



House Rules

GENERAL

Please read these rules carefully.

1. Iron Gate Gaming LLC d.b.a. betIGG (“**betIGG**”), ISI Sports, its representatives, and its consultants are not responsible for issues arising from mechanical failure, loss of communications or human error. Mechanical failure voids all plays and pays. Tickets written as a result of mechanical failure or human error may be voided at the discretion of betIGG without notification, and all wager amounts refunded.
 - 1.1. betIGG, ISI Sports, its representatives, and its consultants are not responsible for communication delays due to internet outages or speed issues, the failure of electronic equipment, service interruptions, or other network or system flaws.
2. You must be 21 years or older to place a sports wager or cash a winning ticket.
 - 2.1. To place a bet at an betIGG Sports Gaming Kiosk (an “betIGG Kiosk”), the bettor is required to scan a valid identification card prior to placing the bet.
3. If you have a technical issue or question while using the betIGG Kiosk, contact the betIGG customer service call center at (888) 506-4283. The betIGG Kiosk also has a sports betting guide found under “How To Play.”
4. No bettor may place bets totalling more than seven hundred dollars (\$700 USD) in a calendar week, which begins at 2:30:00 am ET on Wednesday and ends at 2:29:59 am ET on the following Wednesday.
5. Winning wagers will be subject to IRS reporting and withholding guidelines if the wager was given at 300:1 odds or greater and the prize amount is \$600 or greater. Other wagers may be subject to IRS reporting and withholding guidelines.
6. Any rules written for specific events, such as special wagers or in-game markets, are considered to be House Rules.
7. Bettor disputes should be addressed with an betIGG manager having managerial jurisdiction over betIGG’s sportsbook.
 - 7.1. For any gaming complaints and/or disputes where the complainant is not satisfied with the rendered decision and/or resolution of the matter by betIGG’s

senior management, the complainant shall be informed that the complaint shall be forwarded to the Director of Sports Gaming (the “**Director**”) for formal resolution at the address below:

Ohio Lottery Commission
ATTN: Jonathan Dillinger
615 W. Superior Ave
Cleveland, OH 44113

- 7.2. The decisions rendered by the Director shall be final and binding.
8. betIGG’s sports betting operation reserves the right to limit, accept, cancel, and/or refuse any wager at any time.
9. Wagers cannot be altered once an event has started. All bets must be placed before the beginning of each event, with the exception of in-game wagers. Any bet placed after the event has started will be canceled.
10. Minimum and maximum wager amounts, odds, and payouts on all sporting events will be determined by betIGG and are subject to change.
 - 10.1. The minimum sports wager is two dollars (\$2.00).
 - 10.2. The maximum wager amount is seven hundred dollars (\$700 USD).
 - 10.3. The maximum payout on any sports wager at betIGG, regardless of the odds, shall be fifty thousand dollars (\$50,000 USD).
11. The winner of an event or game will be determined on the date of the event’s conclusion based on the official result published by the governing body for that event.
 - 11.1. betIGG does not recognize protested or overturned decisions for wagering purposes.
 - 11.2. If an event is suspended after the start of competition, the result will be decided according to the wagering rules specified for that sport by betIGG.
 - 11.3. All sporting events must be played on the scheduled date, unless otherwise specified. If an event is postponed, rescheduled, and/or there is a change of venue, the event will constitute “no action” (unless sport specific rules state otherwise).
 - 11.4. Future or outright wagers are considered action as long as a winner is officially announced, regardless of team relocation, team name change, league affiliation, playoff format, or season length, unless otherwise specified below, within rules particular to a specific sport.

12. Dates and start times of events shown are for guidance purposes only, and may be changed by the officials of their respective league. Wagers will be accepted up to the listed start time.
13. Dead Heat rules will be used when applicable to ties and the wager will be graded proportionally (*i.e.*, each selection tied for a specific position will be given a joint ranking).
14. Wagering options, excepting in-game/live markets, are available up until the official start of the event.
15. Straight bets that are settled as a “push” or deemed “no action” will be refunded, unless the selection is part of a parlay or teaser-parlay bet, in which case parlay and teaser-parlay rules will apply.
16. Management will keep records of all point spreads, odds, final scores, and wagers to protect the bettors and management in the case of obvious mechanical or human errors.
 - 16.1. All prices and odds are subject to change prior to wager submission. Bettors will be notified on screen of any change in odds.
 - 16.2. betIGG acknowledges that some bets might require the rounding to the nearest dollar for the settlement of the bet. Should that be the case, betIGG reserves the right to adjust and settle accordingly.
 - 16.3. In the case of an obvious error (as defined below) on the posted line, scheduled time, or maximum wager, any wager will be deemed a “no action” wager, and all money will be refunded.
 - 16.4. betIGG will not be responsible for any errors and reserves the right to cancel any wager at any time.
 - 16.5. betIGG reserves the right to correct any error made in the case of incorrect settlements and to re-settle the bet correctly.
 - 16.6. betIGG monitors all wagers to aid in properly settling disputes. If a dispute between a bettor and betIGG should arise, both the bettor and betIGG agree that the electronic transmission records will act as the final authority in determining the outcome of any claim. Should a bettor remain unsatisfied with respect to such determination, Section 7.1 above shall be followed.
17. betIGG reserves the right to add, delete, and/or change the sportsbook’s rules and regulations, as long as approval has been granted by the Ohio Lottery Commission (the “Commission”).
18. betIGG is not responsible for altered, unreadable, lost, and/or stolen tickets.
19. Wagers will not be accepted at other than posted terms.

