

WESTGATE SUPERBOOK HOUSE RULES

GENERAL RACE BOOK RULES

1. The SuperBook reserves the right to refuse any wager prior to its acceptance.
2. The SuperBook is not responsible for lost, stolen or unreadable tickets.
3. The SuperBook will determine minimum and maximum wagers on all racing and sporting events.
4. Non Pari-Mutuel wagering tickets will be honored for 1-year (365 days) after the date of the event or race.
5. Winning tickets may be mailed in for redemption. See the reverse side of the wagering ticket for mail-in redemption instructions. The SuperBook is not responsible for tickets that are not mailed-in in accordance with the printed instructions on the reverse side of the wagering ticket.
6. Patrons should verify that all information on wagering tickets is accurate before leaving the betting window.
 - Tickets go as written and cannot be altered after tickets are issued.
 - Tickets may not be altered or voided prior to the start of an event or race, except at the discretion of management and with the approval of both parties.
 - Management is not responsible for errors or omissions made on a ticket, once the customer has left the betting window.
 - Management will maintain a record of all point spreads, odds, race results, final scores and related betting proposition statistics to protect both the patron and the SuperBook in case of obvious mechanical or human error. Records are retained for 120 days on non Pari-Mutuel and Pari-Mutuel wagers.
7. The Nevada Gaming Commission and Control Board have sole jurisdiction over disputes arising as a result of wagers accepted by the SuperBook.
8. The SuperBook assumes responsibility for paying the 0.25% federal excise tax on all lawful wagers.

RACE BOOK RULES

1. Minimum wager is \$2, \$1 on Trifectas and Pick 3's. Minimum ticket price is \$2.
2. All races must be run on date, time and track scheduled to have action.
3. A wager accepted after the official 'Off-Time' of a simulcast race, or within 2 minutes of the announced post time in a non-simulcast race is void, and money will be refunded.
4. In the event of a scratch (horse is officially withdrawn from a race, or is officially declared a non-starter):
 - Straight wagers are refunded.
 - In a parlay, a scratch reduces the parlay to the next lowest number of horses, including to a straight bet.
 - A scratch from a daily double, pick 3, quinella, exacta or trifecta constitutes 'No Action' and money is refunded.
 - When a scratch involves part of an entry or field, action goes on the remaining portion of the entry or field.
 - The Race Book does not recognize consolation payoffs.
5. Track entries and field horses are classified as one betting interest, unless otherwise specified on any printed media or the live broadcast.
 - If the same entry or field horses finish 1st and 2nd, then the quinella is determined with the win price times one-half of the show price of the horse that finishes 3rd.
 - When entries finish 1st and 2nd with no show price, all quinella wagers are refunded.
 - If a 3-horse entry or field finishes 1st, 2nd and 3rd, quinellas including the 4th horse are paid on the win price.

- If an entry wins, and the other entry finishes in a dead heat for place then the non-entry is used for the price of the quinella.
 - In all bets where there is a field or entry, patron may specify 'Must Go' on a specific horse. If that horse does not go, the bet has 'No Action', regardless of the performance of remainder of the entry.
6. If there are no winning tickets at the track, the SuperBook pays off on the house limit for the respective wager.
 7. All quinellas will be pari-mutuel when offered at any given track. House quinellas are offered on designated tracks, as indicated on printed media. There must be a minimum of six (6) separate betting interests in a House Quinella race. In the event that there is a scratch reducing the race to less than six (6) separate betting interests, the House Quinella is scratched and all House Quinella wagers are refunded.
 8. The SuperBook computes House Quinellas as the Win price of the winning horse times one-half of the Place price of the 2nd place horse.
 9. If two (2) separate betting interests finish in a dead heat for the Win position, then the highest quinella price is paid.
 10. If an exacta, daily double, pick 3, quinella or trifecta wager is accepted on a non-exacta, daily double, pick 3, quinella or trifecta race respectively, it constitutes 'No Action', and the money is refunded.
 11. The Race Book track mutuel limits are:
 - On Win, Place and Show wagering, the SuperBook will pay full track odds on the first \$50. Payoff limits on the remaining wager balance are:

Win	20/1
Place	8/1
Show	4/1
 - Total parlay payoff limits are:

Win	100/1
Place	50/1
Show	25/1

Each horse in a parlay is computed at track mutuels not to exceed a limit of 20/1 for win, 8/1 for place and 4/1 for show. There is a four horse maximum on parlays.
 - Quinella 150/1
 - Exacta 150/1
 - Daily Double 150/1
 - Trifecta 300/1
 - Pick 3 300/1
 12. A \$25,000 aggregate payoff per race is paid in proportion to amount wagered.
 13. Official results and mutuels as determined at the track on the day of the race are official for wagering purposes. Any subsequently overturned decisions are disregarded.
 14. The SuperBook computerized bookmaking system is the official source for all odds and wagering line information. In the event that odds or wagering line information is changed by SuperBook management, the change is reflected in the system within one (1) minute. The official odds or wagering lines may be obtained from SuperBook personnel at any time during posted SuperBook hours of operation.
 15. Wagers may be accepted at other than the currently posted terms.

GREYHOUND RULES

1. All Greyhound Quinellas are taken from track mutuels. No house quinellas will be accepted.
2. Odds and Limits (from 1st \$10):
 - Win 16/1
 - Place 7/1
 - Show 4/1
 - Quinella 100/1
 - Exacta 150/1
 - Trifecta 300/1

3. In the event it is determined by the Nevada Gaming Commission or Control Board, the management of the SuperBook, or the Track in which the wagers were taken that the Track Mutuel Payoffs were influenced by manipulation of wagering at the Track, the wager(s) may be voided and refunded.
4. The Payoff limit on any single wager, including quinellas, is \$2,000.
5. The Aggregate Payoff limit on Trifectas is not to exceed \$3,000.
6. The Aggregate Payoff on Greyhound Races is not to exceed \$4,000.
7. There is no daily double wagering.
8. All SuperBook House Rules apply to greyhound wagers when not in conflict with these rules.

PARI-MUTUEL RULES

1. Payoffs over \$50,000 may be delayed for 24 hours after the next bank day for verification.
2. All pari-mutuel tickets are valid for 365 days from the event date.
3. If a scratch occurs in a Pick-3, Pick-6 or Pick-9, the off-time favorite is the default entrant in most cases; however, some tracks recognize a consolation pool.
4. All other SuperBook House Rules apply, when not in conflict with these or track rules.
5. No lost or stolen ticket claims will be accepted.
6. Pari-mutuel consolation payoffs are recognized by the SuperBook.

GENERAL SPORTS BOOK RULES

1. The SuperBook reserves the right to refuse any wager prior to its acceptance.
2. The SuperBook is not responsible for lost, stolen or unreadable tickets.
3. The SuperBook will determine minimum and maximum wagers on all racing and sporting events.
4. Sports book wagering tickets will be honored for 1-year (365 days) days after the date of the event or race.
5. Winning tickets may be mailed in for redemption. See the reverse side of the wagering ticket for mail-in redemption instructions. The SuperBook is not responsible for tickets that are not mailed-in in accordance with the printed instructions on the reverse side of the wagering ticket.
6. Patrons should verify that all information on wagering tickets is accurate before leaving the betting window.
 - Tickets go as written and cannot be altered after tickets are issued.
 - Tickets may not be altered or voided prior to the start of an event or race, except at the discretion of management and with the approval of both parties.
 - Management is not responsible for errors or omissions made on a ticket, once the customer has left the betting window.
 - Management will maintain a record of all point spreads, odds, race results, final scores and related betting proposition statistics to protect both the patron and the SuperBook, in case of obvious mechanical or human error. Records are retained for 120 days on non Pari-Mutuel and Pari-Mutuel wagers.
7. The Nevada Gaming Commission and Control Board have sole jurisdiction over disputes arising as a result of wagers accepted by the SuperBook.
8. The SuperBook assumes responsibility for paying the 0.25% federal excise tax on all lawful wagers.

SPORTS BOOK RULES

1. All Basketball, Hockey, and Baseball games must be played on the scheduled date and are action wherever played, unless otherwise specified on any SuperBook printed media or the electronic boards. Please see rule #4 for postseason or playoff baseball games. Football and all other events must be held

