printed media in the Sportsbook.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Football sports wager rules, Pro and College Football results are official after 55 minutes of play. The Sportsbook does not recognize suspended games (after they have met the minimum time or length requirement specified in the specific sports rules), protests, or overturned decisions for wagering purposes.

Football Wagers

Football wagers are accepted in the following manner:

1. Point Spread – A wager in which a bettor “takes” or “lays” a specified number of points. The team wagered must “cover” the point line for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
2. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must win the game for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
3. Total Points (over/under) – A wager on whether the total number of points scored in a game is over or under a specified number.
 - a. Overtime periods are counted in the final score.
4. First Half – Wagers on the first half will be decided by the score at the end of the first half.
 - a. If a game does not go the entire first half, all first half wagers will be refunded.
 - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
5. Second Half (post halftime) – Wagers on the second half will be decided based on points scored in the second half.
 - a. If the entire second half is not played to its completion, all Second Half wagers will be refunded.
 - b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.
6. Quarters – Wagers on any specified quarter will be decided based on points scored in that specified quarter only.
 - a. All specified quarters must be played to their completion or the wager will be refunded.
 - b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
 - c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
7. Team to score last - Settled on the last team to score.

- a. Game must be completed.
 - b. Overtime counts.
- 8. Highest Scoring Quarter – A wager on which quarter will produce the most points.
 - a. Dead heat rules apply.
 - b. Game must be completed for bets to stand.
- 9. Race to x points - Winner being the team who reaches the specified points tally first.
 - a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be void.
- 10. In the event of a wagering tie, if no tie option was offered, the straight wager is considered "no action" and wager will be void. Parlays reduce to the next lowest number of teams.

Football Proposition Rules

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated, overtime does count for settlement of wagers.

Football Game Propositions

1. All time-based propositions will be settled as per the official scoring time listed on the official league source box scores. Scores exactly on the quoted time count as 'Yes' for settlement. For example, a score with exactly 02:00 on the clock will be settled as 'Yes' on the 'Will there be a score in the final 2 minutes?' proposition bet.
2. Any turnover proposition does not include a 'Turnover on Downs' and only includes Fumbles and Interceptions.
3. All penalty propositions are based upon accepted penalties only. Declined or offsetting penalties are not included for settlement purposes.
4. Coach challenge propositions only include a challenge initiated by the coach throwing a red flag. Proposition does not include booth reviews.
5. 4th Down Conversion propositions do not include 1st downs awarded by penalty.
6. Sacks propositions are settled as per the official league source. Includes 0.5 sacks awarded, however for propositions such as 'Player to record a sack in the game', the player must record at least one total sack (1.0) for 'Yes' to be settled the winner.

Football Player Propositions

For all player propositions, the players must be listed as active by the official league source for bets to have action.

Bets will be refunded on wagers where one or both players are listed as inactive. An exception to this rule is for Quarterback proposition markets, as these require that the players in question must be starters for bets to have action. Passing yardage propositions are settled as per gross passing yards.

Football Futures

Football season long futures are unique wagers that will be offered from time-to-time. For all season-long match bets and division betting, all bets stand regardless of team relocation, or a change to a team name, season length or playoff format. Unless stated otherwise, team(s) must play in all their scheduled regular season games for bets to have action.

Football Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same regular season win record, then ties will be broken using the governing organization's official rules to determine outright winner.

Conference Winner will be settled on team's performance in the playoffs. Regular season records do not count. If there is a change to the post-season structure, whereby a Conference Championship is not possible, or called early, Conference Winner will be settled on the team that advances to the Super Bowl from that Conference.

Football Player Futures

For all player vs. player match bets, both players must be active in Week 1 for bets to have action.

Player Season Specials

Bet on season performances for named individual players – Total Passing Yards, Rushing Yards, Receiving Yards, Tackles, Sacks, Interceptions, Catches, Passer Rating etc. Player must be active Week 1 of the regular season for bets on their individual performances to stand, else bets are void. Wagers are available on who will achieve the most for each statistic. Players are not required to be active Week 1 for these wagers to stand.

Football Futures List

Pro Football Divisional Odds

Wager on which team will win the division.

Pro Football Conference Odds

Wager on which team will win the conference.

Pro Football Championship Odds

Wager on which team will win the season-long championship.

Big Game MVP

Wager on which player will win the MVP in the game.

College Football Championship

Wager on which team will win the championship.

College Football Conference

Wager on which team will win the Conference.

College Football Heisman Winner

Wager on which team will win the Heisman Trophy.

Pro Football Regular Season Wins

Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

College Football Regular Season Wins

Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

Division of Winning Team

Wager on which division the winner originates from.

Conference of Winning Team

Wager on which conference the winner originates from

State of Winning Team

Wager on which state the winner originates from

Name The Finalists

Which two teams will meet in the Championship Game. Should no game take place, all bets are void.

Exact Outcome

Which team will win, and who will they beat in the championship game. Should no game take place, all bets are void.

#1 Seed

Team to be the #1 seed at the end of the regular season. Team must play all regular season games for the wager to have action.

Pro Football Division Finishing Position

Wager on the exact position a named team will finish within their division. Team must play all regular season games for the wager to have action.

Pro Football Awards

Wager on which player will win the named Award – AP MVP, Offensive Rookie of the Year, Defensive Rookie of the Year, Offensive Player of the Year, Defensive Player of the Year, Comeback Player of the Year, Coach of the Year.

Pro Football Regular Season Wins

Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

Head to Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team. Team must play all regular season games for the wager to have action.

Team Season Specials

Wager on team specific specials – total yards gained, total TDs scored, exact total wins, record after x games etc. Team must play all regular season games for the wager to have action.

Football Wager Example

The following is the method of calculating straight wagers and the determination of payment. Buying points for football may carry additional premiums for pricing:

1. Football point line and total wagers pay 10/11 (-110). Wager \$11 to win \$10; total return is \$21 unless otherwise specified.
2. Half points may be purchased at the sole discretion of management.
 - a. Each half point costs 10 cents
 - b. Each half point on or off three or seven costs an additional 20 cents. For example, a half point purchased from $-3 \frac{1}{2}$ -110 to -3 costs an extra 30 cents for the wager (-3 -140).
3. Money Lines indicate the line price. For example, -130 means 10/13. Wager \$13 to win \$10; total return is \$23. +120 means 12/10. Wager \$10 to win \$12; total return is \$22.
4. In the event of a wagering tie, a straight wager is considered "no action" and wager is refunded. Parlays reduce to the next lower number of teams, unless otherwise specified on parlay card.