20. Sports wagers may be made in cash or by kiosk credit from a winning ticket issued by a betIGG Kiosk.
21. If a bettor is suspected of circumventing betting limits or max payout limits by repeating the same wager under the approval limit, betIGG reserves the right to restrict payout or cancel wagers that collectively exceed the betting or payout limits.
22. **Prohibited Sports Betting Participant.** A “**Prohibited Sports Betting Participant**” is defined as any individual whose participation may undermine the integrity of the betting or the sports event, any person who is prohibited for other good cause, or any person that is participating in the Ohio Voluntary Exclusion Program (“**Ohio VEP**”).
 - 22.1. If you are a Prohibited Sports Betting Participant, you may not make wagers with the betIGG Sportsbook. If you are found to be a Prohibited Sports Betting Participant, after placing a sports wager, but before the winning bet is cashed, the wager will be canceled. No additional sports wagering activity by the Prohibited Sports Betting Participant will be permitted.
 - 22.2. Without limitation, a Prohibited Sports Betting Participant shall include any individual whose identity is known to betIGG that: **(I)** appears in the Ohio VEP database which shall be kept up to date by betIGG from time to time; and/or **(II)** may undermine the integrity of the betting or the sports event; and/or **(III)** is prohibited from participating for other good cause.
23. **Ticket Accuracy.** Please check your wager for accuracy before submitting your bet and leaving the betIGG Kiosk.
 - 23.1. Wagers made at a betIGG Kiosk must be checked carefully for accuracy. If a mistake is discovered at a betIGG Kiosk, you have ten (10) minutes to request the ticket be voided, so long as the event on which the event has been wagered has not commenced. After ten (10) minutes or when the event begins (whichever comes first), tickets written at a betIGG Kiosk cannot be voided.
24. Retail winning tickets may be redeemed at any betIGG Host location, preferably where the location where the bet was placed, if the winnings are five hundred and ninety nine dollars (\$599 USD) or less. Winning tickets up to twenty five thousand dollars (\$25,000 USD) may be redeemed at an Ohio Lottery regional office. All winning tickets may be redeemed by mail-in to the betIGG office. Winning tickets worth more than \$25,000 USD *must* be redeemed by mail-in to betIGG. See the reverse side of the wagering ticket for mail-in collection instructions or visit www.betigg.com. Winning tickets worth seven hundred dollars (\$700) or less may be redeemed by kiosk credit at any betIGG Kiosk.
25. Winning tickets are redeemable for one hundred and eighty (180) days from the date of the latest event wagered on the ticket. If such winning ticket is not redeemed by the one hundred and eighty first (181st) day, then betIGG shall remit the winnings to the Commission to be deposited into the Ohio sports gaming revenue fund.

26. **Obvious Error**

- 26.1. An obvious error is defined as a misstated line or misstated odds of a wager or where the terms offered on a wager are materially different from those available to the general market at the time the wager is placed.
- 26.2. An obvious error also includes incorrect start or end times of events being entered into the sports bet system which allow wagers to be made after an event has physically started. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.

27. **Notification of Odds Change.** Bettors will be notified of line changes as follows:

- 27.1. Digital signage is updated instantly.
- 27.2. Odds on the website and mobile application, if applicable, are updated instantly.
- 27.3. If a bettor has built a ticket, but the odds have changed prior to submitting the wager, the bettor will receive a message that the odds have changed prior to being able to place the bet on the betIGG Kiosk.

28. **Definition of “Action”**

- 28.1. All football, basketball, hockey, soccer, and baseball games must be played on the date specified.
- 28.2. Boxing, MMA, and UFC matches must go within one (1) week of specified date to be considered “action” unless otherwise stated.

29. **Definition of “Official”**

- 29.1. **Auto Racing.** Driver must start the race for “action.”
- 29.2. **Baseball (Professional and College).** In all nine-inning scheduled games, winners and losers are official after a minimum of nine innings of play unless the home team is leading after eight-and-one-half innings, subject to 31.2.1 and 31.2.2 below.
 - 29.2.1. Called games must go a minimum of five innings, or four and one-half innings if the home team is ahead. *The called games rule also applies to seven-innings scheduled games.
 - 29.2.2. If a game goes past five innings and is subsequently called, the winner is determined by the score after the last full inning of play. (Except in a case in which the home team scores to tie or take the lead in the bottom half of the inning in which the game is called, the runs do count.)

- 29.2.3. In all seven-inning scheduled games, winners and losers are official after a minimum of seven innings of play unless the home team is leading after six and one-half innings.
- 29.3. **Basketball (College).** After thirty five (35) minutes of play.
- 29.4. **Basketball (Professional).** After forty three (43) minutes of play.
- 29.5. **Boxing/MMA/UFC (Professional and Amateur).** When the bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length.
- 29.6. **Football (Professional and College).** After fifty five (55) minutes of play.
- 29.7. **Aussie Rules Football.** The entire scheduled period must be completed to have "action."
- 29.8. **Hockey (Professional, College, and Amateur).** After fifty five (55) minutes of play.
- 29.9. **Soccer (Professional, College, and Amateur).** After eighty five (85) minutes of play.
- 29.10. **Tennis (Professional, College, and Amateur).** After one (1) full set is completed.
- 29.11. **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 for wagering purposes.
- 30. Wagers are settled on the official result published by the governing body immediately after the event has finished.
- 31. Future or outright wagers are considered action as long as a winner is officially announced, regardless of team relocation, team name change, league affiliation, playoff format, or season length, unless otherwise specified below, within rules particular to a specific sport.
- 32. **Wagering on "Totals"**
 - 32.1. When wagering on "totals" (i.e., over or under) on contests involving a scheduled time limit, all game wagering rules applicable to minimum length of play requirements shall also apply to "total" wagers, (i.e., contests must play to their conclusion or have five minutes or less of scheduled playing time remaining for "total" wagers to be considered "action").
 - 32.2. When wagering on baseball "totals" (i.e., over or under) or "Run Lines", 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 and seven innings (six-and-one-half innings if the home team is ahead) for a scheduled seven-inning game.

- 32.2.1. 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.
- 32.2.2. 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.
- 32.2.3. If available, listed or specified pitchers must start in over/under wagers or "Run Line" wagers or there is "no action." If listed or specified pitchers are not available "totals" and "Run Line" wagers are "action" according to Baseball rules.

