

House Rules

William Hill Race and Sports Book House Wagering Rules and Regulations are provided for your information.

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1. GENERAL

1.1 MANAGEMENT

a. Management reserves the right to add, delete, or change the Sportsbook House Rules and/or payoff odds subject to regulatory approval of the Nevada Gaming Control Board.

b. Management reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of the wagers.

c. Management determines the minimum and maximum wagers on all events.

d. The use of two-way electronics communication devices while you are at the counter placing a wager is prohibited.

e. Nevada law prohibits persons under the age of 21 from wagering, collecting winning wagers or loitering in or about the Race and Sports Book area.

f. All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity.

g. Accepting telephone or electronic wagers from outside the state of Nevada is strictly prohibited.

h. Payoffs over \$10,000 may be delayed until the next regular banking day.

i. Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.

j. Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details. If there is a conflict between a stipulation on an odds sheet/display and these House Rules the stipulation on the odds sheet/display will prevail.

1.2 TICKET ACCURACY

a. Please check your ticket for accuracy as all tickets go as written after you leave the wagering counter. Once a wager is accepted by both parties, tickets will not be altered or voided except at the discretion of Management and with the approval of both parties.

b. No winning wager will be paid without the customer copy of the wagering ticket, except for lost, stolen or unreadable tickets which will be honored as stated below.

c. Management is not responsible for lost, stolen, altered or unreadable tickets. For all honored lost or stolen tickets, once the rightful owner of a winning ticket has been determined, payment will be made as soon as possible. For all lost, stolen or unreadable tickets where the rightful owner cannot be determined immediately the waiting period for honored claims will be 120 days.

d. Winning tickets are void after 120 days from conclusion of the event.

e. Winning tickets may be mailed in for redemption to the address below. See the reverse side of the wagering ticket for mail-in collection instructions and address. If a self-addressed envelope is not included, a processing fee may be charged.

William Hill
P.O. Box 95098
Las Vegas, NV 89193

f. The time on the tickets is Pacific Time.

1.3 DEFINITION OF "ACTION"

a. Except as noted below or otherwise specified, all events must be held within seven (7) days of the scheduled date to be considered "action".

b. BASKETBALL, HOCKEY, and BASEBALL games must be played on the date scheduled for "action". If a game is postponed and/or rescheduled to a later date, said game will automatically constitute "no action".

c. AUTO races are "action" when the first car crosses the start line after the green flag is dropped.

d. FUTURE WAGERS are "action" as long as a winner is officially declared, regardless of team relocation, name change, league affiliation, playoff format, season length, etc.

e. Both sides must start in any two-way match-up propositions.

f. Any straight wager deemed "no action" will be refunded. If a parlay has a leg that is deemed "no action", the parlay will reduce by one selection (i.e. 4 team parlay becomes a 3 team parlay, 2 team parlay becomes a straight wager).

1.4 DEFINITION OF "OFFICIAL"

a. BASEBALL (major league, minor league, and college): In all nine-inning scheduled games, winners and losers are "official" after nine innings of play unless the home team is leading after eight and one-half innings or the game is tied at the end of 9 innings and goes into extra innings. If a game goes into extra innings, winners and losers are "official" after the winner is decided after a full inning of play.

i. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.

ii. The called/suspended games rule also applies to seven-inning scheduled games.

iii. If a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. (For example in a case in which the home team scores to tie or take the lead in the bottom half of the inning which is not completed and the game is subsequently called, the runs scored in that inning do not count for wagering purposes.)

b. BASKETBALL (college): After 35 minutes of play.

c. BASKETBALL (professional): After 43 minutes of play.

d. FIGHTS: When bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered "official", regardless of the scheduled length.

e. FOOTBALL (both college and professional): After 55 minutes of play.

f. HOCKEY (professional and college): After 55 minutes of play.

- g. SOCCER: After 90 minutes of play.
- h. AUTO: A race must be completed and a winner declared within seven (7) days of the start of the race to be considered "official".
- i. GOLF: Tournaments must be completed within seven (7) days of the start of the tournament to be considered "official".
- j. OTHER: All other contests that involve a scheduled length of play or time limit must play to their conclusion or have five minutes or less of scheduled playing time remaining when the contest concludes in order to be considered "official" unless otherwise specified.

1.5 WAGERING ON "TOTALS" – OVER OR UNDER

a. When wagering on "totals" on contests involving a scheduled time limit, all game wagering rules applicable to minimum length of play requirements shall also apply to "totals" wagers (i.e. contests must play to their conclusion or have five minutes or less of scheduled playing time remaining for "totals" wagers to be considered "action").

b. When wagering on baseball "totals" or "run lines," the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game and seven innings (six and one half if the home team is ahead) for a scheduled seven-inning game.

i. If the game goes past regulation innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not bat (complete their turn at bat) in the bottom half of an extra-inning game, the score reverts back to the previous full inning of play.

ii. When wagering before the start of a baseball game on "totals" or "run lines," pitchers will be automatically listed. A pitcher change before the game starts constitutes "no action".

c. When wagering on soccer "totals", extra time and penalty kicks do not count towards the "total"; only 90 minutes plus injury time are counted.