GOLF RULES

Date/Site Changes

In the event of a Golf tournament being postponed, rearranged or moved to a different course, all bets will stand, unless otherwise noted in the specific sports rules section or on printed media in the Sportsbook.

Minimum Length of Play

In the event of a tournament being shortened or otherwise affected due to weather conditions, all bets other than those placed after the last completed round will stand provided at least 36 holes have been played and a trophy has been awarded. Those placed after the last completed round will be void. This does not apply when a tournament is played over more than one course and in this instance all players must have played the same rotation, otherwise all bets will be void.

Golf Wagers

Golf wagers are accepted in the following manner:

1. Match-ups – A wager on one or more specified golfer(s) versus one or more other specified golfer(s)
 - a. All golfers in the match-up must tee off to start the tournament and/or specified round for action.
 - b. The golfer with the best score according to the rule of the specific tournament wins the match-up (with equal rounds and/or holes played).
 - c. If one golfer continues play after his opponent has missed the cut (MC), withdrawn (WD), or been disqualified (DQ), the golfer who continues play wins the match-up.
2. Propositions – Various unique wagers may be offered from time to time. Rules for these types of wagers can found on printed media in the Sportsbook.
3. Hole Winner Markets - Winning wagers must predict which of the quoted players will win the hole.
 - a. In 3-way player markets, dead heat rules apply.
 - b. In 2-way player markets, the tie will also be offered, and this will win if they both score the same score on the hole.
 - c. If a player withdraws on a hole, the other player(s) will be deemed the winner regardless of their score on the hole but provided they complete the hole.
4. Make/Miss the cut
 - a. Wagers will be void for any player who does not start the tournament.
 - b. If a player withdraws at any stage after starting the tournament, bets will be settled as losers.
5. Match play - Winning Wagers must predict the winner of a match play match.
 - a. In team events, final day singles will be settled on the official result.
 - b. In a match play tournament, the winner will be the player progressing to the next round or becoming the tournament winner.
6. Match play Winning Margin - Winning wagers must predict the winning margin in the relevant match play event.

- a. The official result counts for settlement purposes.
- 7. Mythical 2/3 Balls - The winner will be the player who shoots the lowest score in the specified round.
 - a. If all players do not start the round, bets will be voided.
 - b. If a player withdraws or is disqualified during the specified round, the other player will be deemed the winner.
 - c. If all players withdraw or are disqualified during the specified round then bets will be voided.
- 8. Player Hole Scores - Winning wagers must predict the number of shots it takes for a player to complete a specified hole.
 - a. If a player fails to complete a hole for whatever reason, bets will stand provided that the hole is completed on a subsequent day.
 - b. If there is no opportunity to complete the hole, all bets will be void.
 - c. If a player withdraws whilst playing the specified hole, all bets will be void.
- 9. Round Leader Markets
 - a. Wagers will be settled after the specific round has been completed.
 - b. Dead heat rules apply.
- 10. Tournament Prices - Winning wagers must predict the winner of the tournament.
 - a. If a playoff is required to determine the tournament winner, the winner of the playoff will be deemed the tournament winner.
 - b. In the event of a shared win, the operator reserves the right to settle as they see fit based on all available evidence.
 - c. Dead heat rules apply for all placings in a tournament.
- 11. Tournament Group Betting - Winning wagers must select the player who achieves the highest tournament placing from a selected group.
 - a. In the event of any player in the group not teeing off, bets will be void.
 - b. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.
- 12. Tournament Match Bets - Winning wager must select the player with the lowest score at the end of the tournament, provided that 36 holes have been played in a 72-hole tournament.
 - a. If both players finish on the same score, 'Tie' is the winner, regardless of whether the two players involved subsequently contest a playoff.
 - b. Both players in a match bet must tee off for bets to stand.
 - c. In a tournament played on a combination of courses, all bets will be void if the players do not complete the same itinerary of courses.
 - d. If one player misses the cut, the other player will be deemed to be the winner.
 - e. Where both miss the cut, the player with the lowest score after the cut has been made is deemed the winner.
 - f. If one player is disqualified or withdraws before the cut is made or after both players have made the cut, the other player will be deemed the winner (even if the other player does not make the cut).
 - g. If a player is disqualified or withdraws in the rounds after the cut, when his/her opponent has already missed the cut, the disqualified player will be deemed the winner.

- h. If both players withdraw or are disqualified before the cut, all bets are void. The same applies if this happens to them both after they have made the cut.
- 13. To hit the fairway
 - a. This market is settled on the finishing position of the golf ball after the tee shot.
 - b. Official sources will be used for settlement. If no official result can be determined via these sources or TV pictures, bets will be void.
- 14. To Finish Last - Winning wager will predict who will finish last in the tournament.
 - a. Any bets placed on players who withdraw before 72 holes are completed will be settled as losing bets.
 - b. If there is a tie for last place, dead heat rules will apply.
- 15. Top 5/10/20
 - a. Wagers will be void on any player that does not start a tournament.
 - b. If a player starts and then withdraws for any reason, bets will be losers.
- 16. Top Nationality Markets
 - a. Only the players listed within these markets count.
 - b. Bets on non-runners will be void.
- 17. Yearly Order of Merit/Official Money List Winner - Winning wagers must predict the winner of the Order of Merit/Official Money List at the end of the season.
 - a. Settlement is determined following the last counting tournament and will not be affected by any subsequent enquiries or alterations.
- 18. 18-Hole/36-Hole Match Bets - Winning bets must predict the player with the lowest score over 18/36 holes.
 - a. If both players finish on the same score, 'Tie' will be the winner, regardless of whether the two players involved subsequently contest a playoff.
 - b. Both players in a match bet must tee-off for bets to stand.
- 19. 2-Ball/3-Ball Betting - Winning bets must select the player with the lowest score over the specified number of holes.
 - a. In the event of any player not teeing off, all bets will be void.
 - b. Once a player has teed off, all bets will stand regardless of whether they subsequently withdraw or are disqualified from the tournament.
 - c. If a price is offered for the 'Tie' in 2-ball betting, a tied score will result in 'Tie' being declared the winner.
 - d. If a price is not offered for the 'Tie', all bets will be void.
 - e. Bets will normally be offered based on player pairings or groups in the tournament.
 - f. In the event of a 2 or 3 ball being rearranged, bets will be settled on the original pairings. Dead heat rules apply to all 3-ball betting.

HOCKEY RULES

Date/Site Changes

Regular season Hockey games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in the Sportsbook.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Hockey sports wager rules, results are official after 55 minutes of play.

