



SUPERBOOK HOUSE RULES

1. Must be 21 years or older to wager.
2. SuperBook reserves the right to refuse any wager prior to its acceptance.
3. Customers are responsible for making themselves aware and understanding all of the SuperBook House Rules and any Specific Rules affecting the wager that they are making. By placing a wager with SuperBook, customers acknowledge to have read and understand the House Rules.
4. SuperBook is not responsible for lost, stolen, or unreadable tickets.
5. SuperBook will determine minimum and maximum wagers on all events.
6. Patrons should verify that all information on wagering tickets is accurate before leaving the betting window or accepting the wager on SuperBook mobile app.
7. Tickets go as written and cannot be altered after issuance.
8. Physical Wagering Tickets may not be altered or voided prior to the start of an event, except at the discretion of management and with the approval of both parties.
9. Management is not responsible for errors or omissions made on a ticket once the customer has left the betting window or verified the wager via the confirmation screen on the SuperBook mobile app.
10. For wagering purposes, the winner of an event or game is determined on the date of the event's conclusion according to house wagering rules and regulations. SuperBook does not recognize protests or overturned decisions, etc. for wagering purposes beyond midnight of the event date.
11. See betting sheets for additional special conditions/disclaimers where applicable. For all other special conditions/disclaimers see SuperBook official app or website.
12. SuperBook may suspend wagering on any market at any time prior to the actual starting time of the event. Odds are subject to change during the event suspension. SuperBook reserves the right to suspend wagering indefinitely on any wagering event for any reason.
13. Wagers may be funded via United States currency or cash equivalent, and value gaming chips. Funding of an account may be done in-person, or through the patron's SuperBook mobile app account.
14. The Nevada Gaming Commission and Control Board have sole jurisdiction over disputes arising as a result of wagers accepted by the SuperBook.
15. The SuperBook assumes responsibility for paying the 0.25% federal excise tax on all lawful wagers.

I. Mobile Wagering General Rules:

1. Once a wager has been placed via the SuperBook mobile app, the wager cannot be altered or voided for any reason. Customers are asked to verify wagers prior to placement via the confirmation screen on the SuperBook mobile app. By verifying the wager via the confirmation screen, the customer accepts responsibility for the accuracy of the wager.
2. A wager is not considered placed until the wager has been confirmed via the confirmation screen. Customers may verify that a wager has been placed by checking the Bet History section or Pending Wagers section of the SuperBook mobile app.
3. If a customer is unsure if a wager has been placed, the customer should refer to the Bet History or Pending Wagers section of the app before attempting to place a duplicate wager. The customer is responsible for any wager that is placed on the SuperBook mobile app that has been verified via the confirmation screen.
4. In order to make a wager via the SuperBook mobile app the customer must be in the same state that they registered for the mobile app. For example, SuperBook Nevada account holders may only wager while in the state of Nevada. Customers agree to allow location to be verified and to abide by all GeoComply terms and conditions.

II. Obvious Error Policy:

1. SuperBook may cancel or void wagers accepted for “obvious errors.” after getting the written approval from Nevada Gaming. “Obvious errors” are defined as mistakes in posting of lines, odds or other, either through human or system error, which are materially different from the general market or clearly incorrect given the chance of the event happening at the time when the wager was accepted.
2. Management will maintain a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the patron and SuperBook, in case of obvious mechanical or human error.

III. Lost ticket Policy:

1. Lost ticket claims must be filed in person within 120 days of the event date. Patrons can claim their winnings after 120 days from the event date or filing date, whichever is later. All claims must be redeemed within one year from the event date.
2. It is the understanding that SuperBook is not responsible for any lost or stolen tickets and the filing of a lost ticket claim in no way assures payment of the lost ticket to any party. It is also understood that all lost ticket claims must be filed in person and presented for payment in person by the same customer, after the 120-day waiting period. If the ticket (receipt) is found, it may be presented for payment along with the Lost Ticket Claim Form and proper identification.

IV. Mail-In Ticket Policy:

1. SuperBook physical wagering tickets will be honored for 1-year (365 days) after the date of the event.
2. Winning tickets may be mailed in for redemption. See the reverse side of the wagering ticket for mail-in redemption instructions. SuperBook is not responsible for tickets that are not mailed in accordance with the printed instructions on the reverse side of the wagering ticket.
3. Customers may contact Customer Support with any questions concerning mail pay tickets.

V. Contact Information:

1. For questions or complaints, SuperBook may be contacted via the following methods:
 - A. In-person at any SuperBook retail location.
 - B. Email at Support@SUPERBOOK.com

VI. Parlay Wagering:

1. A parlay bet consists of two or more individual wagers linked together into a single ticket and is dependent on all of those wagers winning. Parlay bets are available for the same sport as well as cross sports. Round Robin parlays are also available. A round robin consists of three or more individual wagers that are a series of smaller parlays created from a larger list of wagers. The options vary by the number of teams selected with the simplest being a three-team parlay to create three separate two-team parlays.
2. Number of combinations made in Round Robins:

<u>Round Robin Chart</u>												
<u>Teams</u>	<u>2's</u>	<u>3's</u>	<u>4's</u>	<u>5's</u>	<u>6's</u>	<u>7's</u>	<u>8's</u>	<u>9's</u>	<u>10's</u>	<u>11's</u>	<u>12</u>	<u>Total Bets</u>
3	3	1										4
4	6	4	1									11
5	10	10	5	1								26
6	15	20	15	6	1							57
7	21	35	35	21	7	1						120
8	28	56	70	56	28	8	1					247
9	36	84	126	126	84	36	9	1				501
10	45	120	210	252	210	120	45	10	1			1013
11	55	165	330	462	462	330	165	55	11	1		2036
12	66	220	495	792	924	792	495	220	66	12	1	4083

3. SuperBook reserves the right to refuse parlay wagers on any new or existing markets at any time for any reason.
4. SuperBook may, at its discretion, refuse parlay wagers on options within the same game that are viewed by SuperBook as correlated. Some examples of correlated parlays include, but are not limited to, football and basketball full game and halves, point spread to total parlays, which involve point spreads that are within a certain number of points of the total. (Full Game: Ohio St. -17, total over 49). This also includes baseball parlays that include the home team parlayed to the same game total runs under or the visiting team parlayed to the same game total runs over. Baseball run lines and hockey goal lines may not be parlayed with the total from the same game.
5. In case of a Tie or 'No Action', parlays are reduced to the next lowest number of teams, including to a straight bet, unless otherwise specified.
6. Money line parlay payoffs, like those in baseball, are calculated by multiplying the True Odds Multipliers to the bet amount.
7. All parlays have a max payoff of 2200-1

The SuperBook off-the-board payoffs are:

ALL FOOTBALL AND BASKETBALL PARLAYS (Sides and Totals)

2 Teams 13/5

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

*Subject to change

“For Pay Table Non Default Odds (any parlay that meets all the requirements of the Pay Table above but at least one or more of the legs does meet that requirement because the odds are NOT equal to the default odds of -110) the True Odds Multiplier is not used. The True Odds Differential is used instead. First step is to find the Pay Table Multiplier value. Please see below for each of those values:

Teams:	Odds:	Decimal Value:	Pay Table Multiplier:
2	13/5	3.6000	1.8974
3	6/1	7.0000	1.9129
4	11/1	12.0000	1.8612
5	22/1	23.0000	1.8722
6	40/1	41.0000	1.8569
7	75/1	76.0000	1.8565
8	140/1	141.0000	1.8563
9	330/1	331.0000	1.9054
10	660/1	661.0000	1.9143
11	1200/1	1201.0000	1.9053
12	2200/1	2201.0000	1.8991

The values above are derived from the number of teams in a parlay and the “nth” root of their odds payout decimal value.

The Pay Table Multiplier for a 2-Team Parlay is the “square root” of 3.6. For a 3-Team Parlay, it is the “cube root” of 7.0 and so on.

True Odds Differential Example:

\$10 2-Team Parlay with odds of -110 and -120

True Odds Multiplier of -110 is $100 / 110 + 1 = 1.9091$

Pay Table Multiplier of a 2-Team Parlay = 1.8974

$1.9091 - 1.8974 = 0.0117$

0.0117 is the True Odds Differential

Since the Pay Table Multipliers for 3 and 10 team parlays are higher than the true odds of a -110 bet, the True Odds Differential is zero for those parlays.

Using the values above to calculate the payout of the above 2-Team Parlay:

The True Odds Multiplier of -120 = $100 / 120 + 1 = 1.8333$

Now subtract 0.0117 from 1.8333 = 1.8216

$\$10 \times 1.8974$ (Pay Table Multiplier for a 2-Team Parlay) $\times 1.8216$ (True Odds Multiplier – True Odds Differential)

= \$34.56 rounded down to a Payout of \$34.55.

The same steps would be performed for each parlay above 2-Teams.

\$10 6-Team parlay with 5 legs of -110 and one leg of -120:

Pay Table Multiplier of a 6-team Parlay = 1.8569

$1.9091 - 1.8569 = 0.0522$

$1.8333 - 0.0522 = 1.7811$

$\$10 \times 1.8569 \times 1.8569 \times 1.8569 \times 1.8569 \times 1.8569 \times 1.7811$

= \$393.22 rounded down to a Payout of \$393.20

VII. Teaser Wagering:

A teaser consists of two or more individual wagers linked together into a single ticket where the line can be adjusted in exchange for lower risk and payout.

PRO FOOTBALL (Sides and Totals)

Points	6, 6 ½, 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 ½, 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 ½, 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 Team	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

1. 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.
2. All cross-category teasers are paid using the pro football teaser payoffs.

VIII. Same Game Parlay Wagering:

1. A Same Game Parlay is a Parlay containing all selections from a single game.
2. If any leg of a Same Game Parlay bet is graded as a void or push then the entire bet will be considered a void or a push. This includes a participant that does not play in the specific game that the bet was for.
3. Maximum payout on Same Game Parlays is two hundred and ninety-nine to one (299 – 1). These odds apply and supersede the true odds of a Same Game Parlay.
4. All sport specific rules apply for the grading of player props in a Same Game Parlay.
5. Sport specific rules apply to abandonment and cancellation of games.

