

William Hill U.S. House Rules

As of April 01, 2020

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

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1. MANAGEMENT

- a. Management reserves the right to add, delete, or change the 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. Payoffs up to \$400,000 can be paid in cash. Amounts higher than \$400,000 will be paid by check or wire transfer.
- j. Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
- k. 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.
- l. Management will keep a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the customer and Sports Book in case of an obvious computer, mechanical, technical or human error.

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 immediately determined the waiting period for honored claims will be 121 days.
- d. Winning tickets are void after 365 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.

**P.O. Box 40070
Las Vegas, NV 89140**

f. The time on the tickets is Pacific Time.

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, BASEBALL, SOFTBALL, SOCCER, AUSTRALIAN RULES FOOTBALL, LACROSSE, RUGBY, VOLLEYBALL and HANDBALL 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. In all sports, with the exception of tennis and table tennis, if any change in venue occurs from the originally scheduled location, there will be "no action" and wagers will be fully refunded.
- f. Both sides must start in any two-way matchup propositions.
- g. 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).
- h. For daily BASEBALL proposition wagers, all wagers constitute "action" regardless of the number of games completed, except for the BASEBALL "Grand Salami" in which case all scheduled games must go at least 8 ½ or 9 innings for there to be "action."
- i. For BASEBALL first inning wagers, the first inning must be fully completed for there to be "action"; otherwise, wagers are refunded. In the case of a pitching change, first inning yes-no run scored bets associated with that pitching matchup will be considered "no action".
- j. For player proposition bets to be considered "action", the following criteria must be met:
 - Football – player must play
 - Baseball – player must start
 - Basketball – player must play
 - Hockey – player must play
 - Soccer – player must start. Additionally, extra time and penalty kick shootout statistics are not included.

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.)
 - iv. For first 5 innings wagers, if a game is suspended in the bottom of the 5th inning with the home team ahead, all money line bets will be posted as official at the time of suspension, with the total being refunded.
- b. SOFTBALL (major league, minor league, and college): In all seven-inning scheduled games, winners and losers are "official" after seven innings of play unless the home team is leading after six and one-half innings or the game is tied at the end of seven 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. 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.)
- c. BASKETBALL (college): After 35 minutes of play.
- d. BASKETBALL (professional): After 43 minutes of play.
- e. FIGHTS: When bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered "official", regardless of the scheduled length.
- f. FOOTBALL (both college and professional): After 55 minutes of play.
- g. HOCKEY (both college and professional): After 55 minutes of play.
- h. SOCCER: After 90 minutes of play.
- i. AUSTRALIAN RULES FOOTBALL: After 66 minutes of play.
- j. LACROSSE (both college and professional): After 55 minutes of play.
- k. RUGBY LEAGUE and RUGBY UNION: After 80 minutes of play.
- l. VOLLEYBALL (both college and professional): Match must be fully completed for action.
- m. HANDBALL: After 60 minutes of play.
- n. CHESS: Match must be fully completed for action.
- o. AUTO: A race must be completed, and a winner declared within seven (7) days of the start of the race to be considered "official".
- p. GOLF: Tournaments must be completed within seven (7) days of the start of the tournament to be considered "official."

- q. 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.
- r. In all sports, with the exception of tennis and table tennis, if any change in venue occurs from the originally scheduled location, there will be "no action" and wagers will be fully refunded.

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 softball "totals" or "run lines," the game must go at least the regulation seven innings (six and one-half if the home team is ahead).
 - 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 softball game on "totals" or "run lines," no pitchers will be listed; therefore, all wagers constitute "action."
- d. When wagering on soccer "totals", extra time and penalty kicks do not count towards the "total"; only 90 minutes plus injury time are counted.
- e. When wagering on football regular season win totals (both college and professional), teams must play the exact number of games on their schedule for "action". If there is a change in opponent, as long as the team plays the originally scheduled number of games, those bets are still declared as "action".

6. OVERTIME PERIODS

- a. When wagering on "totals," overtime periods are counted in the final score, unless otherwise specified.
- b. On halftime or second half wagers, overtime periods are included as part of the second half, unless otherwise specified.

7. 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. any time after the date that the event was completed. Management, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged.
- 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.
- c. All futures bets placed will be "action" regardless of any regular season or playoff structural changes the leagues deem necessary.
- d. If a league declares a championship, conference, division or any other category a winner, all bets on the winning team will be paid out regardless of regular season or playoff format.
- e. Bets will be paid out if the league declares a championship, conference, division or any other category a winner without playoffs taking place during the particular season.
- f. If a league does not declare a championship, conference, division or any other category a winner, all bets on those futures markets will be void and considered "no action".