Hockey Wagers

Hockey wagers are accepted in the following manner:

1. Puck Line – A wager in which a bettor “takes” or “lays” a specified number of goals. The team wagered must “cover” the goal line for the wager to be deemed a winner.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
2. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
3. Total Goals (over/under) – A wager on whether the total number of goals scored in a game is over or under a specified number.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
4. Periods – Wagers on any specified period will be decided based on goals scored during the specified period only. This wager may be a point spread and/or a money line.
 - a. All specified periods must be played to their completion or the wager will be refunded.
 - b. Once a specified period is completed, that specified period wager will stand regardless of the length of the remainder of the game.
 - c. Third Period wagers do not include overtime periods.
5. Team to score first - Settled on the first score of the game.
 - a. Bets stand even if game is not completed.

- b. Overtime counts.
- 6. Highest Scoring Period – A wager on which period will produce the most goals.
 - a. Dead heat rules apply.
 - b. Game must be completed for bets to stand.
- 7. Race to x goals - Winner being the team who reaches the specified goals tally first.
 - a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be void.

Hockey Propositions

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated, overtime does count for settlement of wagers.

Hockey Player Propositions

Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be refunded.

Player proposition wagers do include overtime, but not shootouts unless otherwise specified.

Hockey Futures

Hockey season long futures are unique wagers that will be offered from time-to-time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Unless stated otherwise, team(s) must play in all their scheduled regular season games for wagers to have action.

Hockey Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same Regular Season win record, then ties will be broken using the governing body's official rules to determine an outright winner.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post-season structure, whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NHL Finals from that Conference. For Playoff Series Winner, the team that advances to the next round is deemed the winner. Wagers for all other markets (futures, propositions, total points over a season, etc.) are void if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Hockey Grand Salami Proposition

The Ice Hockey Grand Salami will be decided by adding up all the scores for the games scheduled for that particular day using official league sources. All games must be completed for action. Goals scored in overtime are included.

Hockey Futures List

Division of Winning Team

Wager on which division the winner originates from.

Conference of Winning Team

Wager on which conference the winner originates from.

State of Winning Team

Wager on which state the winner originates from.

Country of Winning Team

Wager on which country the winner originates from.

Name The Finalists

Which two teams will meet in the Championship Series. Should no series take place, all bets are void.

Exact Outcome

Which team will win, and who will they beat in the named series. Should no series take place, all bets are void.

#1 Seed

Team to be the #1 seed at the end of the regular season. Teams must compete in at least 60 Regular season games for bets to stand.

Double Chance

Wager on whether either of the two named teams be declared the winner for the named market.

NHL Division Finishing Position

Wager on the exact position a named team will finish within their division. Teams must compete in at least 40 Regular season games for bets to stand.

MOTOR RACING RULES

Date/Site Changes

Motor Racing events must take place within 1 week of the original start time to be considered action unless otherwise noted in the specific sports rules section or on printed media in the Sportsbook.

Minimum Length of Play

All wagers will be settled according to the unofficial results reported immediately after the conclusion of the race by the governing organization. Any changes to the finishing order that occurs based on appeals, penalties or scoring malfunctions after the race has concluded, will be not be recognized. If a race is abandoned and no presentation position or official result is declared all bets on that race will be void except for bets on any markets which have been unconditionally determined.

Motor Racing Wagers

Motor racing wagers are accepted in the following manner:

1. Match-ups – A wager on one or more specified driver(s) versus one or more specified driver(s).
 - a. Wagers are placed on the driver only, not the car or team.
 - b. If the original driver is replaced by another driver after the start of the race the original driver is the driver of record and the wager will be action.
 - c. All drivers in the match-up must start the race for action.
 - d. If one of the drivers does not finish the race, the other driver is considered the winner. If neither driver finishes the race, the driver who completed the most laps is the winner. If both drivers complete the same number of laps but do not finish the race, all bets are refunded.
 - e. Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded, will not be recognized.
 - f. Wagers on qualifying performance will be settled according to position and times set during the final qualifying session. For the purposes of these markets, any subsequent alterations of grid positions are not recognized.
2. Race Winner - Wager on who will win the race.
 - a. If a driver does not take part in the race then bets on them will be void.
3. Winning Constructor/Team - Wager on the constructor or team the winning driver represents.
 - a. For any driver who moves teams during race week, bets will be settled on the constructor/team they represent at the start of the race.
4. Podium Finish - Wager on who will finish in the podium spots (Top 3 positions).
5. Points Finish - Wager on who will finish in the points (Top 10 for Formula 1).
6. First Retirement - Wager on which driver will be the first to retire from the race.
 - a. Should two drivers retire on the same lap then dead heat rules will apply.
7. Pole Position/Qualifying Markets - Wagers on qualifying performance will be settled according to position and times set during the final qualifying session.
 - a. For the purposes of these markets, any subsequent alterations of grid positions are not recognized.

Motor Racing Propositions

Various unique wagers may be offered from time to time, called proposition bets.

RUGBY (LEAGUE) RULES

Date/Site Changes

Where a match is abandoned or postponed but played to completion within 48 hours of the original scheduled date, all bets stand. Once the 48 hours have expired, all bets are void. If the venue is changed from the one advertised, then all bets will be void.

Minimum Length of Play

If a match is abandoned before the end of normal time, all bets on the match are void, except for those markets which have been unconditionally determined. Unless stated otherwise, all Rugby League bets are settled on 80 minutes play, which includes any injury time added on by the referee.

Rugby League Wagers

1. Match Winner - Wager on who will win the match.
 - a. 3-way market will have Draw as an option and will be settled at the end of regulation.
 - b. 2-way market will be settled after any Extra-Time.
 - c. If the match ends in a Tie then bets will be void.
2. Spread and Total - Bets settled on outcome of the period the markets relate to.
 - a. If the outcome is exactly equal to the betting line, then bets will be void.
3. Winning Margin
 - a. The draw option is always offered, although in other betting options where the draw option is not offered, dead heat rules apply.
4. Quarter/Half Markets
 - a. For bets placed on the specific quarters or halves, the entire period must be played.
 - b. If the entire period is not completed then bets on those markets will be void, except for those markets which have been unconditionally determined.
5. Tryscorer Betting
 - a. Penalty tries do not count. In the event of a penalty try, settlement goes on to the next awarded try.
 - b. Sportsbook will make every effort to quote prices for all probable players. However, prices for unquoted players will always be available on request and those players will count as winners if they score.
6. First Tryscorer
 - a. In Rugby League, bets will be void if a player has not entered the field of play at any point prior to the first try being scored.
7. Anytime/Last Tryscorer
 - a. Bets will stand if a player takes any part in a game, no matter how long they play for. Money will be refunded only if a player does not enter the field of play at any stage.
8. Next Tryscorer - Requires you to predict the player that will score the next try in the match.
 - a. Only available In-Play.
 - b. 80 minutes only, unless otherwise stated.