IX. Same Game Parlay Plus Wagering:

1. A Same Game Parlay Plus (SGP+) is a parlay that combines multiple Same Game Parlays (SGPs) or combines an SGP with a Parlay (Traditional Parlay) or combines an SGP with a straight wager selection.
2. Regular Same Game Parlay rules apply to the legs of a Same Game Parlay Plus. See Same Game Parlay (SGP) Rules.
3. Parlay rules apply to the Parlay (Traditional Parlay) legs of a Same Game Parlay Plus. See Parlay Rules.
4. If any leg in a Same Game Parlay, that is part of a Same Game Parlay Plus, is void then that SGP is void. All other SGP that are part of the SGP+ will remain active and will be calculated at the SGP odds of the other selections or true odds where relevant.
5. Maximum payout on Same Game Parlay Plus is two hundred and ninety-nine to one (299 – 1). These odds apply and supersede the true odds of a Same Game Parlay.

X. **Odds Boosts:**

1. Odds boosts are offered as promotional bets on specific selections or markets. Odds boosts are offered as a single selection or a pre-packaged parlay that consists of 2 or more selections.
2. All players must play for action.
3. All selections must win.
4. Odds are subject to change
5. Wager limits apply and are at the discretion of SuperBook.
6. All sport specific rules apply

XI. **SuperBook General Rules:**

The SuperBook General Rules will apply to all wagers that are not otherwise covered by The SuperBook Individual Sport Wagering Rules. If there is a discrepancy between The SuperBook General Rules and The SuperBook Individual Sport Wagering Rules, The SuperBook Individual Sport Wagering Rules will take precedent.

1. For wagering purposes, unless otherwise stipulated on any SuperBook printed media or the electronic boards games are official after:
 - A. · FOOTBALL (Pro and College) – 55 minutes of play.
 - B. · BASKETBALL (Pro) – 43 minutes of play; (College) – 35 minutes of play.
 - C. · HOCKEY (all) – 55 minutes of play.
 - D. · BASEBALL () – Winners and losers of games are official after 5 full innings of play. If the home team is leading, the game is official after 4 ½ innings. Thereafter, if a game is called and deemed as official by MLB, 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, run lines or proposition wagers, the game must go 9 innings (8 ½ innings if the home team is ahead) to have action. If a game has started and is suspended for any reason that game has action if it is scheduled to play within 48 hours of the scheduled start time. If a game is not resumed within 48 hours all bets will be refunded.
 - i. In regards to college baseball 10 run rule - if a game is called due to a team being up by 10 or more runs after 7 innings then all bets are considered action.

2. MAJOR LEAGUE BASEBALL PLAYOFF GAMES/COLLEGE BASEBALL POSTSEASON/PLAYOFF GAMES
 - A. 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, electronic boards, or SuperBook mobile app or official website.
 - B. 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.
3. Soccer (all) - 90 minutes of play
 - A. 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.
 - B. For 'Totals', overtime periods are counted in final score, unless otherwise specified on any printed media, the electronic boards, or SuperBook mobile app or official website.
 - C. On 'Half-Time' wagers, overtime periods are included as part of the second half, unless otherwise specified on any printed media, the electronic boards,, or SuperBook mobile app or official website.
 - D. Full game rules apply for "in-progress" wagering (all sports) unless otherwise specified on any printed media, the electronic board, or SuperBook mobile app or official website.
 - E. For any halftime, quarter or period wagering to be official, each must complete full regularly scheduled half/quarter/period time for wagering action unless otherwise specified on any printed media, electronic boards, or SuperBook mobile app or official website. 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.
4. All Other Sports:
 - A. In the event of a change of opponent from the one listed, all bets for that match are refunded.
 - B. SuperBook reserves the right to change the odds-on offer at any time as well as suspend or close betting on events before the scheduled start time.
 - C. SuperBook reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected.
 - D. If live coverage must be halted and the match finishes regularly, all markets will be settled according to the result.
 - E. In the event of a Winner market (with just home and away team as outcomes) being offered and the event results in a draw we will settle the market as a refund.
 - F. Unless otherwise stated, only goals/points/corners etc. scored in the respective period will count towards settlement of the market.
 - G. If the outcome of a market cannot be verified, SuperBook reserves the right to delay the settlement until official confirmation. If the outcome of a market cannot be verified officially, SuperBook reserves the right to refund them.

- H. If markets were offered when the outcome was already known, SuperBook reserves the right to refund any betting.
- I. If one or more competitor(s) fail to start all bets are considered refunded.
- J. If all competitors are disqualified or otherwise excluded all bets are considered refunded.

XII. Future Book Wagering:

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 regardless of specified dates. On Future Book wagering, there are no refunds, unless otherwise specified on any printed media, electronic boards, or SuperBook mobile app or official website. All Future Book wagers are 'Action' regardless of team name changes or relocation.

XIII. Individual Sport Wagering Rules

i) NFL

1. Full Game Wagering
 - A. Games must be completed within eight (8) days of the scheduled start date to be considered action.
 - B. Games are action regardless of location played unless otherwise specified on SuperBook mobile app or official website.
 - C. Games are official after fifty-five (55) minutes of play.
 - D. Full Game Wagers include all Overtime scoring unless otherwise specified on SuperBook mobile app or official website.
2. Quarter Wagering
 - A. The wagered upon Quarter must be played in its entirety to be considered action.
 - B. The Quarter is considered action regardless of the duration of the game as long as the Quarter is completed.
 - C. 4th quarter wagering excludes Overtime unless otherwise specified on SuperBook mobile app or official website.
3. 1st Half Wagering
 - A. The 1st Half must be played in its entirety to be considered action.
 - B. The 1st Half is considered action regardless of the duration of the game as long as the 1st Half is completed.