1.6 WAGERING ON "INPLAY"

a. BASEBALL: For all wager types on baseball "InPlay" the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game and seven innings (six and one half if the home team is ahead) for a scheduled seven-inning game for "action". This rule applies to "InPlay" only.

b. SOCCER: For all wager types on soccer "InPlay" the score at the end of 90 minutes, plus injury minutes, will be used to determine winning and losing tickets; extra time and shoot-outs do not count, unless otherwise specified.

c. OTHER: For all other "InPlay" events house rules apply in the same manner as pre-match wagers unless otherwise specified.

1.7 “INPLAY” MONEY LINE WAGERS

a. When wagering on “InPlay” money lines, if the price has moved against the player’s request, the wager will not be consummated but instead will be re-offered at the new odds. (i.e. the line moves from -120 to -140 or the line moves from +160 to +140 the wager will be re-offered)

b. When wagering on “InPlay” money lines, if the price has moved in the player’s favor, the wager will be consummated at the new odds. (i.e. the line moves from -140 to -120 or the line moves from +140 to +160 the wager will be sold at the better odds.)

1.8 OVERTIME PERIODS

a. When wagering on "totals," overtime periods are counted in the final score, unless otherwise specified.

b. On “half-time” wagers, overtime periods are included as part of the second half, unless otherwise specified.

1.9 DETERMINING THE WINNER

a. The winner of an event or game will be determined on the date of the event’s conclusion. Management does not recognize suspended games, protests, overturned decisions, changes to the score, etc. Management, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged. Once the score is posted for payment, no subsequent score changes will be recognized.

b. The winner of an event or proposition wager that occurs while a game or match is in progress will be used to determine the winner as soon as the event is complete, regardless if the game or match is played to its conclusion, unless otherwise specified.

1.10 WAGERING TIES

- a. Straight wager, “no action” and the wager will be refunded.
- b. 2 team teaser, “no action” regardless of the outcome of the other team.
- c. Parlays and Teasers (other than 10/14 point), reduce by one selection.
- d. 10 or 14 Point Teasers on professional or college football, ties lose.

1.11 DISPUTES

- a. Customer Service address and phone number are:

William Hill Nevada
P.O. Box 95098
Las Vegas, NV 89193

(855) 754-1200

- b. In the event of a dispute that cannot be resolved to the satisfaction of the customer, the customer has the right to file a dispute with the Nevada

Gaming Control Board. Decisions of the Nevada Gaming Control Board or Nevada Gaming Commission are final.

2. BASEBALL RULES

- a. Professional baseball wagers are accepted in the following manner:
 - i. Action: Team against team regardless of the starting pitcher.
 - ii. One Specific Pitcher: A wager on or against one specific pitcher regardless of the other starting pitcher. The specified pitcher must start or the wager is deemed "no action".
 - iii. Both Specified Pitchers: A wager that specifies both starting pitchers. Any variation constitutes "no action".
 - iv. NOTE: Each team's starting pitcher is defined, for wagering purposes, as the pitcher who throws the initial pitch.
 - v. In the event of a pitcher(s) change prior to the start of a baseball game, money line odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher "action" and "specified pitcher" wagers will be computed at the opening price established with the new pitcher.
- b. All college baseball and softball wagers are action.
- c. Baseball parlay payoffs are computed using standard money line calculations.
- d. NOTE: for rules on "totals" and "run lines" reference section 1.5.

3. FIGHTS: BOXING & MMA RULES

- a. A "full round" is defined as one in which the bell, buzzer, etc. has sounded signifying the conclusion of such round. If a fighter is counted out or the bout is officially stopped prior to the bell, buzzer, etc., such round is not considered a "full round" for wagering purposes.
- b. In the event of a draw, wagers on who will win are "no action".
- c. All straight win wagers will have "action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, K.O. or decision proposition wagers are "no action" if the scheduled length of the bout is changed.
- d. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, technical decision, or any other stoppage.
- e. On decision proposition wagers, "decision" means the fight must go the entire scheduled distance.

4. HOCKEY

- a. For professional hockey wagering purposes, in the event of a shootout, the winner is awarded one goal, which is considered in the determination of the winner and loser and counted toward the game total.

b. For college hockey wagering purposes, final scores will be determined by the rules of the particular conference. Shootout results may not count towards the final score.

5. SOCCER

a. For all point line, money line, and total soccer wagers, the score at the end of 90 minutes, plus injury minutes, will be used to determine winning and losing tickets; extra time and shoot-outs do not count, unless otherwise specified.

b. For 3-way wagering propositions: sides must win, lose or tie (each is a separate wagering interest).

6. AUTO RACING RULES

a. Unless otherwise specified all wagers are "action" regardless if driver starts the race; no refunds except match-up propositions.

b. In match-up propositions, all drivers involved in any match-up must start or the wager is deemed "no action".

c. If any driver in a match-up is substituted during the race, then the match-up is considered "no action".

d. The winner of match-up propositions will be based on the official finish order.

e. Wagers accepted on drivers only, not on teams or cars unless stipulated on the odds sheets/displays.

f. The winner at the conclusion of race will be the winner for wagering purposes.