- c. All players that have taken some part in the game before the next try is scored will be deemed runners.
 - d. Bets on players that do not take any part in the game before the next try is scored will be void.
 - e. If there are no further tries scored "No Tryscorer" will be the winning selection.
 - f. If no price is offered for "No Tryscorer" and no further tries are scored, then all bets on the market will be void.
9. Tournament Winner - Wager on winner of the tournament after any post-season playoff concludes.
 - a. All Regular Season records are not taken into count
 10. Regular Season Markets
 - a. Wagers will be settled on outcomes after the end of the Regular Season. Any post-season matches will not count.
 11. Top Tryscorer/Team Tryscorer/Top Points Scorer
 - a. Dead heat rules apply for season long markets.
 - b. If player takes no part for the whole season then bets will be void, else bets will stand.

RUGBY (UNION) RULES

Date/Site Changes

Where a Rugby Union match is postponed to a later day, all bets on the match shall be void.

Minimum Length of Play

If a match commences but is subsequently officially abandoned without full time being called by the referee, all bets on that match shall be void, with the exception of bets whose outcome has already been decided at the time of abandonment.

Rugby Union Wagers

1. Match Betting
 - a. Where the draw option is offered, bets are decided on the result at the end of normal time (i.e. extra time is not included).
 - b. Where the draw option is not offered and the match finishes after normal time (ie no extra time is played) then dead heat rule applies.
 - c. If extra time is played then this will be included for settlement purposes.
 - d. If the match ends in a draw after any extra time, Golden Point or Penalty shootout then dead heat rule applies.
2. Handicap / Line Betting
 - a. Where no tie option is offered, in the event of a handicap line being a solid line (eg. +7, +8) bets will be refunded if the match results in a handicap tie.
3. Winning Margin
 - a. The draw option is always offered, although in other betting options where the draw option is not offered, dead heat rules apply.
4. Quarter/Half Markets
 - a. For bets placed on the specific quarters or halves, the entire period must be played.

- b. If the entire period is not completed then bets on those markets will be void, except for those markets which have been unconditionally determined.
- 5. Tryscorer Betting
 - a. Penalty tries do not count. In the event of a penalty try, settlement goes on to the next awarded try.
 - b. The Sportsbook will make every effort to quote prices for all probable players. Prices for unquoted players will always be available on request and those players will count as winners if they score.
- 6. First Tryscorer
 - a. Bets are all-in if your player is in the squad regardless if they have taken the pitch before the first try has been scored.
- 7. Anytime / Last Tryscorer
 - a. Bets will stand if a player takes any part in a game, no matter how long they play for.
 - b. Money will be refunded only if a player does not enter the field of play at any stage.
- 8. Next Tryscorer - Requires you to predict the player that will score the next try in the match.
 - a. 80 minutes only (or the scheduled minutes in "7s", "9's" or "10's" matches), unless otherwise stated.
 - b. All players that have taken part in the game before the next try is scored will be deemed runners.
 - c. Bets on players that do not take any part in the game before the next try is scored will be void.
 - d. If there are no further tries scored "No Tryscorer" will be the winning selection. If no price is offered for "No Tryscorer" and no further tries are scored then all bets on the market will be void.
- 9. Tournament Winner - Wager on winner of the tournament after any post-season playoff concludes.
 - a. All Regular Season records are not taken into count.
- 10. Regular Season Markets
 - a. Wagers will be settled on outcomes after the end of the Regular Season. Any post-season matches will not count.
- 11. Top Tryscorer/Team Tryscorer/Top Points Scorer
 - a. Dead heat rules apply for season long markets.
 - b. If player takes no part for the whole season then bets will be void, else bets will stand.

SNOOKER RULES

Date/Site Changes

If a match is not played on the scheduled date all bets will be void.

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void.

Snooker Wagers

1. For betting purposes only “legally” potted balls count. This means that whenever there is a “foul ball” involved, the potted balls do not count. Bets will be settled accordingly.
2. Match Winner
 - a. In the event of a match starting but not being completed, the player progressing to the next round will be deemed the winner.
3. Frame Betting (Correct Score) - The bet refers to the correct final score in frames.
4. Frame Winner - This bet refers to winner of a specific frame.
 - a. The respective frame must be completed for bets to stand.
5. Length of frame/match
 - a. Bets will be settled on the time elapsed from the starting break to the end of the frame or match, whether through normal play or concession.
6. In the event of a re-rack in any frame the following rules apply:
 - a. Frame winner: all bets stand and will be settled on the official winner of the frame.
 - b. Completed bets: all bets that are already determined before the re-rack stand. Repeated occurrences after the re-rack will be irrelevant for betting purposes.
 - c. Uncompleted bets: Bets that are not determined before the re-rack will be settled on actions occurring after the re-rack only. Any occurrences before the re-rack will be irrelevant for betting purposes.
7. All bets referring to the result of the frame (e.g. totals, odd/even betting) will be settled on the official result of the frame.
8. Length of frame/match
 - a. Bets will be settled on the time elapsed from the starting break to the end of the frame or match, whether through normal play or concession.
9. Tournament Winner
 - a. If a player fails to start a tournament or match all bets on that player or individual match will be void.
10. Total Balls (Over/Under)
 - a. If the match is abandoned before its completion then all bets will be void, unless the highest possible total to bet on has been attained in which case all bets stand.
 - b. The “Cue” ball does not count for betting purposes.
 - c. For betting purposes, only “legally” potted balls count. This means that whenever there is a “foul ball” involved, the potted balls do not count. Bets will be settled accordingly.

TABLE TENNIS RULES

Date/Site Changes

If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies if the venue has not been changed to the opponent's ground (or in the case of international matches, if the venue remains in the same country).

Minimum Length of Play

In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void. In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void, except for those markets have been unconditionally determined.