4. 2nd Half Wagering

- A. The 2nd Half must be played in its entirety to be considered action.
- B. Any overtime scoring is considered as part of the 2nd Half for wagering purposes unless otherwise specified on SuperBook mobile app or official website.

5. Proposition Wagering

- A. Longest Touchdown of the Game: Includes all returns, if no touchdown is scored all bets are refunded.
- B. Will there be a Successful 2 Point Conversion: Defensive 2 Point Conversion Excluded.
- C. Will there be a Lead Change in the 4th Quarter?: For yes to occur - both teams must have the lead during the 4th quarter. A Lead is defined as having more points than your opponent.
- D. Will either team score 3 straight times?: Excludes extra points and 2-point conversions, includes safeties. In order to win this wager the team selected must score 3 times in a row without the other team scoring.
- E. Will either team score in the final 2 minutes of the 1st half?: If score occurs with exactly 2 minutes remaining in the 1st half "yes" is the winner, includes safeties.
- F. Will the Game be Tied After 0-0?: Score is counted after the completion of the extra point or 2-point conversion.
- G. Longest completion by a certain player: if no completion, "under" is the winner.
- H. Refer to SuperBook mobile app or official website for all other proposition wager rules.

6. Player Props

- A. Touchdown Scorer Props: A touchdown scorer is defined as the player that has possession of the ball in the opposing teams endzone (the player that throws the ball is not considered a touchdown scorer for betting purposes). Listed players must play for action, if a listed player does not play then bets on that listed player are refunded.
- B. First Touchdown Scorer: If a touchdown is scored on a kickoff or punt return and the player that scored the touchdown is listed as an option then the Defense/ST option is declared the winner for betting purposes and not the player that is listed. Listed players must play for action, if a listed player does not play then bets on that listed player are refunded.
- C. Passing Yards: Listed player must play for action, if the listed player does not play then all bets are refunded.
- D. Passing Touchdowns: Listed player must play for action, if the listed player does not play then all bets are refunded. Passing touchdowns are only counted when a player throws the ball, and it is caught by a player and that player crosses the goal line or catches the ball in the endzone.
- E. Most Passing Yards: Both listed players must play for action. If a listed player does not play, then all bets are refunded.
- F. Rushing Yards: Listed player must play for action, if the listed player does not play then all bets are refunded.
- G. Receiving Yards: Listed player must play for action, if the listed player does not play then all bets are refunded.

- H. Most Receiving Yards: Both listed players must play for action. If a listed player does not play, then all bets are refunded.

7. Future Book Wagering

- A. Super Bowl wagering: All bets are action regardless of team relocation or name change. All bets are action despite a shortened season. If the Super Bowl is played, all bets are action.
- B. Conference wagering: All bets are action regardless of team relocation or name change. All bets are action despite a shortened season. If conference championship game(s) is/are played all bets are action.
- C. Divisions Wagering: All bets are action regardless of team relocation and/or name changes. Action if NFL deems Division official winner. NFL tiebreaker rules will determine the division winner if tied. Wagers will be paid following the end of the regular season.
- D. AP NFL MVP Wagering: AP NFL MVP must be awarded for action. All bets are action. If two or more players are awarded the AP NFL MVP Trophy, the odds will be divided by the number of players that tied.
- E. AP NFL Coach of the Year Wagering: AP NFL Coach of the Year must be awarded for action. All bets are action. If two or more coaches are awarded the AP NFL Coach of the Year Trophy, the odds will be divided by the number of coaches tied.
- F. AP NFL Comeback Player of the Year Wagering: AP NFL Comeback Player of the Year must be awarded for action. All bets are action. If two or more players are awarded the NFL Comeback Player of the Year Trophy, odds will be divided by the number of players tied.
- G. AP NFL Defensive Player of the Year Award Wagering: AP NFL Defensive Player of the Year Award must be awarded for action. All bets are action. If two or more players are awarded the AP Defensive Player of the Year Trophy, the odds will be divided by the number of players tied.
- H. AP Offensive Rookie of the Year Award Wagering: AP Offensive Rookie of the Year Award must be awarded for action. All bets are action. If two or more players are awarded the AP Offensive Rookie of the Year Trophy, the odds will be divided by the number of players tied.
- I. AP Defensive Rookie of the Year Award Wagering: AP Defensive Rookie of the Year Award must be awarded for action. All bets are action. If two or more players are awarded the AP Defensive Rookie of the Year Trophy, the odds will be divided by the number of players tied.
- J. NFL Draft Wagering: Official source of results is NFL.com. NFL draft must take place by December 31st of draft year to be considered action unless otherwise specified on SuperBook mobile app or official website.