33. **Including Overtime Periods**

- 33.1. When wagering on "totals," overtime periods are counted in the final score, except in soccer.
- 33.2. On half-time (in progress) wagers, overtime periods are included as part of the second half.

34. **Determining the Winner**

- 34.1. For wagering purposes, the winner of an event or game will be determined on the date of the event's conclusion according to house wagering rules and regulations. Management does not recognize suspended games, protests, overturned decisions, etc. for wagering purposes.
- 34.2. In all future (advance) wagering involving a recognized sport organization (i.e., Super Bowl, World Series, etc.) the winner, as determined by the League Commissioner, Chairman, or other authoritative office at the conclusion of such event, will also be declared the winner for wagering purposes. On all future book wagers (advanced wagers) there are no refunds.

35. **Football.** Football wagers are accepted in the following manner:

- 35.1. **Point Spread.** This is a team against team wager. The favored team is giving up a specific amount of points (the "spread") that they have to win by or cover in order for the bet to win. If the margin of victory lands on the spread, all straight bets are considered pushed or "no action" and will be refunded.
- 35.2. **Total Score.** This is a wager that specifies the total points by both teams combined "over" or "under" for the game.

- 35.3. **Money Line Bet.** This is a wager where you bet on a team to win without a point spread. Instead of betting on the point spread you will be betting a price (Money Line). The money line price is adjusted to reflect the point spread, so if a team is favored to win by the point spread they will also be favored on the money line. If you are wagering on the favored team with the money line you will be giving up money for every dollar bet. If you are wagering on the underdog with the money line you will be getting money for every dollar bet. For example, -260 on the money line means you have to wager \$2.60 to win \$1. +260 on the money line means you bet \$1 to win \$2.60.
- 35.4. **Parlay Bet.** This is a wager that specifies from two (2) to four (4) combined selections to win. All selections must win for the wager to pay as written. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.
- 35.4.1. If a Parlay Bet reduces to one (1) selection via push or cancellation, the wager will be refunded regardless of the outcome of the event.
- 35.5. **Teaser-Parlay Bet.** This is a wager that specifies from three (3) to four (4) combined selections to win and/or score according to the odds at the time the bet was made. With the advantage of 6, 6 ½, and 7 point spread less the favorite and 6, 6 ½, and 7 point spread more the underdog against the parlay bet according to the number of points the player wants to buy.
- 35.5.1. If a Teaser-Parlay Bet reduces to one (1) selection or two (2) selections via push or cancellation, the wager will be refunded regardless of the outcome of the event.
- 35.6. **Parlay/Teaser-Parlay Rules**
- 35.6.1. A parlay bet will be reduced to the next number of teams played if any of the legs of the parlay result in a tie or become “no action” due to postponement.
- 35.6.2. Teaser-parlay bets will be reduced to the next number of teams played if any of the legs of the teaser-parlay result in a tie or become “no action” due to postponement, unless the reduction leads to only one leg of the teaser-parlay remaining. In this case, the teaser-parlay will be deemed “no action”.
- 35.6.3. Teaser-parlay bets are only accepted for football and basketball on pre-match spread and total markets.
- 35.6.4. The maximum number of legs in a teaser-parlay is four (4) selections.
- 35.7. **First- and Second-Half Wagers.** These are wagers for either the first or second half of a football game.

- 35.7.1. First-half wagers cannot be parlayed to the same game.
 - 35.7.2. The score at halftime will be the final score for first-half wagers. For second-half wagers, overtime periods are included as part of the second half.
 - 35.7.3. The final score for second-half wagers will consist of only 3rd quarter, 4th quarter, and any overtime points scored.
 - 35.7.4. The final score for the game is not the final score for second-half wagers.
 - 35.7.5. Second half wagering is only available during halftime of the football game.
- 35.8. **Betting on Quarters**
- 35.8.1. Overtime will not apply to any wager on the fourth quarter.
- 35.9. **Player Wagers**
- 35.9.1. Full season player wagers include the regular season only.
 - 35.9.2. Player stats will stand regardless of any trades during the season.
 - 35.9.3. NFL Regular Season Wins wagers and match-ups are based on teams completing seventeen (17) regular season games, unless the remaining games during the season will not affect the result.
 - 35.9.4. Canadian Football League Regular Season Wins wagers and match-ups are based on teams completing eighteen (18) regular season games, unless the remaining games during the season will not affect the result.
 - 35.9.5. College Football Regular Season Wins wagers will not include Conference Championship or Bowl Games.
- 35.10. **Buying Points.** Buying points moves the point spread in the bettor's favor by the number of points purchased.
- 35.10.1. Bettors may buy half points on football game sides only.
 - 35.10.2. First half and half-time point buying is not available.
 - 35.10.3. Each half point purchased costs an extra ten (10) cents towards your wager. For example if you were to buy a half point on to a +4 point spread to make it +4 1/2, instead of paying +4(-110) you would now be paying +4½(-120). Buying a half point on or off a point spread of three (3) or seven (7) on an NFL game is not allowed. Buying half points on NFL playoff games are restricted on a game-to-game basis.