- within eight (8) days of scheduled date and are action wherever played, unless otherwise specified on any SuperBook printed media or the electronic boards. If any of the above circumstances exist, the wager will be voided and refunded.
2. For wagering purposes, the winner of an event or game is determined on the date of event's conclusion according to house wagering rules and regulations. The SuperBook does not recognize suspended games, protests, overturned decisions, etc. for wagering purposes.
 3. For wagering purposes, unless otherwise stipulated on any SuperBook printed media or the electronic boards, games are official after:
 - FOOTBALL (Pro and College) – 55 minutes of play.
 - BASKETBALL (Pro) – 43 minutes of play; (College) – 35 minutes of play.
 - HOCKEY (all) – 55 minutes of play.
 - BOXING (all) – When 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 of the bout. For a round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round in which case the final bell signifies the completion of the round and bout.
 - BASEBALL (all) – Winners and losers of games are official after 5 innings of play. If the home team is leading, the game is official after 4 ½ 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 take the lead in the bottom half of the inning in which case the winner is determined by the score at the time the game is called. When wagering on total runs, proposition bets or run lines, the game must go 9 innings (8 ½ innings if the home team is ahead) to have action. Thereafter, if a game is called or suspended, the final score is determined after the last full inning unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the score is determined by the score at the time the game is called.
 - ALL OTHER CONTESTS that require a standard scheduled length of play or time limit must play to their conclusion, or have 5 minutes or less of scheduled playing time remaining when the contest concludes to be considered official for wagering purposes.
 4. **MAJOR LEAGUE BASEBALL PLAYOFF GAMES/COLLEGE BASEBALL POSTSEASON/PLAYOFF GAMES**
 Major League Baseball and College Baseball postseason and playoff games will have action regardless of the date played and/or completed unless otherwise specified on SuperBook printed media.
 5. **First Five (5) Full Innings Wagering**
 All wagers on the first five full innings will be decided on the basis of the score at the end of five full innings. If a game does not go five full innings, all first five full innings wagers will be cancelled. Once five full innings have been completed, all wagers on the first five full innings will stand.
 6. For 'Totals', overtime periods are counted in final score, unless otherwise specified on any printed media or the electronic boards.
 7. On 'Half-Time' (in progress) wagers, overtime periods are included as part of the second half, unless otherwise specified on any printed media or the electronic boards.
 8. Full game rules apply for "in-progress" wagering (all sports) unless otherwise specified on any printed media or the electronic board.
 9. For any halftime, quarter or period wagering to be official, must complete full regularly scheduled half/quarter/period time for wagering action unless otherwise specified on any printed media or the electronic board. If play is suspended with greater than five (5) minutes remaining in the game and not resumed in accordance with other SuperBook House Rules, the parts of the game that have finished (i.e. first quarter, first half etc.) will be graded as action provided the entire segment has finished.
 10. In all Future Book (advance) wagering involving a recognized sporting organization, i.e. Super Bowl, World Series, etc. the winner, as determined by the respected League Commissioner, Chairperson or other authoritative office at the conclusion of said event, will also be declared the winner for wagering purposes.

- 11. On Future Book wagering, there are no refunds, unless otherwise specified on any printed media or the electronic board.
- 12. All Future Book wagers are ‘Action’ regardless of team name changes or relocation.
- 13. The SuperBook off-the-board payoffs are:

ALL FOOTBALL AND BASKETBALL PARLAYS
(Sides and Totals)

2 Teams	13/5	(Sides and Totals) For all football and basketball parlays involving a point line that deviates from -110, parlays will be calculated as follows: Multiply the respective Pay Table Multiplier by the True Odds Multiplier of the number (other than -110) minus the True Odds Differential.
3 Teams	6/1	
4 Teams	11/1	
5 Teams	22/1	
6 Teams	40/1	
7 Teams	75/1	
8 Teams	140/1	
9 Teams	330/1	
10 Teams	660/1	
11 Teams	1200/1	
12 Teams	2200/1	

**Maximum payoff limit on any parlay or round robin is 2200-1.

PRO FOOTBALL TEASERS
(Sides and Totals)

Points	6	6 1/2	7
2 Teams	5/7	2/3	5/8
3 Teams	3/2	7/5	11/10
4 Teams	12/5	9/5	8/5
5 Teams	4/1	7/2	3/1
6 Teams	6/1	5/1	9/2
7 Teams	8/1	7/1	6/1
8 Teams	10/1	9/1	8/1
9 Teams	15/1	12/1	10/1
10 Teams	20/1	15/1	12/1
11 Teams	30/1	20/1	15/1
12 Teams	40/1	30/1	20/1

COLLEGE FOOTBALL TEASERS
(Sides and Totals)