8. Miscellaneous NFL wagering markets
 - A. NFL Regular Season wins Wagering: Teams must play ALL scheduled regular season games for action unless otherwise specified on SuperBook mobile app or official website. Wagers do not include post-season games. A tie is considered a loss towards a team's number of regular season wins. Forfeitures are deemed a non-played game.
 - B. NFL make the Playoffs Proposition Wagering: NFL tiebreaker rules will determine the Playoff teams if tied. Wagers will be paid following the end of the regular season. If the League recognizes a team making the playoffs wagers will be paid regardless of the amount of games played.
 - C. NFL season long player proposition wagering: All bets are action regardless of trades. The specified player must play at least 1 regular season game for action. The specified team must play ALL scheduled regular season games for action unless otherwise specified on SuperBook mobile app or official website.
 - D. NFL Games of the Year: Games must be played at the originally scheduled site and no later than March 1st of the following year for action. For example, a Game of the Year that is originally scheduled for November 1st, 2020, must be played by March 1st, 2021.

ii. **College Football**

1. Full Game Wagering
 - A. Games must be completed within eight (8) days of the scheduled start date to be considered action.
 - B. Games are action regardless of location played.
 - C. Games are official after fifty-five (55) minutes of play.
 - D. Full Game Wagers include all Overtime scoring unless otherwise stated on SuperBook mobile app or official website.
2. Quarter Wagering
 - A. The wagered upon Quarter must be played in its entirety to be considered action.
 - B. The Quarter is considered action regardless of the duration of the game as long as the Quarter is completed.
 - C. 4th quarter wagering excludes Overtime unless otherwise specified on SuperBook mobile app or official website.
3. 1st Half Wagering
 - A. The 1st Half must be played in its entirety to be considered action.
 - B. The 1st Half is considered action regardless of the duration of the game as long as the 1st Half is completed.
4. 2nd Half Wagering
 - A. The 2nd Half must be played in its entirety to be considered action.
 - B. Any overtime scoring is considered as part of the 2nd Half for wagering purposes unless otherwise specified on SuperBook mobile app or official website.
5. Proposition Wagering
 - A. For player props: The wagered-on player must play for action.
 - B. For player to score the First Touchdown: All bets are action.
 - C. Total touchdowns: If no touchdowns are scored then under is the winner.

- D. Total field goals: If there are no field goals made in the game then under is the winner.
- E. Highest scoring half: For this market to have action the game must be played to completion. Overtime is included in 2nd half unless otherwise specified on the SuperBook mobile app or official website.
- F. Highest scoring quarter: For this market to have action the game must be played to completion. Overtime is not included unless otherwise stated on the SuperBook mobile app or official website.
- G. Race to X: All Race to X markets will be refunded if neither team reaches the designated number.

6. Future Book Wagering

- A. College Football Championship outright wagering: College Football Championship Game must be played by March 1st of the later year for action. For example, the 2020-2021 College Football Championship Game must be played by March 1st, 2021, for action. If a team(s) is ruled to be ineligible by the NCAA, its conference, or by the school, all bets will be considered action.
- B. College Football Conference Championship Game winner wagering: Conference Championship Game must be played by March 1st of the later year for action. For example, the 2020-2021 Big 10 Conference Championship Game must be played by March 1st, 2021, for action. If a team(s) is ruled to be ineligible by the NCAA, its conference, or the school, all bets will be considered action.
- C. Game of the Year wagering: Games must be completed within eight days of the scheduled date. Games are action regardless of location played unless otherwise specified on SuperBook mobile app or official website.
- D. Playoff futures: If a team(s) is ruled to be ineligible by the NCAA, its conference, or the school, all bets will be considered action. College football championship game must be played by the indicated date provided by the SuperBook.
- E. Season Wins: Teams must play all scheduled games of the regular season for action. Wagers do not include post-season games (championship games and/or Bowl games). Teams must play all scheduled opponents. Forfeitures are deemed a non-played game.

iii. **All other Professional Football Leagues**

1. Full Game Wagering

- A. Games must be completed within 8 days of the scheduled start date to be considered action.
- B. Games are action regardless of location played.
- C. Games are official after fifty-five (55) minutes of play.
- D. Full Game Wagers include all Overtime scoring unless otherwise stated on SuperBook mobile app or official website.

2. Quarter Wagering

- A. The wagered upon Quarter must be played in its entirety to be considered action.
- B. The Quarter is considered action regardless of the duration of the game as long as the Quarter is completed.

- C. 4th quarter wagering excludes Overtime unless otherwise specified on SuperBook mobile app or official website.
- 3. 1st Half Wagering
 - A. The 1st Half must be played in its entirety to be considered action.
 - B. The 1st Half is considered action regardless of the duration of the game as long as the 1st Half is completed.
- 4. 2nd Half Wagering
 - A. The 2nd Half must be played in its entirety to be considered action.
 - B. Any overtime scoring is considered as part of the 2nd Half for wagering purposes unless otherwise specified on SuperBook mobile app or official website.
- 5. Future Book Wagering
 - A. All bets are action despite team relocation and/or name changes.
 - B. All bets are action despite a shortened season.

iv. **NBA**

- 1. Full Game Wagering
 - A. Games must start on their scheduled date for action. If a game is postponed or canceled for any reason and not completed on the scheduled date the game is refunded.
 - B. Games are action regardless of location played.
 - C. Games are official after forty-three (43) minutes of play. Summer League games are official after thirty-five (35) minutes of play.
 - D. Full Game Wagers include all Overtime scoring unless otherwise stated on SuperBook mobile app or official website.
- 2. Quarter Wagering
 - A. The wagered upon Quarter must be played in its entirety to be considered action.
 - B. The Quarter is considered action regardless of the duration of the game as long as the Quarter is completed.
 - C. 4th quarter wagering excludes Overtime unless otherwise specified on SuperBook mobile app or official website.
- 3. 1st Half Wagering
 - A. The 1st Half must be played in its entirety to be considered action.
 - B. The 1st Half is considered action regardless of the duration of the game as long as the 1st Half is completed.
- 4. 2nd Half Wagering
 - A. The 2nd Half must be played in its entirety to be considered action.
 - B. Any overtime scoring is considered as part of the 2nd Half for wagering purposes unless otherwise specified on SuperBook mobile app or official website.
- 5. Proposition Wagering
 - A. For player props: The wagered-on player must play for action.
 - B. Player to score first basket of the game: A made free throw will count as first basket made if it is the first point scored.