- 35.11. **Rules.** For betting purposes, unless otherwise stipulated games are official after fifty-five (55) minutes of play. Football games must be played on the date scheduled, unless otherwise specified. If an event is postponed and/or rescheduled, said event will automatically constitute "no action," unless otherwise specified. "No action" means wagers will be refunded.
- 35.12. On all straight bets, except parlay and teaser-parlay bet cards, if the favorite wins by the exact point spread, all money will be refunded.
- 35.13. The home team is always listed at the bottom, unless otherwise specified. If a bettor wagers on the favorite, that team must win by more than the amount they are favored by.
- 35.14. If a bettor wagers on the underdog, that team can win the game or lose by any amount less the point spread.
- 35.15. When wagering on "totals," overtime periods are counted in the final score.
- 35.16. On half-time wagers: overtime periods are included as part of the second half.
- 35.17. Money Lines cannot be parlayed to point spreads in the same game or first-half lines of the same game.
- 35.18. On Quarter wagers, overtime is not valid for 4th quarter results
- 35.19. Teaser-parlay bets are not allowed on first- or second-half wagers.
36. **Aussie Rules Football.** Aussie Rules Football wagers are accepted in the following manner:
- 36.1. The entire scheduled period must be completed to have "action".
- 36.2. All markets exclude overtime, unless otherwise stated. Regulation includes any added injury or stoppage time, but does not include extra time.
- 36.3. If a match is interrupted and continued within forty eight (48) hours after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided wagers will be deemed "no action" and the wagers will be refunded.
37. **Baseball.** Baseball wagers are accepted in the following manner:
- 37.1. **Straight Bet/Money Line.** Is a team against team wager, regardless of the Listed Pitcher. Money lines are the primary wagering method used in baseball.
- 37.2. **Total Score.** A wager that specifies total runs by both teams combined over or under for the game. Total Score wagers will be considered "no action" in the event of any pitching change prior to the start of the game, and will be refunded. If Listed Pitchers are not available, Total Score is "action" regardless of starting pitcher(s).

- 37.3. **Run Line.** This is a team against team wager. The favored team is giving up a specific number of runs that they have to win by or cover in order for the bet to win (the “Run Line”). If the margin of victory lands on the Run Line, all straight bets are considered pushed or “no action” and will be refunded. Run Line wagers will be considered “no action” in the event of any pitching change prior to the start of the game and will be refunded. If Listed Pitchers are not available, then Run Line is “action” regardless of the starting pitcher(s).
- 37.4. **Parlay Bet.** This is a wager that specifies from two (2) to four (4) combined selections to win, all selections must win and the money line may change if a different pitcher starts than the Listed Pitcher. A tie, canceled event, or push in a three (3) or four (4) team parlay reduces the parlay to the next lowest betting bracket. Same game Run Line cannot be parlayed with Money Line or Total Score wagers. If a Parlay Bet reduces to one (1) selection via push or cancellation, then the wager will be refunded regardless of the outcome of the event.
- 37.5. **First 5 Innings.** In this wager you can place a bet on any of the previous betting options (straight bet, one specified pitcher, total score, etc.) with the difference that the result at the end of the first five (5) complete innings (four-and-one-half innings if the home team is ahead) is the one that counts.
- 37.5.1. The betting limits are the half of the betting limits for the complete game.
- 37.5.2. To have action the first 5 complete innings must be played.
- 37.5.3. In case of a tie in the first 5 innings, the wagers placed in straight bet and specified pitcher are considered “no action”, parlay bet reduces to the next lower number and total score bets are considered “action.”
- 37.5.4. First 5 side and/or total cannot be parlayed with the game.
- 37.5.5. All Baseball Rules apply for the First 5 Innings.
- 37.6. **Second Half (6th Inning to Game Conclusion)**
- 37.6.1. The betting limits are the half of the betting limits for the complete game.
- 37.6.2. In case of a tie in the second half, the game is “no action” and only the over/under bets are official.
- 37.6.3. Extra innings counts for the second half (no listed pitcher).
- 37.6.4. To have “action,” the nine (9) complete innings must be played (eight-and-one-half innings if the home team is ahead).
- 37.7. **Listed Pitcher.** This is a wager that specifies a starting pitcher.
- 37.7.1. This type of wager ensures that if the pitcher listed on your bet does not start, your bet will be considered “no action”.

- 37.7.2. If you have a straight bet, your money will be refunded if the pitcher listed on your bet does not start.
- 37.7.3. If you have a parlay, a two (2) team parlay becomes a straight bet.
- 37.7.4. A tie in a three (3) or four (4) team parlay reduces the parlay to the next lowest betting bracket.
- 37.7.5. There are three ways to bet using a Listed Pitcher:
 - 37.7.5.1. Listed Pitcher vs. team. If the Listed Pitcher you are betting for does not start, the bet will be considered "no action".
 - 37.7.5.2. Team vs. Listed Pitcher. You can choose a team against a Listed Pitcher. If the Listed Pitcher you are betting against doesn't start, the bet will be considered "no action".
 - 37.7.5.3. Listed Pitcher vs. Listed Pitcher. You can choose both pitchers listed. If one of the pitchers listed doesn't start, the bet will be considered "no action".
 - 37.7.5.3.1. If Listed Pitchers are not available, all Money Line, Total Score, and Run Lines are "action".

37.8. Rules

- 37.8.1. If available, the listed pitchers must start or there is "no action".
- 37.8.2. Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the first pitch of the game.
- 37.8.3. When wagering on Totals, extra innings are counted in the final score.
- 37.8.4. In the event of a pitcher(s) change prior to the start of a baseball game, money odds may be adjusted.
- 37.8.5. If one scheduled pitcher starts against an unscheduled pitcher, "action" and live "one specified pitcher" wagers will be computed at the opening price established with the new pitcher.
- 37.8.6. For betting purposes, winners and losers of a game are official after 5 innings of play.
 - 37.8.6.1. If the home team is leading, the game is official after four-and-one-half innings. Thereafter, if a game is called or suspended, the winner is determined by the score after the last full inning (unless the home team scores to tie or to take the lead at the bottom half of the inning, in which case the winner is determined by the score at the time the game is called).

- 37.8.7. Bets will be refunded if the home team ties the game and it is suspended.
 - 37.8.8. 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.
 - 37.8.9. If 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.
 - 37.8.10. Events will not carry over to the following day, unless otherwise specified.
 - 37.8.11. When wagering on Total Runs and/or Run Lines, the game must go nine (9) innings (or right-and-one-half innings if the home team is ahead) to have "action".
 - 37.8.12. Rules for baseball player wager bets and Run Line bets are the same as those for baseball Totals.
 - 37.8.13. Wagers on Totals and Run Lines will be refunded if a Listed Pitcher doesn't start.
 - 37.8.14. For First Inning Wagers, the first inning must be fully completed for there to be "action." First Inning Wagers will have "action" regardless of the starting pitchers.
 - 37.8.15. All games must be played on the date specified.
- 37.9. **Total Regular Season Wins.** Teams must play a minimum of 157 games for "action."
- 37.9.1. The bet does not include post-season games.
 - 37.9.2. All bets have "action" regardless of team name change(s) or city relocation(s).