Points	6	6 1/2	7
2 Teams	EVEN	10/11	10/12
3 Teams	9/5	8/5	3/2
4 Teams	3/1	5/2	2/1
5 Teams	9/2	4/1	7/2
6 Teams	8/1	7/1	6/1
7 Teams	10/1	9/1	8/1
8 Teams	14/1	12/1	10/1
9 Teams	20/1	15/1	12/1
10 Teams	25/1	20/1	15/1
11 Teams	30/1	25/1	20/1
12 Teams	50/1	30/1	25/1

BASKETBALL TEASERS
(Sides and Totals)

Points	5	5 1/2	6
2 Teams	10/11	10/12	10/13
3 Teams	3/2	7/5	6/5
4 Teams	5/2	2/1	7/4
5 Teams	4/1	7/2	3/1
6 Teams	6/1	5/1	9/2
7 Teams	8/1	7/1	6/1
8 Teams	10/1	9/1	8/1
9 Teams	14/1	12/1	10/1
10 Teams	20/1	15/1	12/1
11 Teams	25/1	20/1	15/1
12 Teams	30/1	25/1	20/1

14. In case of a Tie or 'No Action' on a two-team teaser, the wager is refunded. Otherwise, Tie or 'No Action' reduces teaser to the next lowest number of plays.
15. All cross category teasers are paid using the pro football teaser payoffs.
16. Football/Basketball straight wagers pay 10/11 (bet \$11 to win \$10, collecting a total of \$21), unless otherwise specified in any printed media or the electronic boards.
17. In case of a Tie or 'No Action', parlays are reduced to the next lowest number of teams, including to a straight bet.
18. Money line parlay payoffs, like those in baseball, are calculated by multiplying the decimal equivalent for each teams money line in the parlay by the amount wagered. Maximum payoff limit on any money line parlay or round robin is 2200-1.
19. In MOTOR RACING the driver must start race for action. The wager is on the driver only, not team or car. The winner at the conclusion of the race will be the winner for wagering purposes. The race must be concluded within eight (8) days of the scheduled date for action. If the race is shortened for any reason and the motor racing governing body deems a winner, all wagers on that race are action. For NASCAR, XFINITY and the Truck Series, races will be graded according to and after the post-race inspection.
20. In GOLF the golfer must tee off to start the tournament for action. The golfer with the lower score (unless otherwise specified on SuperBook printed media or video board) wins the matchup (with equal rounds played). If one golfer continues play after their opponent has missed the cut ('MC'), withdrawn ('WD'), or been disqualified ('DQ'), the golfer who continues play wins the matchup. If a golfer is disqualified or withdraws after starting, either prior to the completion of two (2) rounds or after both golfers have made the cut, the other golfer is deemed the winner. If a golfer is disqualified or withdraws during either the third (3rd) or fourth (4th) rounds, when the other golfer in the matchup has already missed the cut, the disqualified or withdrawn golfer is graded the winner. If both golfers in a matchup are in a playoff the winner of the playoff (and tournament) wins the matchup, unless otherwise specified on SuperBook printed media or video board. All other playoff participants tie each other. If the tournament is shortened for any reason and tournament officials deem a winner, all wagers on the tournament are graded as action. The tournament must be concluded within eight (8) days of scheduled date for action.
21. In TENNIS, once the match begins there is action (whenever played), regardless of length of play. In the event that a player retires after the match has begun, the player that advances and/or is recognized as the winner of the match, will also be recognized as the winner for wagering purposes.
22. In SOCCER, matches must go at least ninety (90) minutes for wagering action unless otherwise specified on SuperBook printed media or the video board. Soccer matches are action wherever played. Stoppage time is included in the final score for wagering purposes. Extra time and/or penalty shootout is not included in the final score for wagering purposes, unless otherwise specified on SuperBook printed media or the video board. If the wagering offer on a match includes the draw as the third option for 3-way wagering and the match ends in a draw, wagers on the draw will be graded as the winner, while wagers on both teams will be graded as non-winners.
23. Regarding all SEASON WINS/ICE HOCKEY POINT TOTAL future propositions, the stipulated number of games must be played. Forfeitures are deemed a non-played game. All other wagering rules may be referred to on SuperBook printed media.
24. The Superbook computerized bookmaking system is the official source for all odds and wagering line information. In the event that odds or wagering line information is changed by SuperBook management, the change is reflected in the system within one (1) minute. The official odds or wagering lines may be obtained from SuperBook personnel at any time during posted SuperBook hours of operation.

25. Wagers may be accepted at other than the currently posted SuperBook printed media or video board terms.
26. SuperBook tickets are honored for 1-year (365 days) days after the date of the event.