6. Player Proposition Wagering
 - A. Official source of results is NBA.com:
 - B. Total points, Total Rebounds, Total Assists: Player must play for action. If the listed player does not play, all bets are refunded.
 - C. Player to Score First: Player must start for action.
 - D. Player to Score X+ Points, Double Double, X+ 3pt FGs Made: Player must play for action.
 7. Future Book Wagering
 - A. NBA Championship Wagering: All bets are action despite team relocation and/or name changes. All bets are action despite a shortened season. If the NBA Championship is not played, all bets are refunded.
 - B. Conference Wagering: All bets are action despite team relocation and/or name changes. All bets are action despite a shortened season. If the NBA Conference Championship is not played, all bets are refunded.
 - C. Division Wagering: All bets are action despite relocation and/or name changes. Action if NBA deems official Division winner. NBA tiebreaker rules determine Division the winner if tied. Division winners will be paid on the last day of the regular season.
 - D. NBA Draft Wagering: All bets are action. Official source of draft results is NBA.com. The NBA draft must start by December 31st of the scheduled year for action.
 - E. NBA MVP Wagering: If the NBA announces the MVP winner, all bets are action whenever awarded. Action despite players changing teams. If two or more players are awarded the MVP trophy, the odds will be divided by the number of players tied. Official source of results is NBA.com. Wagering closes on the final day of the regular season at the latest.
 - F. NBA Rookie of the Year Wagering: If the NBA announces a Rookie of the Year winner, all bets are action whenever awarded. All bets are action despite players changing teams. If two or more players are awarded the Rookie of the Year, odds will be divided by the number of players tied. Official source of results is NBA.com. Wagering closes on the final day of the regular season.
 8. Miscellaneous NBA wagering markets
 - A. NBA Regular Season Wins Wagering: All bets are action despite team relocation and/or name changes. Teams must play at least seventy-nine (79) regular season games for action unless otherwise specified on SuperBook mobile app or official website. Wagers do not include any play-in games or post-season games. Forfeitures are deemed a non-played game.
 - B. NBA make the Playoffs Propositions: Action if NBA recognizes the team in playoffs. Play-in games do not count.
- v. **WNBA**
1. Full Game Wagering
 - A. Games must start on their scheduled date for action. If a game is postponed or canceled for any reason and not completed on the scheduled date the game is refunded.
 - B. Games are action regardless of the location played.
 - C. Games are official after thirty-five (35) minutes of play.

2. Quarter Wagering
 - A. The wagered upon Quarter must be played in its entirety to be considered action.
 - B. The Quarter is considered action regardless of the duration of the game as long as the Quarter is completed.
 - C. 4th quarter wagering excludes Overtime unless otherwise specified on SuperBook mobile app or official website.
3. 1st Half Wagering
 - A. The 1st Half must be played in its entirety to be considered action.
 - B. The 1st Half is considered action regardless of the duration of the game as long as the 1st Half is completed.
4. 2nd Half Wagering
 - A. The 2nd Half must be played in its entirety to be considered action.
 - B. Any overtime scoring is considered as part of the 2nd Half for wagering purposes unless otherwise specified on SuperBook mobile app or official website.
5. Future Book Wagering
 - A. If the WNBA Championship is not played, all bets are refunded. All bets are action regardless of championship location or despite a shortened season.

vi. **College Basketball**

1. Full Game Wagering
 - A. Games must be completed on their scheduled date for action. If a game is postponed or canceled for any reason and not completed on the scheduled date the game is refunded.
 - B. Games are action regardless of location played. Games are official after thirty-five (35) minutes of play.
 - C. Full Game Wagers include all Overtime scoring unless otherwise stated on SuperBook mobile app or official website.
2. 1st Half Wagering
 - A. The 1st Half must be played in its entirety to be considered action.
 - B. The 1st Half is considered action regardless of the duration of the game as long as the 1st Half is completed.
3. 2nd Half Wagering
 - A. The 2nd Half must be played in its entirety to be considered action.
 - B. Any overtime scoring is considered as part of the 2nd Half for wagering purposes.
4. Proposition Wagering
 - A. For player props: The wagered-on player must play for action.
 - B. The official source is NCAA.com
5. Future Book Wagering
 - A. College Basketball Championship: If a team(s) is ruled to be ineligible by the NCAA, its conference, or by the school, all bets will be considered action.
 - B. Conference Tournament Wagering: All bets are action whenever the tournament is completed. If a team(s) is ruled to be ineligible by the NCAA, its conference, or by the school, all bets will be considered action.

- C. To Make the Final 4: If a team(s) is ruled to be ineligible by the NCAA, its conference, or by the school, all bets will be considered action. All bets are action despite any change in venue.

vii. FIBA

- A. Games must start on their scheduled date for action. If a game is postponed or canceled for any reason and not played on the scheduled date the game is refunded.
- B. Games are action regardless of location played.
- C. Game is official after thirty-five (35) minutes of play.