38. **Basketball.** Basketball wagers are accepted in the following manner:

- 38.1. **Point Spread.** This is a team against team wager. The favored team is giving up a specific amount of points (the spread) that they have to win by or cover in order for the bet to win. If the margin of victory lands on the spread, all straight bets are considered pushed or 'no action' and will be refunded.
- 38.2. **Total Score.** This is a wager that specifies total points by both teams combined over or under for the game.
- 38.3. **Money Line Bet.** This is a wager where you bet on a team to win without a point spread. Instead of betting on the point spread you will be betting a price (Money Line). The money line price is adjusted to reflect the point spread, so if a

team is favored to win by the point spread they will also be favored on the money line as well. If you are wagering on the favored team with the money line you will be giving up money for every dollar bet. If you are wagering on the underdog with the money line you will be getting money for every dollar bet. For example, -260 on the money line means you have to wager \$2.60 to win \$1. +260 on the money line means you bet \$1 to win \$2.60.

- 38.4. **First- and Second-Half Wagers.** These are wagers for either the first or second half of a basketball game.
- 38.4.1. First-half wagers cannot be parlayed to the same game.
 - 38.4.2. The score at halftime will be the final score for first-half wagers.
 - 38.4.3. For second-half wagers, overtime periods are included as part of the second half.
 - 38.4.4. The final score for second-half wagers will consist of only 3rd quarter, 4th quarter, and any overtime points scored.
 - 38.4.5. The final score for the game is not the final score for second-half wagers.
 - 38.4.6. Second-half wagers are only available during halftime of the basketball game.
- 38.5. **Betting on Quarters.** Overtime will not apply to any wager on the fourth quarter.
- 38.6. **Parlay Bet.** This is a wager that specifies from two (2) to four (4) combined selections to win. All selections must win for the wager to pay as written. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket. If a Parlay Bet reduces to one (1) selection via push or cancellation, then the wager will be refunded regardless of the outcome of the event.
- 38.7. **Teaser-Parlay Bet.** This is a wager that specifies from two (2) to four (4) combined selections to win and or score according to the odds at the time the bet was made. With the advantage of 4, 4½, and 5 point spread less the favorite and 4, 4½, and 5 point spread more the underdog against the parlay bet according to the number of points the player wants to buy.
- 38.7.1. Teaser-parlay bets will be reduced to the next number of teams played if any of the legs of the teaser-parlay result in a tie or become “no action” due to postponement, unless the reduction leads to only one (1) leg of the teaser-parlay remaining. In this case, the teaser-parlay will be deemed “no action”.

38.8. **Double-Double.** A double-double occurs when a player reaches ten (10) or more from two (2) and a triple-double occurs when a player reaches ten (10) or more from three (3) of the following categories: (i) Points, (ii) Rebounds, (iii) Assists, (iv) Steals, and (v) Blocks.

38.9. **Rules**

38.9.1. Basketball games must be played on the date specified. If an event is postponed and/or rescheduled, said event will automatically constitute "no action", unless otherwise specified. "No action" means wagers will be refunded.

38.9.2. If a bettor wagers on the favorite, that team must win by any amount more than the point spread.

38.9.3. When wagering on totals, overtime periods are counted in the final score.

38.9.4. On second-half wagers, overtime periods are included as part of the second half.

38.9.5. Teaser-parlay bets are not allowed on first or second half wagers.

38.9.6. On player wagers, players must play for "action".

38.9.7. Player wagers on games will follow the standard game rules.

38.9.8. Future or outright wagers are considered "action" as long as a winner is officially declared, regardless of event/team relocation, postponements, or season length, unless otherwise specified.

39. **Cricket**

39.1. All matches must be played on the date and at the location specified. If a match is postponed and/or rescheduled, then all markets are deemed "no action".

39.2. If the match is tied and the official competition rules do not determine a winner or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are deemed "no action".

39.3. In the event of an over not being completed, all undecided markets on the specific over are deemed "no action", unless the innings has reached a natural conclusion.

39.4. No markets consider super overs unless otherwise specified.

39.5. 5-run penalties are not considered in any over or delivery market.

40. **Soccer.** Soccer wagers are accepted in the following manner:

40.1. **Money Line Bet.** This is the most common form of wagering in soccer. You can wager on one of three wagers: visiting team, home team, or the draw.

- 40.1.1. All bets are for full-time only. Full-time is defined as ninety (90) minutes of regular time and any stoppage time added by the referee.
- 40.1.2. Overtime, penalty shootouts, and penalty kicks are not counted for wagering purposes.
- 40.1.3. If a match were to end in a draw, only those placing bets on the draw will win.
- 40.1.4. Total wagering is available, but cannot be parlayed to the same game.
- 40.2. **Straight Bet.** This is a team against team wager.
 - 40.2.1. All team against team wagers in soccer are to advance only.
 - 40.2.2. Advance wagers include full time, overtime, and penalty kicks, if necessary.
 - 40.2.3. To advance wagers are available when there is a possibility of a match going to a second-leg, overtime, and/or penalty kicks.
 - 40.2.4. To advance wagers cannot be parlayed to Money Line Bets of the same game.
- 40.3. **Total Score.** This is a wager that specifies total goals over or under by both teams combined in full-time only.
 - 40.3.1. If an event is postponed and/or rescheduled, wagers on totals will automatically constitute "no action", unless otherwise specified.
 - 40.3.2. "No action" means wagers will be refunded.
 - 40.3.3. Shootout goals are not counted toward the total score of the game.
- 40.4. **First- and Second-Half Wagers.** These are wagers for either the first or second half of a soccer match.
 - 40.4.1. First-half wagers cannot be parlayed to the same match.
 - 40.4.2. The score at halftime will be the final score for first-half wagers.
 - 40.4.3. For second-half wagers, overtime and penalty kicks are NOT included as part of the second-half.
 - 40.4.4. The final score for second-half wagers will consist only of any goals scored in the final forty five (45) minutes of play plus any stoppage time added by the referee.
 - 40.4.5. The final score of the match is not the final score for second-half wagers.