8. 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- and 14-Point Teasers on professional or college football, ties lose.

9. DISPUTES

- a. Customer Service address and phone number are:

**William Hill Nevada
P.O. Box 400070
Las Vegas, NV 89140**

(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.

10. PRO FOOTBALL/COLLEGE FOOTBALL

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

- c. Wagers for all partial-game markets are action upon the completion of the specified period. For example, a 1st half wager is action if a game is postponed in the 2nd half; whereas a 4th quarter wager is void if the game is postponed in the 4th quarter.
- d. Unless odds are quoted for a tie, any market in which the result is a wagering tie will be refunded

11. PRO BASKETBALL/COLLEGE BASKETBALL

- a. Overtime counts unless otherwise specified.
- b. All basketball games must be fully completed for full-game wagers to be considered action. Any games cancelled or postponed before completion will be void.
- c. Any part-game wagers are action upon completion of the specified period. For example, a 1st quarter wager in a game postponed in the 2nd half is action; whereas a 3rd quarter wager in a game postponed during the 3rd quarter is void.
- d. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

12. BASEBALL AND SOFTBALL 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 change in pitcher(s) 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.
 - vi. First inning yes-no run scored, and total runs, hits and errors proposition wagers are automatically listed as “no action” due to a change in the scheduled starting pitcher.
 - vii. For regular season series propositions, all bets are considered action, regardless of the number of actual games played versus the number of games scheduled in the series.
- b. All college baseball and softball wagers are “action,” regardless of starting pitchers.
- c. Baseball parlay payoffs are computed using standard money line calculations.
- d. For all full-game wagers 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 and seven innings (six and one half if the home team is ahead) for a scheduled seven-inning game for action.
- e. For all specific inning or combined inning (e.g. first 5 innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th Inning where a game is postponed in the 7th is action; whereas if the game were

to be called at any time during the 5th, the wager is void (regardless if a run has already been scored).

- f. For specific yes-no on a run being scored in a particular inning, the FULL inning must be completed for "action".
- g. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded

13. 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. For player yes-no goal scoring props, shootout goals do not count.
- b. For college hockey wagering purposes, regular season final scores will be determined by the rules of the particular conference. 3 on 3 and shootout results may not count towards the final score. In mid-season tournament games, all overtime and shootout results count towards the final score.
- c. Wagers 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.
- d. Wagers for all partial game markets are action upon the completion of the specified period. For example, a 1st period wager is action if a game is postponed in the 3rd period; whereas a 2nd period wager is void if the game is postponed in the 2nd period.
- e. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded

14. 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. If a boxing or mixed martial arts fight ends at exactly 1:30 of a 3:00 minute round or 2:30 of a 5:00 minute round, whereas the fight lands exactly on the listed total, total bets will be refunded.
- c. In the event of a draw, wagers on who will win are "no action".
- d. 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, knock-out ("K.O.") or decision proposition wagers are "no action" if the scheduled length of the bout is changed.
- e. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, technical decision, or any other stoppage.
- f. On decision proposition wagers, "decision" means the fight must go the entire scheduled distance.
- g. In the event of a fight being declared a "no-contest", all wagers on that fight will be considered "no action".

15. SOCCER

- a. For all goal line, money line, and total wagers, the score at the end of 90 minutes, plus injury time minutes, will be used to determine winning and losing tickets; extra time and penalty kick shootouts do not count, unless otherwise specified.
- b. For 3-way wagering propositions: sides must win, lose or draw (each is a separate wagering interest).
- c. "To advance" wagers include the result of extra time and penalty kick shootouts.
- d. For all soccer betting, unless otherwise specified, the score at the end of regulation time (90 minutes plus injury time minutes) will be deemed the final score and used to settle all markets. Goals scored in "extra time" or during "penalty kick shootouts" do not count.
- e. Bets for all markets stand provided the game goes at least 90 minutes and an official result is declared, unless otherwise specified.
- f. Unless odds are quoted for a draw or tie, any market where the result is a wagering tie will be refunded. For example, when betting on MONEY LINE LIVE, the draw or tie option is deemed the winner in the event of a drawn game.