Future Book Wagering

- A. FIBA Championship Wagering: All bets are action despite a shortened season. If the FIBA Championship is not played, all bets are refunded.

viii. MLB

1. Full Game Wagering

- A. Games must start on their scheduled date for action. If a game is postponed or canceled before the game has started for any reason and not played on the scheduled date the game is refunded. If a game has started and is suspended for any reason that game has action if it is scheduled to play within 48 hours of the scheduled start time. If a game is not resumed within 48 hours all bets will be refunded.
- B. Games are official after 5 full innings of play. If the home team is leading, the game is official after 4 ½ innings. Thereafter, if a game is called, 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.
- C. Games are action regardless of location played.
- D. Major League Baseball postseason and playoff games will have action regardless of the date played and/or completed unless otherwise specified on SuperBook mobile app or official website.
- E. Total runs, team totals, or run lines wagering: the game must go 9 innings (8 ½ innings if the home team is ahead) to have action. Thereafter, if a game is called, 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.

2. 1st 5 Full Innings Wagering

- A. All wagers on the 1st 5 full innings will be decided on the basis of the score at the end of 5 full innings. If a game does not go 5 full innings, all 1st 5 full innings wagers will be cancelled. Once 5 full innings have been completed, all wagers on the 1st 5 full innings will stand.

3. Proposition Wagering

- A. Will there be at least one (1) run scored in the 1st inning: One (1) full inning must be completed for action regardless of the full game being completed.
- B. Season long player props (including but not limited to: Regular Season Individual Most's, Regular Season Hits, Regular Season Home Runs, Regular Season Wins) Pro Baseball season must consist of at least one hundred and fifty (150) regular season games for action unless otherwise stated on SuperBook mobile app or official website. Player must play in at least one (1) Major League Regular Season game for action. All bets are action despite player trade, retirement, suspension, or injury.

4. General Propositions:

- A. The following markets must go at least 9 innings (8 ½ innings if the home team is ahead) to have action. 1x2, winning margin, odd / even, will there be extra inning, home team to bat in the 9th inning, team to win more innings, team with the highest scoring inning, and highest scoring inning.
- B. Race to X runs wagers will be refunded if neither team reaches the X value.
- C. X Inning – 1x2: Inning must be completed for action.
- D. X Inning – total: Inning must be completed unless over has already won.
- E. Maximum consecutive runs by either team: game must go at least 9 innings (8 ½ innings if the home team is ahead) unless 5+ has already won.
- F. When will the match be decided: game must go at least 9 innings (8 ½ if the home team is ahead). This market will be settled as “any extra inning” is at the end of 9 full innings the game is tied, regardless of whether or not extra innings are being played.
- G. When will the X run be scored (includes extra innings): game must go at least 9 innings (8 ½ if the home team is ahead). If a match ends before X run is reached this market will be refunded.
- H. X Inning – home team to score: Inning must be completed unless the home team has already scored.
- I. X Inning – visiting team to score: Inning must be completed unless the visiting team has already scored.
- J. Total hits (includes extra innings): game must go 9 innings (8 ½ if the home team is ahead), unless the over has already won at the time the game ends.
- K. 1st Inning – total hits: 1st inning must be completed unless the over has already won.
- L. Innings 1-5 total hits: game must go 5 full innings (4 ½ innings if the home team is ahead), unless the over has already won at the time the game ends.
- M. Winner & Total (includes extra innings): game must go at least 9 innings (8 ½ if the home team is ahead) unless over has already won at the time that the game ends.

5. Player Propositions

- A. Hit a Home Run: Player must start for action. If the MLB has determined the game to be official, then all bets will stand. If the game is postponed before it is official and not rescheduled to resume within 24 hours of the scheduled start time then all bets will be refunded.
- B. Hit 1st homerun: Player must start for action. If a player has not hit a homerun when a game is declared official by the MLB all bets will stand. If a game is postponed before it is official and is not rescheduled to resume within 24 hours of the scheduled time then all bets will be refunded unless a homerun has already been hit in the game.
- C. Record a hit: Player must start for action. If the MLB has determined the game to be official, then all bets will stand. If the game is postponed before it is official and not rescheduled to resume 24 hours of the scheduled start time, then all bets will be refunded.
- D. Record a stolen Base: Player must start for action. If the MLB has determined the game to be official, then all bets will stand. If the game is postponed before it is official and not rescheduled to resume within 24 hours of the scheduled start time, then all bets will be refunded.
- E. Record an RBI: Player must start for action. If the MLB has determined the game to be official, then all bets will stand. If the game is postponed before it is official and not rescheduled to resume within 24 hours of the scheduled start time, then all bets will be refunded.
- F. Player X strikeouts: Player must start and throw at least 1 pitch for action. If the listed player does not start, then all bets for that player will be refunded. This market is official when the starting pitcher is pulled from the game whether the game is declared official or not. If a player is still pitching in a game that is shortened as long as the MLB has declared it an official game the bet will stand. If the game is postponed and rescheduled within 24 hours of the scheduled start time while the pitcher is still in the game, then all bets will be refunded unless the over has already been declared a winner.
- G. The official source is MLB.com

6. Future Book Wagering

- A. World Series Wagering: All bets are action regardless of team relocation or name change. All bets are action despite a shortened season. If the World Series is played, all bets are action.
- B. Pennant Wagering: All bets are action regardless of team relocation or name change. All bets are action despite a shortened season. If the Pennant winners are determined, all bets are action.
- C. Division Wagering: All bets are action regardless of team relocation or name change. In case of a tie, Pro Baseball tiebreaker will determine the division winner. Division winners will be paid on the last day of the regular season.

