

## **INPLAY HOUSE RULES**

### **14.1 Pro Football/College Football**

Overtime counts unless otherwise specified. Overtime will not count in any bets involving specific halves or quarters.

Bets for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.

Unless odds are quoted for a tie, any market in which the result is a tie will be refunded.

- a. MONEY LINE LIVE: Predict the team that will win the game. Overtime counts.
- b. SPREAD LIVE: Predict the team that will win the game after the point spread has been applied to the final score. Overtime counts.
- c. TOTAL PTS LIVE: Predict whether the total number of points scored by both teams is higher or lower than the specified number. Overtime counts.
- d. 1<sup>st</sup> QTR SPREAD LIVE: Predict the team that will have the most points at the conclusion of the 1<sup>st</sup> quarter after the point spread has been applied. Bets are action upon completion of the 1<sup>st</sup> quarter.
- e. 1<sup>st</sup> QTR TOTAL PTS LIVE: Predict whether the total number of points scored in the 1<sup>st</sup> quarter is higher or lower than a specified number. Bets are action upon completion of the 1<sup>st</sup> quarter.
- f. 3<sup>rd</sup> QTR BETTING LIVE: Predict which team will score the most points in the 3<sup>rd</sup> quarter only. Bets are action upon completion of the 3<sup>rd</sup> quarter.
- g. 4<sup>th</sup> QTR BETTING LIVE: Predict which team will score the most points in the 4<sup>th</sup> quarter only. Bets are action upon completion of the 4<sup>th</sup> quarter. Overtime does not count.
- h. 1<sup>st</sup> HALF SPREAD LIVE: Predict the team that will have the most points at the conclusion of the 1<sup>st</sup> half after the point spread has been applied. Bets are action upon completion of the 1<sup>st</sup> half.
- i. 1<sup>st</sup> HALF TOTAL PTS LIVE: Predict whether the total number of points scored in the 1<sup>st</sup> half is higher or lower than a specified number. Bets are action upon completion of the 1<sup>st</sup> half.
- j. "TEAM X" TOTAL POINTS LIVE: Predict whether the total number of points scored by the specified team will be higher or lower than a specified number. Overtime counts.
- k. ALTERNATE SPREAD 1 LIVE: Predict the team that will win the match after the alternative point spread has been applied to the final score. Overtime counts.
- l. ALTERNATE TOTAL PTS 1 LIVE: Predict whether the total number of points is higher or lower than the specified number. Overtime counts.
- m. WILL THERE BE OT LIVE: Predict whether there will be overtime or not. If a game is abandoned prior to the end of regulation playing time, bets will be refunded.

## 14.2 Pro Basketball/College Basketball

Overtime counts unless otherwise specified.

If a game is abandoned after play has started and an official result has been declared, all bets other than MONEY LINE LIVE are refunded provided 43 minutes of play have been completed in pro basketball games or 35 minutes of play have been completed in college basketball games.

Unless odds are quoted for a tie, any market where the result is a tie will be refunded.

- a. MONEY LINE LIVE: Predict the team that will win the game. Overtime counts.
- b. SPREAD LIVE: Predict the team that will win the game after the point spread has been applied to the final scores. Overtime counts.
- c. TOTAL PTS LIVE: Predict whether the total number of points is higher or lower than the specified number. Overtime counts.

## 14.3 Baseball

For all "InPlay" wager types on baseball:

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 for action.

The game must go at least the regulation seven innings (six and one half if the home team is ahead) for a scheduled seven-inning game for action.

Unless odds are quoted for a tie, any market where the result is a tie will be refunded.

- a. MONEY LINE LIVE: Predict the team that will win the game. Extra innings count.
- b. RUN LINE LIVE: Predict the team that will win the game after the run line has been applied to the final score. Extra innings count.
- c. TOTAL RUNS LIVE: Predict whether the total number of runs scored by both teams is higher or lower than the specified number. Extra innings count.
- d. ANY RUN IN THE "Xth" INNING: Predict whether there will be a run scored in the specified inning.
- e. 1<sup>st</sup> 5 INNINGS RUN LINE: Predict the team that will have the most runs at the conclusion of the 5th inning after the run line has been applied. Bets are action upon completion of the 5<sup>th</sup> inning.

## 14.4 Soccer

For all "InPlay" soccer betting, unless otherwise specified, the score at the end of regulation time (90 minutes plus any added injury minutes) will be deemed the final score and used to settle all markets. Goals scored in "Extra Time" or during "Penalty Shoot Outs" do not count. Bets for all markets stand provided the game goes 90 minutes and an official result is declared, unless otherwise specified.

Unless odds are quoted for a tie, any market where the result is a tie will be refunded. For example, when betting on MONEY LINE LIVE, the tie option is deemed the winner in the event of a drawn game.

- a. MONEY LINE LIVE: Predict the outcome of the game after 90 minutes plus injury time, tie included.
- b. SPREAD LIVE: Predict the team that will win the match after the point spread has been applied to the final scores.
- c. TOTAL GOALS LIVE: Predict whether the total number of goals is higher or lower than the specified number.