

# Nevada House Rules

As of September 30, 2021

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

1. MANAGEMENT .....	3
2. TICKET ACCURACY .....	3
3. DEFINITION OF "ACTION" .....	4
4. DEFINITION OF "OFFICIAL" .....	4
5. DETERMINING THE WINNER .....	6
6. WAGERING TIES .....	6
7. DISPUTES .....	7
8. PRO FOOTBALL/COLLEGE FOOTBALL RULES .....	7
9. PRO BASKETBALL/COLLEGE BASKETBALL RULES .....	7
10. BASEBALL AND SOFTBALL RULES .....	8
11. HOCKEY RULES .....	9
12. FIGHTS: BOXING & MMA RULES .....	10
13. SOCCER RULES .....	10
14. AUTO RACING RULES .....	11
15. GOLF RULES .....	11
16. TENNIS/TABLE TENNIS RULES .....	12
17. CRICKET RULES .....	12
18. DARTS RULES .....	13
19. RUGBY LEAGUE AND RUGBY UNION RULES .....	13
20. AUSTRALIAN RULES FOOTBALL RULES .....	13
21. LACROSSE RULES .....	13
22. WRESTLING RULES .....	13
23. HANDBALL RULES .....	13
24. VOLLEYBALL RULES .....	13
25. CHESS RULES .....	14

<b>26. ESPORTS .....</b>	<b>14</b>
<b>27. INPLAY WAGERS &amp; RULES .....</b>	<b>14</b>
<b>28. PARLAY RULES .....</b>	<b>17</b>
<b>29. PARLAY CARD RULES .....</b>	<b>17</b>
<b>30. PARI-MUTUEL RACE RULES .....</b>	<b>17</b>
<b>31. NON-PARI-MUTUEL RACE RULES AND LIMITS.....</b>	<b>17</b>
<b>32. TWIN QUINELLA RULES.....</b>	<b>18</b>

## 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. **If an obvious error occurs, the error will be investigated. If management determines through the investigation that a patron took advantage of the error, we reserve the right to close, suspend or disable the wagering account.**
- m. Please be aware that data such as current scores, time elapsed etc. that is displayed on our site or on our text screens is sourced from a 'live feed' provided by a third party and may be subject to time delay and/or be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk and Management accepts no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.

## 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. In accordance with Regulation 22.115, if both parties do not agree to void the ticket, written approval from the Chair will be requested for the void.
- 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 on the reverse of the ticket. 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.
- 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." For example, if a game is postponed on a Saturday, it must be completed by the following Friday.
- b. BASKETBALL, BASEBALL, SOFTBALL, HOCKEY, FIGHTS (boxing and mixed martial arts), SOCCER, RUGBY, AUSTRALIAN RULES FOOTBALL, LACROSSE, HANDBALL 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", unless otherwise specified.
- c. In all sports, with the exception of boxing, mixed martial arts (all leagues), tennis and table tennis, if any change in venue (or court surface for tennis) occurs from the originally scheduled location, there will be "no action" and wagers will be refunded.
- d. Both sides must start in any two-way matchup propositions.
- e. 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).
- f. 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 for proposition wagers.
- g. For season long player statistical leader and award futures, players must play in at least one regular season game for "action".

### **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 to extra innings, winners and losers are "official" after the winner is decided after a

full inning of play if the visiting team is ahead, or after the home team has scored to win the game.

- 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. For bets on the pregame money line, 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, unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the results are determined by the score at the time the game is called.
  - 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 to extra innings, winners and losers are "official" after the winner is decided after a full inning of play if the visiting team is ahead, or after the home team has scored to win the game.
- i. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
  - ii. For bets on the pregame money line, 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, unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the results are determined by the score at the time the game is called.
- c. BASKETBALL (WNBA, college and international): After 35 minutes of play.
- d. BASKETBALL (NBA): 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 75 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 RACING: A race must be completed or deemed official by the governing body, and a winner declared within seven (7) days of the start of the race to be considered "official". If an event does not start, as long as the event finishes within the particular season, all bets are "action".

- p. GOLF: A tournament must be completed or deemed official by the governing body, and a winner declared within seven (7) days of the start of the tournament to be considered "official". If an event does not start, as long as the event finishes within the particular season, all bets are "action".
- 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 to be considered "official" unless otherwise specified.