Mobile In-Progress Wagering

GENERAL RULES

- If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation.
- If coverage has to be abandoned and the match finishes regularly, all markets will be settled according to the final result.
- In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.
- If a match is not finished or played at all regularly (for example: disqualification, interruption, withdrawal, changes in draws, etc.), all undecided markets are considered cancelled.
- When the outcome of a proposition has been determined and the results cannot be changed by official scoring, this proposition will be settled according to the outcome regardless of length of play for the match.

HOCKEY

- All markets (except period, overtime and penalty shootout markets) are considered for regular time only, unless it is mentioned in the market.
- If a match is interrupted and continued within 48h after initial start, all open bets will be settled with the final result. Otherwise all undecided bets are considered cancelled.
- If a match is interrupted or postponed and is not continued within 48h after initial start date, betting will be cancelled.
- In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout.
- When the outcome of a proposition has been determined and the results cannot be changed by official scoring, this proposition will be settled according to the outcome regardless of length of play for the match.

MONEYLINE – WINNER (AWAY, HOME)

Game – Includes overtime

Reg – Regulation only; If match ends in a draw after regulation, all bets are considered cancelled

P1-P3 – Only Goals scored in the specific period are considered

Pen – Which team will win penalty shootout; Only goals during penalty shootout are considered

TOTAL – TOTAL GOALS SCORED BY BOTH TEAMS (OVER, UNDER)

Game – Includes overtime

Reg – Only goals scored in regulation are considered

P1-P3 – Only goals scored in the specific period are considered

POINTSPREAD – WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game – Includes overtime

Reg – Only goals during regular time are considered

P1-P3 – Only goals scored in the specific period are considered

THREEWAY – OUTCOME (AWAY, HOME, DRAW)

Reg – Which team will win the game, no overtime

P1-P3 – Which team wins the specific period

WINREST – NEW GAME (AWAY, HOME, TIED)

Reg – Which team will score more goals in the remaining time; Not including overtime

P1-P2 – Only goals scored in the specific period are considered

OT – Which team will score more goals in the remaining overtime

MATCHANDTOTAL - MATCH AND TOTAL (TEAM AND TOTAL PARLAY)

Reg – No overtime

NEXTGOAL – NEXT GOAL SCORED (AWAY, HOME, NO GOAL SCORED)

Game – Which team scores next goal in entire game
 Reg – Which team scores next goal; Regulation Only
 P1-P3 – Only goals scored in specific period are considered
 OT – Only goals scored in overtime are considered
 Pen – Only goals scored in the penalty shootout are considered

AWAYTOTAL – TOTAL GOALS SCORED BY AWAY TEAM (OVER, UNDER)

Game – Includes overtime
 Reg – Only goals scored in regulation are considered
 P1-P3 – Only goals scored in the specific period are considered

HOMETOTAL – TOTAL GOALS SCORED BY HOME TEAM (OVER, UNDER)

Game – Includes overtime
 Reg – Only goals scored in regulation are considered
 P1-P3 – Only goals scored in the specific period are considered

AWAYGOALS – EXACT NUMBER OF GOALS SCORED BY AWAY TEAM (0, 1, 2, 3+)

Game – Includes overtime
 Reg – Only goals scored in regulation are considered
 P1-P3 – Only goals scored in the specific period are considered

HOMEGOALS – EXACT NUMBER OF GOALS SCORED BY HOME TEAM (0, 1, 2, 3+)

Game – Includes overtime
 Reg – Only goals scored in regulation are considered
 P1-P3 – Only goals scored in the specific period are considered

EXACTGOALS – EXACT NUMBER OF GOALS SCORED BY BOTH TEAMS (0-1, 2, 3... 9+)

Game – Includes overtime
 Reg – Only goals scored in regulation are considered
 P1-P3 – Only goals scored in the specific period are considered

BASKETBALL

- Markets do not consider overtime unless otherwise stated.
- If a match is interrupted or postponed and is not continued within 48h after initial start date, betting will be cancelled.
- When the outcome of a proposition has been determined and the results cannot be changed by official scoring, this proposition will be settled according to the outcome regardless of length of play for the match.