Table Tennis Wagers

1. Match Winner - Wager on who will win the match.
2. Set Betting (Correct Score) - Wager on the correct final score in sets.
3. Set Winner - Wager on winner of a specific set. \
 - a. The respective set must be completed for wagers to stand.
4. Lead after x points – Wager on who will have most points after the listed number of points have been played.
 - a. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be void.
5. Race to x points - Winner being the team/player who reaches the specified points tally first.
 - a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be void.
6. Who Will Win nth Point - Wager on who will win the named point.
 - a. Should the point not take place, bets will be void.
7. Tournament Winner - Team/Player to win the named tournament.
 - a. Should a participant take no part in the competition then bets on them will be void.
 - b. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

SOCCER RULES

Date/Site Changes

Soccer games must be played on the scheduled date and location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules or on printed media in the Sportsbook. A club team playing a European competition is classed as playing at Home if the event is moved from the club's usual ground to a ground within their national boundaries (e.g. when Tottenham Hotspur played their Champions League home games at Wembley Stadium).

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Soccer sports wager rules, results are official after 90 minutes of play plus injury time.

Soccer Wager Rules

Soccer wagers are accepted in the following manner -

1. 90-Minute – Wager is on the outcome of a soccer match, determined based on the score at the end of 90 minutes of play PLUS any time the referee adds to compensate for injuries and other stoppages.
 - a. 90-Minute wagers do not include periods of extra time or penalty shootouts.
 - b. If a match takes place but is not completed as advertised (e.g. it is not a 90-minute match or is split into three periods, rather than two), all bets in the match will be refunded.
 - c. If any team starts a match with less than 11 players, all bets on that match will be refunded.
 - d. If a match is postponed or cancelled, any bets placed prior to the scheduled start of the match will be refunded.
2. To Advance/To Lift the Trophy – Wager on a team in a soccer match to advance to the next level or round of competition.
 - a. Wagers will be decided on the basis of the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
3. Three Way – A wager in which there are three (3) possible outcomes in a soccer match.
 - a. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be lost.
 - b. Three Way wagers will be decided based on the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
4. First/Last Goal scorer – A wager on which player will score first/last in a soccer match.
 - a. Wagers are refunded on player who does not take part in the match or who comes on as a substitute after the first goal has been scored.
 - b. Own goals do not count for first goal scorer bets and are ignored for settlement purposes.
 - c. For Last Goal scorer wagers and wagers for a player to score 2 and 3 or more

- goals, all players taking part at any point of the match are deemed to have played for the purposes of Last Goal scorer bets, irrespective of whether they were on the field at the time the last goal was scored.
5. Double Result – A wager on the result at half-time and full-time (i.e. at the end of 45 minutes plus injury time and 90 minutes plus injury time).
 - a. Wagers will be refunded if the match is abandoned prior to the completion of 90 minutes play plus injury time.
 6. Top Goal scorer/Top Team Goal scorer – A wager on the player to be the top goal scorer in a tournament, league or cup.
 - a. Goals scored in penalty shoot-outs do not count.
 - b. Wagers placed on a player to be top Goal scorer in a given league are based on regular season games only and do not include play-offs.
 - c. All wagers are action in a tournament provided the player is named in the playing squad and has the opportunity to play in the named tournament.
 - d. If more than one player finishes on the same number of goals, then dead heat rules will apply.
 7. Time of First Goal – Wagers on the time of the first goal in a match.
 - a. The 1st minute of the game is considered to be from the 1st second to the 59th second. The 2nd minute is from 1 minute to 1 minute 59 seconds.
 - b. If a goal is scored in injury time of first half, the winning selection will be the 41-50 min bracket. If the goal is scored in injury time of the second half, the winning selection will be the 81-90-minute bracket.
 8. Spread and Total - Wagers are settled on outcome of the period the markets relate to.
 - a. If the outcome is exactly equal to the betting line, then bets will be void.
 9. Total Goals Odd/Even - Resulted on the score at the end of regulation.
 - a. No goals counts as even in this market.
 10. Penalty Shootout Winner - Wager on the outcome of the Penalty Shootout.
 - a. Should a shootout not take place then bets will be void.
 11. Correct Score - Wager on the final score.
 - a. The match must be completed or bets will be void.
 12. Double Chance - Wager on whether either of the two named teams will be declared the winner for the named market.
 13. Team to score first -Settled on the first score of the game.
 - a. Bets stand even if game is not completed.
 - b. Any periods of extra time do not count.
 14. Team to score last - Settled on the last team to score. Game must be completed.
 15. Highest Scoring Half - Wager on which half will produce the most goals.
 - a. Dead heat rules apply if Tie is not an option.
 - b. Game must be completed for bets to stand.
 16. Race to x goals - Winner being the team who reaches the specified goals tally first.
 - a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be void.

Soccer Propositions

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated, extra time/overtime does not count for settlement of wagers.

Soccer Futures

Soccer season long futures are unique wagers that will be offered from time-to-time.

Soccer Division Winner Futures

For Divisional/League winner markets, wagers are settled on the final League positions at the end of the scheduled season, irrespective of what happens in any Divisional play-offs, with wagers on "Who Will Win a League" being settled on the team who lifts the trophy. Wagers will stand on any team that does not complete all of its games.

Season match wagers are settled on which of two teams will place highest in the league at the end of the season. If teams finish level on points, then the tie breaker used by the league (e.g. goal difference or head-to-head records) will decide the winner.

Soccer Top Goal Scorer Futures

Wagers placed on a player to be the Top Goal scorer in a given league are based on regular season games only. Any goals scored in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, wagers will stand.

Wagers placed on a player to be the top scorer in a given Tournament, or to be Top Team Goal scorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then dead heat rules apply (any tournament top scorer award, for example "Golden Boot" is ignored for settlement purposes). Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

TENNIS RULES

Date/Site Changes

Tennis matches must take place within one week of the original start time to be considered action unless otherwise noted in the specific sports rules section or on printed media in the Sportsbook.

Minimum Length of Play

A minimum of one (1) full set must be completed for action. If less than one (1) full set is completed all wagers are considered “no action” and will be refunded. In the event of a tennis match not taking place or if a player is given a walkover, bets on the match are void.

