

William Hill U.S. House Rules

As of April 6, 2020

William Hill 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 Indiana Gaming Commission.
- 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. Indiana law prohibits persons under the age of 21 from wagering, collecting winning wagers or loitering in or about the 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 Indiana 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.
- k. 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.
- l. Patrons may fund wagers via the following methods:
 - Retail teller terminals accept cash, winning tickets, or cash vouchers from the kiosk, Free Play or Sport Reward Points.
 - Kiosk terminals accept cash, winning tickets, or cash vouchers
 - Mobile or desktop wagering may be funded with cash, Pre-Paid Card, or ACH

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. The time on the tickets is Central Time.

- c. 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.
- d. Management is not responsible for lost, stolen, altered or unreadable tickets. For all honored lost or stolen tickets, where the rightful owner of a winning ticket can be 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 from the date of event before processing for payment if applicable.
- e. Winning tickets are void after 365 days from conclusion of the event.
- f. 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.

Tropicana Evansville
ATTN: WILLIAM HILL SPORTSBOOK
421 NW Riverside Dr.
Evansville, IN 47708

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 and VOLLEYBALL 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/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 80 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. AUTO: A race must be completed, and a winner declared within seven (7) days of the start of the race to be considered "official".
- n. GOLF: Tournaments must be completed within seven (7) days of the start of the tournament to be considered "official."
- o. 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.

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.

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. Written disputes may be submitted in person at the sports book or be mailed in to the address below:

**Tropicana Evansville
ATTN: WILLIAM HILL SPORTSBOOK
421 NW Riverside Dr.
Evansville, IN 47708**

- b. Customer Service address and phone number are:
William Hill Indiana

**P.O. Box 400070
Las Vegas, NV 89140
(855) 754-1200**

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 Indiana Gaming Commission. Decisions of the Indiana 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 part-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.

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 RULES/TABLE TENNIS

- 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. For World Team Tennis, matches must be played on the scheduled day for "action".
- e. All tennis/table tennis matches are "action" regardless of a venue or surface change, as long as they are fully completed.
- f. If a player retires or is disqualified from a match; all wagers placed on full-game markets are void.
- g. 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.

- h. 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.

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. BOWLING

- 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.

21. CYCLING

- a. For cycling events, results will be determined by the results that are declared on the day of the stage or event conclusion. We do not recognize any subsequent protests or overturned results any time after the date that the event was completed.
- b. For head to head matchups, both riders must start the stage or event for “action”.
- c. If an event or tournament is postponed for any reason, you have “action” as long as the event is completed within the scheduled calendar year.

22. 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.”

23. 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.

24. 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

25. PARLAY CARD RULES

See reverse side of parlay card for rules.

26. PAYOUT

Calculations for wager types are as follows:

- a. Money line payoff – The money line is expressed as a three-digit number. For example,
- b. -150 means a player must bet \$150 for every \$100 they wish to win, and multiples thereof. Or, +140 means a player will win \$140 for every \$100 bet.
- c. Point spread payoff - Bets on the point spread are offered at 11 to 10 odds, unless otherwise stated. For example, a player must bet \$11 to win \$10, or \$110 to win \$100.
- d. Parlay payoff – Please see the off the board parlay and teaser odds chart, posted next to the House Rules. In the event of a void leg or wagering tie within a parlay, the parlay reduces to the next lowest amount of legs.
- e. Teaser payoff – Please see the off the board teaser and teaser odds chart, posted next to the House Rules.

27. PROBLEM GAMBLING

Problem gamblers come from many backgrounds.

They can be rich or poor, young or old, male or female. Problem gambling can affect people of every race, every religion, and every education and income level. Problem gambling is a treatable and does not have to ruin your life. For assistance with Problem Gambling please call:

1-800-9-WITH-IT (1-800-994-8448)

28. PROHIBITED PATRONS

THE FOLLOWING PATRONS ARE PROHIBITED FROM WAGERING IN THE STATE OF INDIANA:

Any member of the Indiana Gaming Commission, any employee or agent of the Indiana Gaming Commission or the spouse of any of the above referenced patrons as well as any individual prohibited by the Commission for the following reasons are not allowed to wager within the state of Indiana:

- Any individual listed on the commission's exclusion listing or who has voluntarily excluded person status
- An individual that has signed up for statewide internet self-restriction
- An individual whose participation may undermine the integrity of the wagering or the sports event or who is excluded from wagering for other good cause, including but not limited to, an attempt to place a wager as an agent or proxy.
 - *A member, employee or agent of the commission may participate in sports wagering if that person: a) Has received the written authorization from the Executive Director or the Executive Director's designee to participate in sports wagering as part of the person's employment or b) is participating only to the extent authorized by the Executive Director or the Executive Director's designee.*