POINTSPREAD – WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game – Includes overtime
 Reg – Only points during regular time are considered
 H1 – Only points scored during first quarter and second quarter are considered
 Q1-Q4 – Only points scored in the specific quarter are considered

TOTAL – GAME TOTAL (OVER, UNDER)

Game – Total points scored by both teams, includes overtime
 Reg – Only points during regular time are considered
 H1 – Only points scored during first quarter and second quarter are considered
 Q1-Q4 – Only points scored in the specific quarter are considered

MONEYLINE – WINNER (AWAY, HOME)

Game – Includes overtime
 H1 – Only points scored in the first half will be considered
 Q1-Q4 – Only points scored in the specific quarter are considered

WILLBEOT – WILL THERE BE OVERTIME (YES, NO)

Will there be overtime in this game

- Market will be settled as YES if at the end of regular time the match finishes in a draw, regardless of whether overtime is played.

POINTRACE – FIRST TEAM TO SCORE X PTS IN GAME (AWAY, HOME)

Game – a. Including Overtime
 b. Which team will score X points in the game first (for example: Current score is 20-19, then the home team reached 20 points first).

- If a game ends before any team reaches X points, this market is considered cancelled.

Q1-Q4 – Only points scored in the specific quarter are considered

NTH POINT – WHICH TEAM SCORES THE NTH PT IN GAME (AWAY, HOME))

Game – a. Including Overtime

b. Which team will score the Nth point in the game (for example: Current score is 40-28, away team scores 3 points, meaning away team scored the 70th point.)

- If a game ends before the Nth point is reached, this market is considered cancelled.

ODDEVEN – FINAL COMBINED SCORE WILL BE (ODD, EVEN)

Game – Including Overtime

H1 – Only points scored during first half are considered

Q1-Q4 – Only points scored during specific quarter are considered

BASEBALL

- If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered cancelled.
- Possible extra innings are not considered in any market unless otherwise stated.
- When the outcome of a proposition has been determined and the results cannot be changed by official scoring, this proposition will be settled according to the outcome regardless of length of play for the match.

MONEYLINE – WINNER (AWAY, HOME)

Game – Includes extra innings

H1 – Only runs scored in the first 5 innings are considered

TOTAL – TOTAL RUNS SCORED BY BOTH TEAMS (OVER, UNDER)

Game – Includes extra innings

H1 – Only runs scored in the first 5 innings are considered

Inning – Only runs scored in the specific inning are considered

POINTSPREAD – WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game – Include Overtime

H1 – Only runs scored in first five innings considered

THREEWAY – OUTCOME (AWAY, HOME, TIED)

Reg – Which team will win the game, no extra innings considered

H1 – Which team will lead after 5 innings

Inning – Which team wins the specific inning

WINREST

Which team will win the rest of the game, including overtime

AWAYTOTAL – TOTAL RUNS SCORED BY AWAY TEAM (OVER, UNDER)

Game – Total runs scored in the game

H1 – Only runs scored in first five innings are considered

HOME TOTAL – TOTAL RUNS SCORED BY HOME TEAM (OVER, UNDER)

Game – Total runs scored in the game

H1 – Only runs scored in first five innings are considered

WINMARGIN – PREDEFINED RANGE OF RUNS A TEAM WINS BY (AWAY 3+, 2, 1; HOME 3+, 2,

Game – Includes overtime

TENNIS

- In case of a retirement or walk over of any player, all undecided bets are considered cancelled.
- In case of a delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand
- In case of a match being finished before certain points/games were finished, all affected point/game related markets are considered cancelled.
- If a match is decided by a match tie-break then it will be considered to be the third set.
- Every tie-break or match tie-break counts as 1 game
- When the outcome of a proposition has been determined and the results cannot be changed by official scoring, this proposition will be settled according to the outcome regardless of length of play for the match.

MONEYLINE – WINNER (PLAYER1, PLAYER2)

Game – Which player will win the match

TSet – Which player will win the specific set
TGame – Which player will win the next game

TOTAL – TOTAL GAMES PLAYED (OVER, UNDER)
Game – Entire match
TSet – Specific set

TGAMEXXY – WHICH PLAYER WILL WIN GAMES X AND Y OF SET N (PLAYER1, PLAYER2, SPLIT)
Game – Always for the next 2 games; offered only before the first of the 2 games is started

NUMSETSOFF3 – EXACT NUMBER OF SETS PLAYED IN MATCH (2 SETS, 3 SETS)
Game – Best of 3 sets

NUMSETSOFF5 – EXACT NUMBER OF SETS PLAYED IN MATCH (3 SETS, 4 SETS, 5 SETS)
Game – Best of 5 sets

MATCHSCOREOFF3 – FINAL RESULTS (PLAYER1 WINS 2-0, 2-1; PLAYER2 WINS 2-0, 2-1)
Game – In sets, best of 3