7. GOLF RULES

a. Unless otherwise specified, all wagers are "action" regardless if golfer starts the tournament; no refunds, except for match-up proposition.

b. All golfers in a match-up must tee off to start the tournament for full tournament match-ups or round for individual round match-ups, or that match-up is "no action."

c. Golfer with the lower score wins the match-up (with equal rounds played).

d. If one golfer continues play after his opponent has missed the cut, withdrawn (WD) or been disqualified (DQ), the golfer who continues play wins his match-up.

e. If both golfers in a match-up are in a play-off, the winner of the play-off wins match-up.

8. TENNIS RULES

a. Unless otherwise specified, all wagers are "action" regardless if player starts the tournament; no refunds, except for match-up proposition.

b. For match-ups, both players must start the match and complete at least one full set for "action".

9. PARLAY RULES

a. Parlay tickets consisting of all football and/or basketball wagers laying 11/10 pay in accordance with the pay table.

b. Parlay tickets consisting of all money line wagers are determined using standard money line calculations.

c. Combination parlays are figured by first referring to the pay table, then applying the result to the standard money line calculations.

d. Final calculations are rounded down to the nickel.

e. Off-the-board maximum money line parlay payoff limit is 720-1.

f. Parlay and Teaser pay tables will be posted in the sports book.

10. PARI-MUTUEL RACE RULES

a. If a scratch occurs, the rules at the host track will apply to the scratched entrants.

b. Winning pari-mutuel wagers are paid in accordance with official results at the host track. Pari-Mutuel tickets must be cashed at purchase location. Pari-Mutuel tickets are valid for 120 days after the date of purchase or 30 days after close of the racing meet, whichever occurs first.

11. NON PARI-MUTUEL RACE RULES AND LIMITS

a. Races must go on the track and date scheduled, unless otherwise specified or the wager is considered "no action".

b. Odds are subject to change and winning tickets are paid based on host track mutuels.

c. Tickets go as written regardless of any change in jockey.

d. Official results and track mutuels, as determined at the host track on the day of the race, will be considered as final by management for wagering purposes. Any subsequently overturned decisions will be disregarded.

e. Tickets will not be altered or voided prior to post time except at the discretion of management and with the approval of both parties.

f. With the exception of house quinellas and twin quinellas, a wager must be offered in a pari-mutuel pool at the host track in order for the wager to be booked. In the event a wager is inadvertently offered, wager will be refunded.

g. Entries and field horses go as one unless otherwise specified.

Win, Place and Show Wagering

We pay full track odds on all tracks, unless otherwise specified.

Daily Doubles

Daily Double payout odds limited to 150-1. In the event of a scratched horse, the wager will be refunded.

Pick 3

Pick 3 payout odds limited to 300-1. In the event of a scratched horse, the post time favorite will be substituted in place of the scratched horse.

Exactas

Exact payout odds limited to 150-1. In the event of a scratched horse, the wager will be refunded.

Quinellas

Quinella payout odds limited to 150-1. In the event of a scratch, the wager will be refunded. House quinellas may be offered in any race with a win and place mutuel at the host track. House quinellas are computed by William Hill Race Book. For house quinellas, if field has 5 horses or less, there is no house quinella in the race.

Trifectas

Trifectas payout odds limited to 500-1. In the event of a late scratch, the wager will be refunded for that particular combination. Dead heats are handled as follows:

Dead Heat for Win: You must have both horses in the dead heat for win along with the show horse to have a winning trifecta. In the event you had the three horses boxed, you would have the trifecta payoff twice. The same would apply to dead heats for place and show.

Dead Heat for Place: The winning horse with both place horses.

Dead Heat for Show: Win horse, place horse, and one of the show horses.

Payoff Limits

Management reserves the right to increase or decrease payoff odds limits. If the payoff odds limits are increased or decreased, the revised odds limits will be posted in the race book prior to accepting wagers on a race with revised payout odds limits.

12. TWIN QUINELLA RULES

a. The Twin Quinella or Twin Q comprises two different races selected by management. Players must pick the winning Quinella (first two finishers) in both designated races.

b. The cost per combination is \$2. Multiple combination tickets will be accepted.

c. Management will provide an initial minimum carryover pool. A percentage of each day's Twin Q handle will be added to the Twin pool.

d. The carryover pool is aggregate. If there are multiple winning tickets, the carryover pool will be divided equally.

e. In the event of a late scratch in the first leg of the Twin Q, wagers with the scratched horse will be refunded. For a late scratch in the second leg, only those wagers with the scratched horse and winning combinations in the first leg will be refunded. If a multiple combination ticket has a scratch, the combination involving the scratched horse will be refunded after the second leg of the Twin Q and live combinations will remain as "action."

f. Both designated Twin Q races must run with a minimum of eight separate wagering interests. If late scratches reduce a race to fewer than eight separate wagering interests, the Twin Q for that day becomes void and all money wagered will be refunded.

g. The Twin Q may be offered at all participating William Hill Race and Sports Books.

h. In the event of no winning tickets, the carryover pool will move to the next designated day.

13. PARLAY CARD RULES

a. See reverse side of parlay card for rules.