Tennis Wagers

Tennis wagers are accepted in the following manner:

1. Match Betting – A wager on one or more specified players(s) versus one or more other specified players(s) in a designated match.
 - a. If a player withdraws or is disqualified after the first set has been completed, the player progressing to the next round or that is awarded the match by the umpire will be considered the winner.
 - b. Bets on the player that withdraws or is disqualified will be void. If the first set has not been completed, all match bets will be void.
 - c. If a match does not reach a natural conclusion, any markets (besides match betting) that are not unconditionally determined will be void. In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all bets stand.
2. Propositions – Various unique wagers may be offered from time to time. Rules for these types of wagers can be found in the specific sports rules section or on printed media in the Sportsbook.
3. Set Betting: The full number of sets required to win the match must be completed.
 - a. If a player is awarded the match prior to the full number of sets being completed, all set betting on that match will be void.
 - b. If a match is decided by a Champions tie-break then this will be considered the third set.
4. Bet In Play, Game by Game betting
 - a. A game is defined as an ordinary game (not a tie break) which is completed on the same day that it commenced.
 - b. If a game is completed after an interruption for any reason that game shall be deemed to be complete for wagering purposes.
 - c. If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However, if a game is completed by the awarding of a penalty game by the umpire, the game shall be void, and all stakes shall be returned.
 - d. If a player retires from a match while a game is in progress, but before that game has been completed, that game shall be deemed to be incomplete and all stakes shall be returned. Bets on a game which subsequently becomes a tie break will be settled as void.
5. Current Set Betting

- a. If a player retires from a match while a set is in progress, but before that set has been completed, that set shall be deemed to be incomplete and all stakes shall be returned.
6. Handicap betting - This bet is based on the number of games each player wins in a given match. eg. a player given a 3.5 game start on the handicap who loses 7-6, 7-6, 7-6, would be the winner for handicap betting purposes.
 - a. If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all handicap bets on that match will be void unless, at the time of the withdrawal, the result of the handicap betting is already determined.
7. Total games - Bets on the total number of games in a match will be over/under a particular number, e.g. 21.5 games.
 - a. In the event of a retirement, bets will be void unless at the time of the withdrawal the result of the total games is already determined. E.g. If a match is abandoned at 6-4 4-4, bets on Over/Under 19.5 games or fewer in the match are settled as winners/losers respectively, since any conclusion to the match would have to have had at least 20 games.
8. To Win / Lose First Set and Win the Match
 - a. If either player withdraws from the match before the first set finishes, then bets will be void.
 - b. If the first set has been completed, then the match part of the bet will be determined by the player awarded the match.
9. Match Tiebreaks - In some competitions, an extended tie-break (Match Tiebreak – sometimes referred to as a “Super Tiebreak”) is played in place of a final deciding set.
 - a. For settlement purposes, this Match Tiebreak will be considered as one set (for set-related markets) and one game (for game-related markets). For example, in a ‘Best of three sets’ match, if Team A won the first set 6-0, Team B won the second set 6-0 and then Team B went on to win the Match Tiebreak, then the market Set Betting would be settled as 2-1 in Team B’s favor. The market Total Games would be settled against a total of 13 games.
 - b. For tennis matches that use the Match Tiebreak (in place of a final set), in the event that the next game turns out to be a Match Tiebreak, bets on the following markets will all be settled as void.
10. Game/Point Related Markets
 - a. If the wrong player has been set as the server for any individual game (Current or Next Game) then all markets relating to the outcome of that specific game will be void, regardless of the result.
 - b. In the event of a game not being completed, all bets on the game will be void with the exception of Game to Deuce if the result has already been determined.
11. Lead after x points - Who will have most points after the listed number of points have been played.
 - a. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be void.
12. Race to x points - Winner being the team/player who reaches the specified points tally first.
 - a. Should neither team reach the total, and a ‘Neither’ option is not offered, then bets on that market will be void.
13. Who will win nth point: Wager on who will win the named point.
 - a. Should the point not take place, bets will be void.
14. Tournament Winner - Team/Player to win the named tournament.
 - a. Should a participant take no part in the competition then bets on them will be void.

- b. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.
- 15. Quarter Winner - Team/Player to win the Quarter of the Draw they are in.
 - a. Should a participant take no part in the competition then bets on them will be void.
 - b. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.
- 16. IPTL (International Premier Tennis League) Substitute Players
 - a. If during a set a player is substituted, ALL bets including "bet in play" will stand. If a set doesn't start with the players indicated, all bets on that set will be void.

Tennis Propositions

Various unique wagers may be offered from time to time, called proposition bets.

VOLLEYBALL RULES

Date/Site Changes

If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies if the venue has not been changed to the opponent's ground (or in the case of international matches, if the venue remains in the same country).

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void except for those markets that have been already determined.

Volleyball Wagers

1. Match Winner - Wager on who will win the match.
 - a. In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.
2. Set Betting (Correct Score) - Wager on the correct final score in sets.
3. Set Winner - Wager on winner of a specific set.
 - a. The respective set must be completed as per the rules of the individual competition for bets to stand.
4. Nominated Finalists - The finalists are the teams that really content the final regardless of how they get there, including decisions made by any governing bodies.
5. Team to be Relegated - These bets relates to the teams which occupy the relegation places at the end of the season.
 - a. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.
6. Lead after x points - Who will have most points after the listed number of points have been played.
 - a. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be void.
7. Race to x points - Winner being the team/player who reaches the specified points tally first.
 - a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be void.
8. Who Will Win nth Point - Wager on who will win the named point.
 - a. Should the point not take place, bets will be void.
9. Tournament Winner - Team/Player to win the named tournament.
 - a. Should a participant take no part in the competition then bets on them will be void.
 - b. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

ALL FUTURES RULES

Future wagers are considered wagers for a specified team, person, etc. to win a specified future event. Examples include, but are not limited to: Pro Football Championship, US Open Golf Tournament, American League Cy Young, Daytona 500, etc.

1. On all future wagers involving a recognized sporting organization - i.e. Pro Football Championship, World Series, etc. - the winner, as determined by the league commissioner, chairman, or other authoritative officer at the conclusion of set event will be declared the winner for wagering purposes.
2. Future wagers that are originally offered seven (7) days or less from the start of the specified event may allow refunds on specific non-starters.
3. Future wagers that are originally offered more than seven (7) days from the start of the specified event will have NO refund (such said event may have specific rules).
4. All future wagers are action regardless of team name changes or relocation, suspension, sanctions, and/or exclusions to participate.

OFF-THE-BOARD PARLAY ODDS

A parlay is a type of wager where multiple outcomes are selected. Each of the outcomes must win in order for the parlay to win. Any point spread tie reduces to the next lowest number of teams in the parlay. The odds for the number of teams placed in a parlay are based on the pay table below when the selections (point spreads and totals for football and basketball, games and segments) have a default line of -110. Listed below is the pay table.

All Football and Basketball Parlays

(Point Spreads and Totals all -110)

2	Teams	+260
3	Teams	+600
4	Teams	+1000
5	Teams	+2000
6	Teams	+4000
7	Teams	+8000
8	Teams	+15000
9	Teams	+30000
10	Teams	+60000
11	Teams	+110000
12	Teams	+200000
13	Teams	+350000
14	Teams	+600000
15	Teams	+1000000

PARLAY ODDS SELECTIONS

The legs in a Pay Table parlay all must meet the following requirements:

1. Football, basketball (excluding money lines) and their halves or quarters
2. Point spread or totals
3. Default odds that are set at -110.