40.4.6. Second-half wagers are only available during halftime of the soccer match.

40.5. **Player Wager Bets.** Player wager bets on soccer matches are graded using information from various news and sports outlets. Player wager bets from FIFA and UEFA competitions will be graded using statistics from their match reports and all results will be final.

40.6. **Rules**

40.6.1. For betting purposes, a game result is official after eighty five (85) minutes of the match. The result is for full-time only.

40.6.2. Overtime, extra time, and matches that are decided by penalty kicks are not considered for betting purposes, unless otherwise specified.

40.6.3. Only one wager (visiting team, home team, or draw) must be selected per game.

40.6.4. To advance wagers there are only two options, visiting team and home team.

40.6.5. Totals cannot be parlayed to the same game.

40.6.6. Soccer uses a three-way money line, which includes the Draw (tie) as a wagering option.

40.6.7. If a game is abandoned or postponed for any reason, all wagers will stand provided the game is played or re-started within twenty four (24) hours of the original kickoff time. If the game is not played or re-started within twenty four (24) hours then all wagers will be considered “no action”, with the exception of first-half wagers if they have already been settled.

40.6.8. The only exception to the above rule is if the relevant governing body deems an abandoned match to be completed and declares the result to stand. Then, we will settle all wagers as normal, provided at least eighty five (85) minutes of the match has been played.

40.6.9. To Advance and To Lift the Trophy wagers on a team to advance to the next level or round of competition will be decided on the basis of the score at the end of the match.

40.6.10. Any player wager bets (such as first goalscorer) will be settled according to information on the official website of the relevant league or competition. However, to grade player wager bets, the entire ninety (90) minutes plus injury time must be played.

- 40.6.11. If the match is interrupted or abandoned for any reason, and ninety (90) minutes plus injury time are not completed, except Money Line bets, all player wager bets and Total Score bets will be deemed “no action”.
- 40.6.12. The same game parlays are not permitted on any soccer matches.
- 40.6.13. Bettor cannot parlay Total Score and Money Line or spread on the same game in any soccer matches.
- 40.6.14. First-half wagers cannot be parlayed to the same soccer match.
- 40.6.15. All soccer future bets have “action”, unless otherwise specified.
- 40.6.16. All bets must be placed before the beginning of each match. Any bet placed after the match has started will be canceled.
- 40.6.17. Added time or injury time is considered part of the ninety (90) minute match (full time) and is decided by the match referee.
- 40.6.18. Home teams are on the bottom, unless otherwise specified.
- 40.6.19. Match details, such as dates and kick-off times, displayed on the website are for guidance only and may be amended or taken off the board at any time.
- 40.6.20. Soccer bets will have “no action” if the match is officially postponed. Regarding player wager bets, if a match is abandoned and/or suspended all bets shall be “no action” unless the relevant wagering option has already been decided. For example, a bet on the 'First Goal Scorer' will stand if a goal has already been scored.
- 40.6.21. For soccer wagering, in order to place your bet correctly you must predict the result of at least one game choosing either: the away team, the home team, or the draw, unless otherwise specified.

40.7. Both Teams To Score

- 40.7.1. In the event of a match being abandoned after both teams have scored, then ‘Yes’ bets will be settled as winners and ‘No’ bets as a loser. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be deemed “no action”.

40.8. Parlay Bet

- 40.8.1. This is a wager that specifies from two (2) to four (4) combined selections to win. All selections must win for the wager to pay as written. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket. If a Parlay Bet reduces to one

(1) selection via push or cancellation, then the wager will be refunded regardless of the outcome of the event.

41. **Hockey.** Hockey wagers are accepted in the following manner:

41.1. **Straight Bet.** This is a team against team wager. All NHL straight bets on teams use a Money Line.

41.2. **Total Score.** This is a wager that specifies total goals over or under by both teams combined.

41.3. **Parlay Bet.** This is a wager that specifies from two (2) to four (4) combined selections to win. All selections must win for the wager to pay as written. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket. If a Parlay Bet reduces to one (1) selection via push or cancellation, then the wager will be refunded regardless of the outcome of the event.

41.3.1. The Puck Line cannot be parlayed with the Money Line or Total.

41.4. **Period By Period Lines.** For specific period bets, the specified period must be played in its entirety for bets to have “action”. In case of a tie in a period, the period is “no action” and only the over/under is official.

41.5. **Rules**

41.5.1. For betting purposes, games are official after fifty five (55) minutes of play, unless otherwise specified.

41.5.2. For specific period bets, the specified period must be played in its entirety for bets to have “action”.

41.5.3. When wagering on totals, overtime periods are counted in the final score.

41.5.4. In the event of a shootout, the winning team is awarded one goal, which is considered in the determination of the winner and loser and counted toward the game total regardless of the number of goals scored in the shootout. This also applies to correct score and odd/even wagers.

41.5.5. For Last Team To Score wagers, in the event of a shootout, the winning team is considered the last team to score.

41.6. **NHL Playoff Series**

41.6.1. In the NHL Playoffs Series betting, bets will be graded as “no action” if the statutory number of games (according to the respective governing organizations) are not completed or are changed.

42. **Boxing/MMA/UFC.** Boxing/MMA/UFC wagers are accepted in the following manner:

- 42.1. **Straight Bet.** This is a wager with fighter against fighter. All wagers on fighters use a money line.
- 42.2. **Rounds Wager.** This is a wager on whether a designated fight goes or does not go a certain number of rounds.
- 42.3. **Knockout or Decision Wager.** This is a wager on whether a designated fighter wins by knockout or decision.
- 42.4. **Pick the Round or Specified Round Wager.** This is a wager to pick the round that the designated fighter will win.