MATCHSCOREOFF5 – FINAL RESULTS (PLAYER1 WINS 3-0, 3-1, 3-2; PLAYER2 WINS 3-0, 3-1, 3-2)
Game – In sets, best of 5

CORRECTSCORE – EXACT FINAL SCORE (PLAYER1 WINNING SCORE, PLAYER2 WINNING SCORE)
TSet – Specific score for the set
TGame – Specific score for a specific game by set

ODDEVEN – TOTAL NUMBER OF GAMES PLAYED
Game – Games for the entire match are considered
TSet – Only games of specific set are considered

SOCCER

- All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only unless otherwise stated.
- If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered cancelled.
- Regular 90 minutes: markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.
- When the outcome of a proposition has been determined and the results cannot be changed by official scoring, this proposition will be settled according to the outcome regardless of length of play for the match.

THREEWAY – OUTCOME (AWAY, HOME, DRAW)
Reg – Which team will win the match; Regulation only
H1 – Which team will win the first half
H2 – Which team will win the second half; Regulation only
OT – Which team will win the overtime; Does not include penalty shootout

MONEYLINE – WINNER (AWAY, HOME)
Reg – Regulation only; If match ends in a draw after regulation, all bets are considered cancelled
Pen – Which team will win penalty shootout; Only goals during penalty shootout are considered

ADVNEXTROUND – WHICH TEAM ADVANCES TO NEXT ROUND (AWAY, HOME)
Game – Includes overtime and penalty shootout if applicable

- In the case of multiple legs, all matches are considered for this market.

WINREST – NEW GAME (AWAY, HOME, DRAW)
Reg – Which team will score more goals in the remaining time; Not including overtime
H1 – Which team will score more goals in the remaining time of the first half
OT – Which team will score more goals in the remaining overtime period.

NEXTGOAL – WHICH TEAM SCORES NEXT GOAL (AWAY, HOME, NO GOAL SCORED)
Reg – Regulation Only
H1 – Only goals scored in first half are considered

OT – Only goals scored in overtime are considered

Pen – Only goals scored in the penalty shootout are considered

NEXTGOALWHEN – WHEN WILL NEXT GOAL BE SCORED (TIME INTERVALS)

Reg – Settled on the time when the goal is scored; 15:01 counts as 16-30; 31-45 and 76-90 include any injury time;

- The time which is displayed on TV is considered, if not available the time when the ball crosses the goal line is considered and will be settled based on the time clock shown on TV.

ASIANHCP - WINNER WITH HANDICAP IN .25 INCREMENTS (AWAY, HOME)

Quarter handicaps split the bet between the two closest half intervals. For example, a \$1000 bet on a handicap of +.75 is the same as \$500 on +.5 and \$500 on +1. The bet is automatically split between the two. The player can win, tie, or lose, each half.

Reg – Only goals during regulation time are considered

H1 – Only goals during the first half are considered

TOTAL – TOTAL GOALS SCORED BY BOTH TEAMS IN .5 INCREMENTS (OVER, UNDER)

Reg – Only goals during regulation time are considered

H1 – Only goals during the first half are considered

H2 – Only goals during the second half are considered

OT – Only goals during overtime are considered

ASIANTOTAL - TOTAL GOALS SCORED BY BOTH TEAMS IN .25 INCREMENTS

Quarter handicaps split the bet between the two closest half intervals. For example, a \$1000 bet on a handicap of +1.75 is the same as \$500 on +1.5 and \$500 on +2. The bet is automatically split between the two. The player can win, tie, or lose, each half.

Reg – Only goals during regulation time are considered

H1 – Only goals during the first half are considered

AWAYTOTAL – TOTAL GOALS SCORED BY AWAY TEAM (OVER, UNDER)

Reg – Total goals scored by away team in the game

H1 – Only goals scored in 1st half are considered

HOMETOTAL – TOTAL RUNS SCORED BY HOME TEAM (OVER, UNDER)

Game – Total goals scored by home team in the game

H1 – Only goals scored in 1st half are considered

MATCHANDTOTAL - MATCH AND TOTAL (TEAM AND TOTAL PARLAY)

Reg – No overtime

CORRECTSCORE – EXACT FINAL SCORE (AWAY TEAM WINNING SCORE, HOME TEAM WINNING SCORE)