16. AUTO RACING RULES

- a. If a driver withdraws before attempting to qualify for a race, then all futures bets on that driver will be refunded, unless otherwise specified. If a driver attempts, but fails to qualify for the race, futures bets on that driver are considered "action".
- b. In driver matchup propositions, all drivers involved in any matchup must start or the wager is deemed "no action."
- c. If any driver in a matchup is substituted during the race, then the matchup is considered "no action."
- d. Wagers are accepted on drivers only, not on teams or cars, unless stipulated on the odds sheets/displays.
- e. The winner of driver matchups and race propositions will be based on the official finish order.
- f. For NASCAR, Xfinity Series and Truck Series races, race results will not be posted until after the post-race inspection is complete and the official order of finish is determined.
- g. All eNASCAR iRacing participants use simulators, however some equipment (steering wheel, pedals, screens, etc) may differ slightly. The equipment differences are personal preferences for each driver.
- h. If an iRacing driver starts a race and a race winner is declared all wagers stand. This includes if a driver is disqualified or loses connectivity causing them to abandon the race.
- i. For odds to win and driver matchups, the race must be completed within one week of the starting date for "action".
- j. Race format can change from week to week and it is determined by eNASCAR.

17. GOLF RULES

- a. If a golfer withdraws before the start of a tournament, all futures bets on that player will be refunded, unless otherwise specified.
- b. All golfers in a matchup must tee off to start the tournament for full tournament matchups or round for individual round matchups, or that matchup is "no action."

- c. Golfer with the lower score wins the matchup (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 matchup.
- e. If both golfers in a matchup are in a play-off, the winner of the playoff wins matchup.

18. TENNIS/TABLE TENNIS RULES

- a. If a player withdraws before the start of a tournament, all futures bets on that player will be refunded, unless otherwise specified.
- b. For matches, both players must start the match and the match must be fully completed for "action." Any retirements or disqualifications before the completion of the match will result in the match being declared "no action".
- c. For game handicap and total games wagers, the match must be fully completed for "action." Any retirements or disqualifications before the completion of the match will result in these wagers being declared "no action".
- d. If a match is suspended after play has commenced, all full-game wagers are action if the match is completed within one-week. If a suspended game is not rescheduled or the scheduled number of sets not completed within one week, wagers are void.
- e. For partial-match wagering (e.g. game and set betting), wagers are considered action upon the completion of the specified period; for example, 1st set wagers are action upon the completion of the 1st set.
- f. For World Team Tennis matches must be played on the scheduled day for "action".
- g. All tennis/table tennis matches are "action" regardless of a venue or surface change, as long as they are fully completed.

19. CRICKET RULES

- a. If a ball is not bowled during a competition, series or match, then all bets will be declared "no action".
- b. If a match is shortened by weather or otherwise, winning bets will be determined by the official competition rules.
- c. In the event of a bowl-off or super-over, bets on that match will be declared "no action" unless otherwise stated.

20. DARTS RULES

- a. If a match is shortened or not completed, the player progressing to the next round in a knockout competition will be deemed the winner for wagering purposes.
- b. In a matchup, both players must start, or the match will be declared "no action."

21. CHESS

- a. In match and tournament futures betting, all bets are "action" as long as the match/ tournament is declared official, whenever that might be within one year of the event starting date.

22. ESPORTS

- a. If there is a change to the scheduled number of games or maps played in the match, bets placed on this market will stand.
- b. If there is a change in the venue for a match, bets placed on this market will stand.
- c. If there is a change in the team members in the match, bets placed on this market will stand.
- d. If a player participates in an official match with a different/wrong nickname, or on a smurf-account, bets placed on this market will stand unless it is clear that it was not the player that was supposed to play the match.
- e. If the name of a player or team has been spelt incorrectly, bets placed on this market will stand.
- f. If a match is postponed or re-scheduled, bets placed on this market will stand, provided, the match is played before the end of the competition.
- g. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
- h. If a player or team is given a walkover on at least one game or map before the match starts, bets placed on this market will be void.
- i. If a player or team is given a bye into the next round before the match starts, bets placed on this market will be void.
- j. If a player or team is disqualified or retires from the match, bets on this market will be settled on the player or team determined as the winner by the official rules of the respective governing body.

23. INPLAY WAGERS

- a. When wagering on "InPlay", if the price or line has moved against the player's request, the wager will not be consummated but instead will be re-offered at the new odds.
- b. When wagering on "InPlay", if the price or line has moved in the player's favor, the wager will be automatically consummated at the improved odds without notification to the player of the improved price.
- c. **ALL INPLAY WAGERS ARE CONSIDERED ACTION WHEN CONFIRMED.** Voids will be completed at the discretion of management and with the approval of both parties.

24. 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 available in the sports book.

25. PARLAY CARD RULES

See reverse side of parlay card for rules.

26. 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 365 days after the date of purchase or 30 days after close of the racing meet, whichever occurs first.

27. 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 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.
- h. For horse racing future book wagers, all bets are "action".

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

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

Trifectas

Trifecta 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.

28. 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 next Twin Q pool in the event that it is not hit that day.
- 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.