## **5. 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 a proposition wager that occurs while a game or match is in progress will be "action", regardless if the game or match is played to its conclusion, unless otherwise specified.
- c. If conference or division alignment is changed for any reason, the original futures on those specific categories will be deemed "no action".
- d. If a league declares a championship, conference, division, award or any other category a winner, all bets on the winning team (or player) will be paid out regardless of team relocation, name change, or changes to regular season schedules or playoff formats, and regardless of when they are determined as long as they are designated winners by the league in a particular season.
- e. Bets will be paid out if the league declares a championship, conference, division, or any other category a winner without playoffs taking place in a 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".
- g. When betting on the "field", the field includes all other players or teams that are not specifically listed. Regardless of where the "field" selection is located on the mobile app in a particular event, all of the players or teams listed in the event are NOT included in the "field" bet, no matter what order in which they are displayed.

## **6. 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.
- e. In the case of a tie for an award or any other event, odds will be divided by the number of winners.

## 7. DISPUTES

- a. Customer Service address and phone number are:

**Customer Service - 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.

## 8. PRO FOOTBALL/COLLEGE FOOTBALL RULES

- a. Overtime counts unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific 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 1<sup>st</sup> half wager is action if a game is postponed in the 2<sup>nd</sup> half; whereas a 4<sup>th</sup> quarter wager is void if the game is postponed in the 4<sup>th</sup> quarter.
- d. Unless odds are quoted for a tie, any market in which the result is a wagering tie will be refunded
- e. When wagering on football regular season win totals (college and professional), teams must play the exact number of games on their schedule for "action". If there is a change in opponent, if the team plays the originally scheduled number of games, those bets are still declared as "action". For college football regular season wins, conference championship and bowl games do not count towards the win total.
- f. For pro and college football exacta wagering, the team listed first must win the championship game and the second team must play in and lose the championship game.
- g. For pro football championship game proposition wagers, please consult the customer sheets for all rules that govern specific bets.

## 9. PRO BASKETBALL/COLLEGE BASKETBALL RULES

- a. Overtime counts unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
- b. Wagers for all full-game markets stand provided at least 43 minutes (for NBA) or 35 minutes (for WNBA, college and international) of play have taken place and an official result is declared, unless otherwise specified.
- c. Any part-game wagers are action upon completion of the specified period. For example, a 1<sup>st</sup> quarter wager in a game postponed in the 2<sup>nd</sup> half is action; whereas a 3<sup>rd</sup> quarter wager in a game postponed during the 3<sup>rd</sup> quarter is void.

- d. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.
- e. For pre-season, summer league and pro basketball All-Star games, games are “action” if the league determines a result, no matter what the rule changes are pertaining to the individual games.
- f. For pro basketball regular season wins wagers, please check customer sheets for the minimum required games to be played for “action”.

## 10. 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.
- b. For all non-US professional leagues and college baseball and softball, wagers are “action” regardless of starting pitchers. “Totals” and “run line” wagers are subject to the same game length rules as professional US baseball. The bottom team that is listed, does not necessarily bat last.
- c. 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 5<sup>th</sup> Inning where a game is postponed in the 7<sup>th</sup> is action; whereas if the game were to be called at any time during the 5<sup>th</sup>, the wager is void (regardless if a run has already been scored).
- d. 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 innings if the home team is ahead) for a scheduled seven-inning game.
  - i. If the game goes past regulation innings into extra 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 complete their turn at bat in the bottom half of an extra-inning game, the score reverts to the previous full inning of play, unless the home team scores to tie the game, in which then the score will be determined at the point of suspension.
  - ii. When wagering pre-match on a baseball “total” or “run line”, pitchers will be automatically listed. A pitcher change before the game constitutes “no action”.
- e. For pre-season/exhibition and pro baseball All-Star games, games are “action” if the league determines a result, no matter what the rule changes are pertaining to the individual games.



- f. For 1st 5 inning wagers, listed pitchers must start for “action”. In the case of a pitching change, 1st 5 innings wagers will be considered “no action”.
- g. 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”.
- h. For daily baseball grand slam and no-hitter proposition wagers, all wagers constitute “action” regardless of the number of games completed that day. For the yes-no no-hitter proposition, the no-hitter must be at least nine innings to be considered “action”.
- i. For the Grand Salami (total runs scored in all games that day), all scheduled games must go at least 8½ or 9 innings for there to be “action”.
- j. For total bases propositions, only hits count towards this wager. A single counts as one, a double as two, a triple as three and a home run as four. Reaching base by any other means (walk, hit by pitch, etc.) does not count towards this wager.
- k. When wagering on softball “totals” or “run lines”, the game must go at least the regulation seven innings (six and one-half innings if the home team is ahead).
  - i. If the game goes past regulation innings into extra 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 complete their turn at bat in the bottom half of an extra-inning game, the score reverts to the previous full inning of play, unless the home team scores to tie the game, in which then the score will be determined at the point of suspension.
- l. For the World Baseball Classic or any other games that are called due to the mercy rule, “totals” and “run lines” are considered “action”.
- m. Unless odds are quoted for a tie, any market where the result is a wagering tie, those bets will be refunded.
- n. For pro baseball regular season wins wagers, please check customer sheets for the minimum required games to be played for “action”.