42.5. **Rules**

- 42.5.1. If an event is postponed and/or rescheduled, said event must take place within one (1) week of the original date. If this does not occur the bet will be considered "no action". "No action" means wagers will be refunded.
- 42.5.2. When betting the over or under number of rounds a boxing match will go, the official stopping of a round before the sounding of the bell does not constitute a full round.
- 42.5.3. A full round is only considered for wagering purposes when the bell sounds signifying the end of said round.
- 42.5.4. All wagers are considered "action" regardless of any changes in weight class, scheduled bout length, or championship sanction, unless otherwise specified.
- 42.5.5. KO includes knockout, technical knockout, and disqualification. A win by submission in MMA is not considered a KO.
- 42.5.6. A half round is defined as the schedule round length divided by two.
- 42.5.7. If a fight ends exactly halfway through the round, the Over will be considered the winner.

43. **Golf**

- 43.1. **Straight Bet.** This is a wager on the player who wins the tournament.
- 43.2. **Future Bet.** This is a wager on future designated events, such as PGA tournaments, etc.
 - 43.2.1. These wagers are considered as straight bets and pay according to the odds at the time the bet was made.
 - 43.2.2. If an event is postponed and/or rescheduled, said event will automatically constitute "no action". "No action" means wagers will be refunded.

43.2.3. For “action”, the golfer must tee-off. It pays according to the odds at the time the bet was made.

43.3. Tournament Match-Up Bet

43.3.1. For Tournament Match-ups bets (usually head-to-head match-ups), both golfers must tee off in order to have “action”.

43.3.2. The golfer with the lower score over the entire tournament is the match-up winner, unless otherwise specified.

43.3.3. If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after the cut has been made will determine the winner.

43.3.4. If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner.

43.4. Round Only/18-Hole Match-Up Bet

43.4.1. The winner will be the player with the lowest score over eighteen (18) holes.

43.4.2. If scores are tied after eighteen (18) holes, all wagers will be canceled.

43.4.3. Playoffs do not count.

43.5. Matchplay Bet. In Matchplay, the winner of the match is deemed the winner, regardless of the number of holes played.

43.6. Rules

43.6.1. Player must tee off for “action”.

43.6.2. A tournament must be completed within eight (8) days of the scheduled starting date to be considered “action”.

43.6.3. Wagers on a golfer who does not play in the tournament are graded as “no action”, and all bets are refunded, unless otherwise specified.

43.6.4. A golfer is deemed to have played once he or she has teed off.

43.6.5. In the event of a player withdrawing after having teed off, wagers on that player will be lost.

43.6.6. All future bets on To Win the Tournaments are settled on the player awarded the Trophy and includes any playoff.

- 43.6.7. Disqualification/withdrawal before the cut will be deemed as missing the cut.
- 43.6.8. Any reference to make/miss the cut requires an official cut/exclusion by the tournament organizers for bets to stand. In the case where players are eliminated during more than one phase, settlement will be based on the first cut.
- 43.6.9. In top 5 or top 10 wagers, a tie for the 5th or 10th position will be settled by Dead Heat rules (*e.g.*, if two selections tied for the 10th position, the selections would be jointly ranked in the 10th position).
- 43.6.10. In the event a tournament does not go the specified number of completed holes (usually 72) and PGA or LIV officials shorten the tournament, the winner that has officially been determined by the PGA or LIV will be the winner for wagering purposes. For a PGA Tour event, if at least thirty six (36) holes have not been played, all wagers will be deemed “no action”, and bets refunded.
- 43.6.11. In the event that two (2) or more golfers are tied for the lead at the end of regulation play, a sudden death or specified hole playoff, will be used to determine the winner of the tournament. In this case, the winner of the playoff is the winner for betting purposes.
- 43.6.12. If one golfer continues to play after their opponent has missed the cut, withdrawn, or been disqualified, the golfer who continues to play wins the match-up.
- 43.6.13. The "Field" includes all players not offered by name.

44. **Tennis**

- 44.1. **Straight Bet.** This is a wager player against player, and on the number of sets to win. All scheduled players must start the event for the wager to be deemed “action”.
- 44.2. **Future Bet.** This is a wager on future designated events such as: Wimbledon, U.S. Open, etc.
 - 44.2.1. These wagers are considered as straight bets and pay according to the odds at the time the bet was made.
 - 44.2.2. If an event is postponed, rescheduled, does not start, or is incomplete due to either player’s or players’ incapacity or disqualification, then all bets are “no action”. “No action” means wagers will be refunded.
 - 44.2.3. For “action”, the player must serve.

44.3. Rules

- 44.3.1. In any tennis match, one full set must be completed for Money Line wagers to have “action”.
- 44.3.2. The full match must be completed for any spread or total wagers to have “action”. This includes both game spreads and totals and set spread and totals.
- 44.3.3. Unless specifically stated, tennis spreads and totals refer to the number of games.
- 44.3.4. The full match must be completed for any wagers, including spreads and totals, to have “action”. The only exception is for first set bets if the first set has already been completed.
- 44.3.5. If a tennis match is suspended or postponed for any reason, all wagers will stand provided the match is played or re-started within seventy two (72) hours of the original start time.
- 44.3.6. Retirement or disqualification will deem Sets Bets, correct score, handicap and total games wagers as “no action”.
- 44.3.7. Retirement or disqualification will deem player wager bets as “no action” with the exception of those already determined.

45. Auto Racing Events

- 45.1. **Straight Bet.** This is a wager on the driver who wins the race.
- 45.2. **Match-Ups Bet.** This is a wager on one or more specified driver(s) versus one or more specified driver(s).
 - 45.2.1. Wagers are placed on the driver only, NOT the car or team.
 - 45.2.2. If the original driver is replaced by another driver after the start of the race, the original driver is the driver of record and the wager will stand.
 - 45.2.3. All drivers in the match-up must start the race for “action”.
 - 45.2.4. Winners and losers are determined by the results reported immediately following the conclusion of the race by the specified race's governing body.
 - 45.2.5. Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded will not be honored.
- 45.3. Driver must start the race for action.
- 45.4. In match-ups all drivers must start the race or the wager will be deemed no action.