Reg – No Overtime

EXACTGOALS – EXACT NUMBER OF GOALS SCORED BY BOTH TEAMS (0-1, 2, 3, 4, 5, 6+)

Reg – Only goals scored in regulation are considered

H1 – Only goals scored in the first half are considered

AWAYGOALS – EXACT NUMBER OF GOALS SCORED BY AWAY TEAM (0, 1, 2, 3+)

Reg – Only goals scored in regulation are considered

H1 – Only goals scored in the first half are considered

HOMEGOALS – EXACT NUMBER OF GOALS SCORED BY HOME TEAM (0, 1, 2, 3+)

Reg – Only goals scored in regulation are considered

H1 – Only goals scored in the first half are considered

HOWDECIDED – HOW WILL THE GAME BE DECIDED (AWAY/HOME IN REG/OT/PKS)

Game – Either team can win in regulation, in overtime, or in a penalty shootout

- In the case of multiple legs, all matches are considered for this market.

BOTHSCORE – WILL BOTH TEAMS SCORE (YES, NO)

Reg – Regulation only

ODDEVEN – FINAL COMBINED SCORE WILL BE (ODD, EVEN)

Reg – Regulation only

- Corner kicks awarded but not taken are not considered

CORNERBET – MOST CORNERS (AWAY, HOME)

Reg – Regulation only

H1 – Only corner kicks in first half will be considered

CORNERHCP – HEAD TO HEAD HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Reg – Regulation only

H1 – Only corner kicks in first half will be considered

TOTALCORNERS – COMBINED CORNER KICKS IN .5 INCREMENTS

Reg – Regulation only

H1 – Only corner kicks in first half will be considered

CORNERSAWAY – TOTAL CORNER KICKS BY AWAY TEAM IN FIXED INTERVALS (0-2, 3-4, 5-6, 7+)

Reg – Regulation only

CORNERSHOME – TOTAL CORNER KICKS BY HOME TEAM IN FIXED INTERVALS (0-2, 3-4, 5-6, 7+)

Reg – Regulation only

FOOTBALL

- In case of any delay (rain, darkness...), all markets remain unsettled and the trading will be continued as soon as the match continues.
- Markets do not consider overtime unless otherwise stated.
- In case of abandoned or postponed matches, all markets are considered cancelled unless the match continues in the same NFL weekly schedule (Thursday – Wednesday local stadium time).
- When the outcome of a proposition has been determined and the results cannot be changed by official scoring, this proposition will be settled according to the outcome regardless of length of play for the match.

POINTSPREAD – WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game – Includes overtime

Reg – Only points during regular time are considered

H1 – Only points scored during first quarter and second quarter are considered

Q1-Q4 – Only points scored in the specific quarter are considered

TOTAL – GAME TOTAL (OVER, UNDER)

Game – Total points scored by both teams, includes overtime

Reg – Only points during regular time are considered

H1 – Only points scored during first quarter and second quarter are considered

Q1-Q4 – Only points scored in the specific quarter are considered

MONEYLINE – WINNER (AWAY, HOME)

Game – Includes overtime

Reg – Only points during regular time are considered

H1 – Only points scored in the first half will be considered

Q1-Q4 – Only points scored in the specific quarter are considered

THREEWAY – OUTCOME (AWAY, HOME, DRAW)

Reg – Which team will win the game, no overtime

H1 – Which team wins the first half

WILLBEOT – WILL THERE BE OVERTIME (YES, NO)

Will there be overtime in this game

WINMARGIN – PREDEFINED RANGE OF POINTS TEAM WINS BY (XXXXXX)

Game – Includes overtime

POINTRACE – FIRST TEAM TO SCORE X PTS IN GAME (AWAY, HOME)

Game – a. Including Overtime

b. Which team will score X points in the game first (for example: Current score is 20-19, then the home team reached 20 points first).

c. If a game ends before any team reaches X points, this market is considered cancelled

NEXTToSCORE – WHICH TEAM WILL SCORE NEXT (AWAY, HOME, NEITHER)

- Game – Including overtime
- H1 – Only points scored in first half will be considered

NEXTSCOREKind – HOW WILL NEXT POINT BE SCORED (TD, FG, SAFETY, NONE)

- Game – includes overtime

ODDEVEN – FINAL COMBINED SCORE WILL BE (ODD, EVEN)

- Game – Including Overtime
- H1 – Only points scored during first half are considered

**MUST BE 21 YEARS OR OLDER TO WAGER.
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