## 11. HOCKEY RULES

- 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 conference. Three on Three 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

- f. For the daily pro hockey salami (total goals scored in all scheduled games), all games must be official for wagering purposes for “action”.
- g. For pro hockey regular season points wagers, please check customer sheets for the minimum required games to be played for “action”.
- h. For monthly team points wagers, all scheduled games for that month must be played for “action”.

## **12. FIGHTS: BOXING & MMA RULES**

- a. All fights are “action” regardless of site changes. Fights must be fought on the scheduled date for “action”.
- b. 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.
- c. 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.
- d. In the event of a draw, wagers on who will win are “no action”.
- e. 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.
- f. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, or any other stoppage.
- g. On decision proposition wagers, “decision” means that the fight result is determined by the result of the scorecards.
- h. In the event of a fight being declared a “no-contest”, all wagers (including totals) on that fight will be considered “no-action”, regardless of when the fight is stopped.
- i. For pick the knockout round wagers, if a fighter doesn’t answer the bell for the next round, the previous round will be declared the winner. Knockout includes a technical knockout and disqualifications.

## **13. SOCCER RULES**

- a. For all full match 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 wagers; extra time and penalty kick shootouts do not count, unless otherwise specified. For all first half goal line, money line and total wagers, the score at the end of 45 minutes, plus injury minutes, will be used to determine winning and losing wagers.
- b. For 3-way wagering propositions: sides must win, lose or draw (each is a separate wagering interest).
- c. “To advance” or “to Win Tournament” wagers include the result of extra time and/or 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.

## 14. AUTO RACING RULES

- a. Auto races are “action” when the first car crosses the start line after the green flag is dropped.
- b. 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”.
- c. In driver matchup propositions, all drivers involved in any matchup must start or the wager is deemed “no action.”
- d. If any driver in a matchup is substituted during the race, then the matchup is considered “no action.”
- e. Wagers are accepted on drivers only, not on teams or cars, unless stipulated on the odds sheets/displays.
- f. The winner of driver matchups and race propositions will be based on the official finish order.
- g. 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.
- h. 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.
- i. 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.
- j. iRacing formats can change from week to week, and it is determined by eNASCAR.
- k. For odds to win the pole position, if the pole is determined by points due to rain or any other reason, then all bets are refunded.

## 15. 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 tournament matchup are in a playoff, the winner of the playoff wins the matchup, otherwise the matchup will be refunded. Fourth round(or final round matchups) do not include any holes played in a playoff.
- f. For exact number of majors won futures, all four major tournaments in that year must be played for “action”. Players must start in the first major of the year for “action”, no matter which tournament is played first.

## 16. TENNIS/TABLE TENNIS RULES

- a. For tournament futures, the event must be completed by the end of the calendar year for “action”.
- b. If a player withdraws before the start of a tournament, all futures bets on that player will be refunded, unless otherwise specified.
- c. 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”.
- d. 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”.
- e. 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.
- f. 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.
- g. For World Team Tennis matches must be played on the scheduled day for “action”.
- h. All tennis/table tennis matches are “action” regardless of a venue or surface change, as long as they are fully completed.
- i. For exact number of grand slams won futures, all four grand slam tournaments in that year must be played for “action”. Players must start in the first major of the year for “action”, no matter which tournament is first.
- j. Table tennis matches must start within one hour of its originally scheduled start time for “action”. Matches must be completed

## 17. CRICKET RULES

- a. One day matches must be completed on the scheduled day for “action”.
- b. Test matches must be completed within seven days of the start of the match.
- c. If a ball is not bowled during a competition, series, or match, then all bets will be declared “no action”.
- d. If a match is shortened by weather or otherwise, winning bets will be determined by the official competition rules. Match results may be determined by the Duckworth-Lewis-Stern method in the event of interruption due to weather or other circumstances.
- e. Bowl-offs and super-overs count towards the result of a match unless otherwise stated.

## **18. DARTS RULES**

- a. Matches must be played within seven days of the scheduled date for “action”.
- b. 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.
- c. In a matchup, both players must start, or the match will be declared “no action.”

## **19. RUGBY LEAGUE AND RUGBY UNION RULES**

- a. Matches must be played on the scheduled day for “action”.
- b. Overtime/extra time counts in all wagers, unless otherwise specified.