- 45.5. Wagers will be accepted on drivers only. No wagers will be accepted on teams or cars.
- 45.6. The winner at the conclusion of the race will be deemed the winner for wagering purposes.
- 45.7. All races must run within one week of the scheduled start date to be deemed action.

46. Rugby

- 46.1. All matches must be played on the date specified.
- 46.2. If a match is interrupted and continued within forty eight (48) hours after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided wagers will be deemed “no action”.
- 46.3. All markets are considered for regular time only, unless otherwise specified.
- 46.4. Rugby Union and Rugby League markets are based on the result at the end of a scheduled eighty (80) minutes of play plus any added injury or stoppage time, unless otherwise specified.
- 46.5. Rugby Sevens markets are based on the result at the end of a scheduled 14/20 minutes play, unless otherwise specified. This includes any added injury or stoppage time, but does not include extra time, shootout, or sudden death.

47. Olympic Rules (including trials)

- 47.1. For wagering purposes, all Olympic winners will be determined by the official IOC Podium results upon a competition’s end, and are considered official regardless of protests, reversals, and/or overturned decisions.
- 47.2. For match-up wagers, all participants involved in the match-up must start or the wager will be deemed “no action”.
- 47.3. Match-up winners will be decided by the official finish order.
- 47.4. All Olympic wagers will be considered “action” regardless of date, site/venue, and/or location changes, as long as the event is completed prior to the Closing Ceremonies.
- 47.5. All competitors must start for “action”. Any disqualification occurring on the field of play will be considered a start and will deem wagers “action”, unless otherwise specified.
- 47.6. Future wagers are considered “action” even if the selected athlete does not start.

47.7. For all Olympic events involving a set length of play, the event must go until at least five (5) minutes prior to the predetermined amount of time for “action”, unless otherwise specified.

48. **Cycling**

48.1. Participants must pass the starting line of the respective event/stage for wagers to be considered “action”.

48.2. All wagers are settled on the official listings of the governing body at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect wagers.

48.3. Team classification markets will be settled based upon final standings in time-based classifications.

48.4. Match-ups will be settled upon the cyclist achieving the highest placing in the specified event/stage.

48.5. Match-ups will be deemed “no action” if one or both of the cyclists fail to pass the starting line.

48.6. If both cyclists in a match-up start, but do not finish a stage/event, then the wager will be deemed “no action”.

48.7. If both cyclists in a match-up start, but only one cyclist finishes the stage/event, the finishing cyclist will be deemed the winner.

49. **Volleyball**

49.1. All matches must be played on the date specified. If a match is postponed and/or rescheduled, then all markets are deemed “no action”.

49.2. In the event of a match venue change, wagers will continue to be deemed “action”, so long as the home team is still designated as such.

49.3. If a match is interrupted or postponed, all undecided wagers will be deemed “no action”.

49.4. Betting is all-in compete or not. Where applicable, the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

50. **In-Game Wagers.** When wagering on in-game/live markets, if the price has moved against the player, the requested wager will not be accepted but will instead be reoffered at the new price. A price change in the players favor will be automatically accepted.

51. **Future Bet.** This is a wager on future designated events such as: NASCAR CUP Championship, NASCAR and Formula 1 Races, etc. These wagers are considered as straight bets.

51.1. If an event is postponed and/or rescheduled, said event will automatically constitute "no action". "No action" means wagers will be refunded, unless otherwise specified.

51.2. For "action", the driver must start the designated race.

51.3. For "action", the manufacturer must start a race.

51.4. Future Bets pay according to the odds at the time the bet was made.

51.5. Future Bets cannot be parlayed to any other future, player wager, match up, or game.

52. **Baseball and Hockey Parlay Odds**

52.1. Baseball and Hockey offer no set final payout for Parlay Bets due to the fact that various money lines are used to determine the payouts. Various prices on various teams multiplied together by the amount wagered determine the final payout.

53. **Parlay and Teaser-Parlay Pay Tables**

53.1. **Parlay Pay Table**

Teams	Odds	Max Risk	Max Odds
2	2.62	500.00	25
3	6.00	500.00	45
4	10.00	200.00	75

53.2. **Football Teaser-Parlay Pay Table**

3	6.00	CFB	6.00	6.00	3.00	500.00	160
3	6.50	NFL	6.50	6.50	3.00	500.00	140
3	6.50	CFB	6.50	6.50	3.00	500.00	140
3	7.00	NFL	7.00	7.00	3.00	500.00	120
3	7.00	CFB	7.00	7.00	3.00	500.00	120
4	6.00	NFL	6.00	6.00	4.00	500.00	250
4	6.00	CFB	6.00	6.00	4.00	500.00	250
4	6.50	NFL	6.50	6.50	4.00	500.00	200
4	6.50	CFB	6.50	6.50	4.00	500.00	200
4	7.00	NFL	7.00	7.00	4.00	500.00	180
4	7.00	CFB	7.00	7.00	4.00	500.00	180

53.3. Basketball Teaser-Parlay Payout Chart

3	4.00	NBA	4.00	4.00	3.00	500.00	160
3	4.00	CBB	4.00	4.00	3.00	500.00	160
3	4.50	NBA	4.50	4.50	3.00	500.00	150
3	4.50	CBB	4.50	4.50	3.00	500.00	150
3	5.00	NBA	5.00	5.00	3.00	500.00	120
3	5.00	CBB	5.00	5.00	3.00	500.00	120
4	4.00	NBA	4.00	4.00	4.00	500.00	250
4	4.00	CBB	4.00	4.00	4.00	500.00	250
4	4.50	NBA	4.50	4.50	4.00	500.00	200
4	4.50	CBB	4.50	4.50	4.00	500.00	200
4	5.00	NBA	5.00	5.00	4.00	500.00	180
4	5.00	CBB	5.00	5.00	4.00	500.00	180