Maximum payoff on off the board parlays is +1000000. Acceptance of all parlays is at the discretion of management.

Example 1: The 2-team parlay (See picture below) is a standard parlay paying 2.6 to 1 or +260. Using the Pay Table, \$10.00 x 3.6 = \$36.00 payout. Pay Table parlays are not calculated using "true odds" (-110 is not .9091 in this case). The Pay Table Multiplier section below explains the way that Pay Table odds are calculated.

PARLAY (2 TEAMS)	
1 PARLAY @ \$10.00	
24Jan PRO FOOTBALL	
[302] COLTS	-7½-110
22Jan PRO BASKETBALL	
[702] BOBCATS	-6-110
Ticket Cost:	\$10.00
To Win:	\$26.00
Collect:	\$36.00
WRIT2	22Jan10 11:02:40
SR_POS2	

Pay Table Multiplier

This is the factor that, when used for each leg of a parlay, gives the Pay Table payout. For a 2-team parlay at default odds, the factor is a square root. For a 3-team parlay, it is a cube root, for a 4-team parlay, it is the 4th root of the payout.

The return on a 2-team Pay Table parlay at 2.6 to 1 is 3.6 for one, as the payout. The square root of 3.6 is 1.8974. This is the Pay Table Multiplier for 2-team parlays.

$$\$10 \times 1.89736 \times 1.89736 = 36.00.$$

Below is the pay table multiplier which is used as the method to calculate pay table parlays when the default odds are -110. The respective Pay Table Multiplier (shown below) by the True Odds Multiplier of the number (other than -110) minus the True Odds Differential (shown below).

Teams	Pay Table Multiplier
2	1.89736

3	1.91293
4	1.82116
5	1.83841
6	1.85693
7	1.87344
8	1.87228
9	1.88536
10	1.89621
11	1.89027
12	1.88409
13	1.87339
14	1.86154
15	1.84786

Non-Pay Table Parlays

We use the term Non-Pay Table parlay when at least one leg does not meet requirements 1 and/or 2 of the Pay Table parlay default odds section above.

Sports like Boxing, Baseball, and Hockey use Non-Pay Table Odds. Football money line bets also use them. The [True Odds Multiplier](#) section below explains the way that Non-Pay Table odds are calculated.

Example 2: The 2-team parlay below uses the [True Odds Multiplier](#) because neither leg meets the Pay Table requirements, so $\$10 \times 1.9091 \times 1.9091$ (rounded) = \$36.45 payout.

PARLAY (2 TEAMS)	
1 PARLAY @ \$10.00	
30Jan PRO HOCKEY	
[2] CAPITALS	-110
28Jan BOXING	
[3605] MAYWEATHER	-110
Ticket Cost:	\$10.00
To Win:	\$26.45
Collect:	\$36.45
WRIT2	22Jan10 16:26:24
SR_POS2	

Example 3: The 2-team parlay below uses the Pay Table Multiplier for 105 because it meets all other requirements for Pay Table Odds (see Pay Table Parlays above). Note: The root for the Pay Table Multiplier is based on only the number of legs that meet the

requirement. It uses the True Odds Multiplier for 107 (-1/-120 = .8333) because that leg does not meet requirement 2. Although it is a Football game, it is a money line wager.

$$\$10 \times 1.8333 = \$18.33 \text{ payout.}$$

PARLAY (2 TEAMS)	
1 BET(S) @ \$10.00	
Jan 08 NFL	
NFL WILDCARD PLAYOFFS	
[105] FALCONS	+3-110
Jan 08 NFL	
NFL WILDCARD PLAYOFFS	
[107] STEELERS	-120
Ticket Cost:	\$10.00
To Win:	\$25.00
To Collect:	\$35.00
TIMW	Jan 05 2012 09:35:58
BODINES T01	

Pay Table Non-Default Odds

We use the term Pay Table Non-Default Odds when all legs meet requirements 1 and 2 of a Pay Table parlay: 1) Football, basketball, and their halves or quarters 2) Point spread or totals, but at least one leg does not meet requirement 3 because it has odds that are not equal to the default odds.

Pay Table Non-Default parlays are not calculated using "true odds" (-120 is not .8333). The True Odds Differential section below explains the way that Pay Table Non-Default odds are calculated.

Example 4: The 2-team parlay below uses the Pay Table Multiplier for default odds for 302 (which meets all the requirements of a Pay Table parlay like Example 1 above). However, the other leg (304 Saints) has non-default odds -120, so a factor called the True Odds Differential is used to adjust the True Odds Multiplier of the -120 to derive the new Pay Table Multiplier for non-default odds -120.

$$\$10 \times 1.8974 \times 1.8216 = \$34.56 \text{ (rounded to nearest nickel } \$34.55)$$

PARLAY (2 TEAMS)	
1 PARLAY @ \$10.00	
24Jan PRO FOOTBALL	
[302] COLTS	-7½-110
24Jan PRO FOOTBALL	
[304] SAINTS	-3-120
Ticket Cost:	\$10.00
To Win:	\$24.55
Collect:	\$34.55
WRIT2	22Jan10 11:03:11
SR_POS2	

True Odds Differential

The only time that the True Odds Differential is used is when a leg contains a Pay Table sport that has non-default odds for point spread or totals (Example 4 above has -3-120 instead of -3-110).

Calculating the True Odds Differential for a Non-Default Odds leg when default odds = -110
 (True Odds Multiplier of -110) - (Pay Table Multiplier of -110) = True Odds Differential
 1.9091 - 1.8974 = .0117

Calculation to find the Pay Table Multiplier for Non-Default odds -120 in Example 4
 True Odds Multiplier of -120 = 1.8333 – True Odds Differential = .0117

Pay Table Multiplier of -120 = 1.8216

The only exception for not using the true odds differential is when the pay table multiplier exceeds that of true odds (-110 or .9091).

Calculations to find the True Odds Multiplier

When the Leg is a Favorite

When laying odds (money line is less than 0): $(-1) \times (100) / (\text{money line}) + 1$.

Example: True Odds Multiplier for Money line: -110: $(-1) \times ((100) / (-110)) + 1 = 1.9091$

When the Leg is an Underdog

When taking odds (money line is greater than 0): $(\text{money line}) / (100) + 1$ Example:

True Odds Multiplier for Money line: +130 = $((+130) / (100)) + 1 = 2.3$

Off the Board Teaser Odds

A teaser is a wager where a patron can alter the point spread or total on a list of games (2-10 teams) in the player's favor. The additional points that the player receives on each selection reduces the odds. Below are the pay table teaser odds and associated values, which may be altered.