## **20. AUSTRALIAN RULES FOOTBALL RULES**

- a. Match must be played on scheduled day for “action”.
- b. Matches must go at least 75 minutes for “action”.

## **21. LACROSSE RULES**

- a. Matches must be played on the scheduled day for “action”.
- b. Overtime/extra time counts in all wagers, unless otherwise specified

## **22. WRESTLING RULES**

- a. For dual meets, a match must be held in all 10 weight classes for “action”.
- b. Meets must be held on the scheduled day and site for “action”.

## **23. HANDBALL RULES**

- a. Matches must be held on the scheduled date for “action”. Any change in venue will result in a match being declared “no action”, unless otherwise specified.
- b. Matches must go at least 60 minutes for “action.”
- c. Goals scored in overtime and penalty shootouts count towards the final score.

## **24. VOLLEYBALL RULES**

- a. Match must be played on scheduled day for “action”.
- b. Matches must be fully completed for “action”.

## 25. CHESS RULES

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

## 26. 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 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.

## 27. INPLAY WAGERS & RULES

- 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.
- d. **PRO FOOTBALL/COLLEGE FOOTBALL**
  - i. Overtime counts unless otherwise specified. Overtime will not count in any bets involving specific halves or quarters.
  - ii. 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.

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

e. **PRO BASKETBALL/COLLEGE BASKETBALL**

- i. Overtime counts unless otherwise specified.
- ii. All basketball games must be fully completed for full-game wagers to be considered "action". Any games cancelled or postponed will be void, the only exception, is the money line live, where at least 43 minutes for NBA, or 35 minutes for college, WNBA and international, of play have taken place and an official result is declared, unless otherwise specified.
- iii. 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.
- iv. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

f. **BASEBALL**

- i. For all full-game wagers the game must go at least the regulation nine innings (eight and one-half innings if the home team is ahead) for a scheduled nine-inning game for "action". For any doubleheaders that are scheduled for seven innings, the game must go at least seven innings (six and one-half if the home team is ahead) for "action".
- ii. 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).
- iii. For specific yes-no on a run being scored in a particular inning, the FULL inning must be completed for "action".
- iv. For all specific yes-no on a run being scored in a particular half inning (top or bottom), the half inning must be completed for "action".
- v. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

g. **HOCKEY**

- i. 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.
- ii. 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.

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

**h. SOCCER**

- i. 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.
- ii. Bets for all markets stand provided the game goes at least 90 minutes and an official result is declared, unless otherwise specified.
- iii. 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.
- iv. For all 1st half wagers, the score at the end of the 1st half (45 minutes plus injury time minutes) will be deemed the 1st half score and used to settle all markets.
- v. “To Advance” or “To Win the Tournament” wagers include the result of extra time and penalty kick shootouts.

**i. TENNIS**

- i. If a player retires or is disqualified from a match; all wagers placed on full-game markets are void.
- ii. 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.
- iii. 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.

**j. INPLAY PROPS AND SPECIALS**

- i. More than 1 team to win prop. All named games must take place on the scheduled day, and InPlay specific sport rules apply when defining "action" on a game.
- ii. More than 1 team to win prop. Example wager: 'Both Chiefs and Packers to win?'. All individual parts of the bet must be deemed “action” (according to InPlay rules) for the wager to have “action”, and if any part of the wager is void (per house rules, postponement, or any other reason), then the whole bet will be refunded. This includes a tie after OT in NFL.
- iii. Player Props. All games must be fully completed on the scheduled day, and subject to the InPlay sport specific rules when defining "action" on a game, unless a winning selection has been established. Example: player to hit a home run, player to score a touchdown.
- iv. Player Props. If a player is named in the wager, bets are considered "action" if they take any part in the game, otherwise the bet will be void. If more than one player is named in a wager, all named players will need to take a part in their respective games for "action", otherwise the bet will be void.



## **28. 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.

## **29. PARLAY CARD RULES**

See reverse side of parlay card for rules.

## **30. 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.

## **31. 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. Except for twin quinellas, a wager must be offered in a pari-mutuel pool at the host track 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 299-1. In the event of a scratched horse, the wager will be refunded.

### **Pick 3**

Pick 3 payout odds limited to 500-1. 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 299-1. In the event of a scratched horse, the wager will be refunded.

### **Trifectas**

Trifecta payout odds limited to 1000-1. In the event of a late scratch, the wager will be refunded for that 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.

## **32. 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 Race and Sports Books.
- h. In the event of no winning tickets, the carryover pool will move to the next designated day.