Example: Two team 6-point pro football teaser for 120 dollars.

Giants are +4 add 6 points, the teased line is now +10.

Jets + 6 points add 6 points, the teased line is now +12.

The payout is -120. In this case, you will risk 120 dollars to win 100 dollars.

In case of a wagering tie or no action on a two-team teaser, the wager is refunded.

Otherwise, a tie or no action reduces teaser to next lowest number of plays.

Pro Football Teasers

(Sides and Totals)

	6 Point	6.5 Point	7 Point
2 Teams	-130	-140	-150
3 Teams	+160	+140	+120
4 Teams	+250	+200	+180

5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2000	+1500	+1200
10 Teams	+2500	+2000	+1500
11 Teams	+3500	+2500	+2000
12 Teams	+5000	+3500	+2500
13 Teams	+7500	+5000	+3500
14 Teams	+10000	+7500	+5000
15 Teams	+15000	+10000	+7500

College Football

(Sides and Totals)

	6.5 Point	7 Point	7.5 Point
2 Teams	-130	-140	-150
3 Teams	+160	+140	+120
4 Teams	+250	+200	+180
5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2000	+1500	+1200
10 Teams	+2500	+2000	+1500
11 Teams	+3500	+2500	+2000
12 Teams	+5000	+3500	+2500
13 Teams	+7500	+5000	+3500
14 Teams	+10000	+7500	+5000
15 Teams	+15000	+10000	+7500

Basketball

(Sides and Totals)

	4 Point	4.5 Point	5 Point
2 Teams	-110	120	-130
3 Teams	+160	+140	120
4 Teams	+250	+200	+180
5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2500	+2000	+1700

10 Teams	+3500	+3000	+2500
11 Teams	+5500	+5000	+3500
12 Teams	+8000	+7500	+5000
13 Teams	+10000	+9000	+7000
14 Teams	+15000	+12500	+10000
15 Teams	+20000	15000	+12500

Parlay Cards:

Management General Rules:

Management reserves the right to establish payout aggregate limits on parlay card types.

Aggregates may vary based on management's discretion.

General Rules:

- 1) Printed point spreads at the time this wager is accepted will determine winners & losers.
- 2) Tickets must have a minimum number of valid winning selections matching the paychart for the bet to have action or the wager is void and the money will be refunded.
- 3) Minimum wager is \$2.00, maximum as determined by management.
- 4) Games must play within one week of the originally scheduled date and a minimum of 55 minutes for action. Otherwise, selections are considered "No Action" and reduces card to the next lowest number of plays. A site change is considered "No Action".
- 5) Spirit Mountain Sports Book HOUSE RULES and regulations apply, unless stipulated on this card.
- 6) Winning wagers are paid only on the tickets generated by our computer from the stub portion of this card. This card is not valid for payment.
- 7) Past post games are no action and reduce the number of games accordingly.
- 8) Management reserves the right to refuse any wager(s), delete, or limit a selection(s) prior to the acceptance of any wager.
- 9) Please check your ticket(s) for accuracy before leaving the betting counter.
- 10) Spirit Mountain employs no agents. Cards must be submitted at Spirit Mountain Casino only.
- 11) Winning tickets are void after 365 days from date of last event. Winning tickets may be mailed in for collection. Please refer to the backside of wagering ticket for mailing instructions.
- 12) Wagers require identification to be verified before issuing payments over \$10,000. Winning tickets over \$10,000 must be presented in person at Spirit Mountain Casino.
- 13) The maximum aggregate payout for all cards of this type shall be calculated at \$50,000 plus twice the amount wagered on this card. If the amount to be paid exceeds the maximum payoff, winners will be paid in proportion to the amounts won. Management reserves the right to hold payoffs in excess of \$5,000 until the last proposition on the card is final.

(Aggregate limits may vary based on management's discretion)

Rules specific to type of Parlay:

Ties Win Teaser

Ties Win Teaser	Payout
4 for 4 pays	2 to 1
5 for 5 pays	7 to 2
6 for 6 pays	6 to 1
7 for 7 pays	10 to 1
8 for 8 pays	15 to 1
9 for 9 pays	20 to 1
10 for 10 pays	30 to 1
11 for 11 pays	45 to 1
12 for 12 pays	60 to 1
13 for 13 pays	90 to 1
14 for 14 pays	125 to 1
15 for 15 pays	200 to 1

Rules

- 1) This is a Ties Win Teaser Card.

Ties Win Super Teaser

Ties Win Super Teaser	Payout
4 for 4 pays	Even
5 for 5 pays	3 to 2
6 for 6 pays	5 to 2
7 for 7 pays	7 to 2
8 for 8 pays	5 to 1
9 for 9 pays	7 to 1
10 for 10 pays	9 to 1
11 for 11 pays	12 to 1
12 for 12 pays	15 to 1
13 for 13 pays	20 to 1
14 for 14 pays	25 to 1
15 for 15 pays	30 to 1

Rules

- 1) This is a Ties Win Super Teaser Card.

Football Reverse Teaser

Reverse Teaser	Payout
3 for 3 pays	17 to 1
4 for 4 pays	55 to 1
5 for 5 pays	180 to 1
6 for 6 pays	500 to 1
7 for 7 pays	1500 to 1
8 for 8 pays	5000 to 1

Rules

- 1) This is a ½ point Reverse Teaser Card. There will be no ties.

Football Parlay

3 for 3 pays	6 to 1
4 for 4 pays	10 to 1
5 for 5 pays	20 to 1
6 for 6 pays	40 to 1
7 for 7 pays	80 to 1
8 for 8 pays	150 to 1
9 for 9 pays	300 to 1
10 for 10 pays	600 to 1

Rules

- 1) This is a ½ point Parlay Card. There will be no ties.

Football Advantage Teaser

Advantage Teaser	Payout
4 for 4 pays	5 to 1
5 for 5 pays	9 to 1
6 for 6 pays	15 to 1
7 for 7 pays	20 to 1
8 for 8 pays	32 to 1
9 for 9 pays	50 to 1
10 for 10 pays	80 to 1
11 for 11 pays	125 to 1
12 for 12 pays	190 to 1
13 for 13 pays	300 to 1
14 for 14 pays	450 to 1
15 for 15 pays	700 to 1

Advantage Teaser Rule – Half (1/2) point card – no ties.

Rules

- 1) This is a ½ point Parlay Card. There will be no ties.