- D. Pro Baseball MVP: Listed player must play at least one (1) game for action. All bets are action despite players changing teams. If two (2) or more players are awarded the MVP trophy, the odds will be divided by the number of players tied. The official source of results is BBWAA.com.
- E. Regular season home run title: Listed player must play at least one (1) game for action. All bets are action despite players changing teams. Pro Baseball season must consist of at least one hundred and fifty (150) regular season games per team. Player must play at least one (1) regular season game for action. If two (2) or more players tie, the odds will be divided by the number of players tied.
- F. Cy Young Award winner: Listed player must play at least one (1) game for action. All bets are action despite players changing teams. If two (2) or more players are awarded the Cy Young Award trophy, the odds will be divided by the number of players tied. The official source of results is BBWAA.com.
- G. Rookie of the Year: All bets are action. All bets are action despite players changing teams. If two (2) or more players are awarded the Rookie of the Year trophy, the odds will be divided by the number of players tied. The official source of results is BBWAA.com.
- H. Most Pitching Wins: Listed player must play at least one (1) game for action. All bets are action despite players changing teams. Pro Baseball season must consist of at least one hundred and fifty (150) regular season games per team unless otherwise specified on SuperBook mobile app or official website. Player must play at least one (1) regular season game for action. If two (2) or more players tie, the odds will be divided by the number of players tied.
- I. Most team wins/losses: All bets are action regardless of team name change or relocation. Teams must play 150 regular season games for action unless otherwise specified on SuperBook mobile app or official website. If two (2) or more teams tie, the odds will be divided by the number of teams tied.

7. Miscellaneous Professional Baseball Wagering Markets

- A. Regular Season wins: Teams must play at least one hundred and fifty (150) regular season games for action unless otherwise specified on SuperBook mobile app or official website. Wagers do not include post-season games. Forfeitures are deemed a non-played game.
- B. Baseball to make the playoff propositions: MLB tiebreaker rules will determine the Playoff teams if tied. Wagers will be paid following the end of the regular season. If the League recognizes a team making the playoffs, wagers will be paid regardless of the amount of games played.
- C. World Series Early Line: All wagers will be based on the winning league (American or National) of the World Series winner. All bets will be cancelled if the World Series is not played for any reason.

ix. **All other Baseball / Softball (including but not limited to Minor League Baseball, College Baseball, College Softball, Caribbean Series Baseball, KBO Baseball, and NPB Baseball)**

1. Games must start on their scheduled date for action. If a game is postponed or canceled before the game has started for any reason and not played on the scheduled date the game is refunded. If a game has started and is suspended for any reason that game has action if it is scheduled to play within 48 hours of the scheduled start time. If a game is not resumed within 48 hours all bets will be refunded
2. College Baseball/Softball postseason and playoff games will have action regardless of the date played and/or completed unless otherwise specified on SuperBook mobile app or official website. ** In regard to the college baseball 10 run rule – If a game is called due to a team being up by 10 or more runs after 7 innings, all bets are considered action. In regard to the college softball 10 run rule – If a game is called due to a team being up by 10 or more runs after 5 innings, all bets are considered action. This applies to the regular season as well as the postseason. **
3. Games are official after 5 full 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.
4. Bottom listed team does not necessarily bat last.

x. **NHL**

1. Games must start on their scheduled date for action. If a game is postponed or canceled for any reason and not completed on the scheduled date the game is refunded.
2. Games are action regardless of location played.
3. In the event of a game being decided by a shootout, then one goal will be added to the winning team's score and the game total for settlement purposes.
4. Wagers on 1st period will be decided when the period is concluded, regardless of the length of the remaining game.
5. Future Book Wagering
 - A. Stanley Cup Championship Wagering: All bets are action despite team relocation and/or name changes. All bets are action despite a shortened season. If the NHL Championship is not played, all bets are refunded.
 - B. Conference Wagering: All bets are action despite team relocation and/or name changes. All bets are action despite a shortened season. If the NHL Conference Championship is not played, all bets are refunded.
 - C. Division Wagering: All bets are action despite relocation and/or name changes. Action if NHL deems official Division winner. NHL tiebreaker rules determine Division the winner if tied. Division winners will be paid on the last day of the regular season.
 - D. Regular Season points: Team must play at least seventy-nine (79) regular season games for action. Wagers do not include any post-season games. Forfeitures are deemed a non-played game.
 - E. NHL make the Playoffs Propositions: All bets are action regardless of team(s) relocation or name change. Action if the NHL recognizes the team in the playoffs.

- F. NHL Hart Trophy Winner (MVP): If the NHL announces the MVP winner, all bets are action whenever awarded. Action despite players changing teams. If two or more players are awarded the MVP trophy, the odds will be divided by the number of winners. Official source of results is NHL.com.
 - G. NHL Norris Trophy Winner (Best Defenseman): If the NHL announces the Best Defenseman winner, all bets are action whenever awarded. Action despite players changing teams. If two or more players are awarded the Best Defenseman, the odds will be divided by the number of winners.
 - H. NHL Vezina Trophy Winner (Best Goaltender): If the NHL announces the Best Goaltender winner, all bets are action whenever awarded. Action despite players changing teams. If two or more players are awarded the Best Goaltender, the odds will be divided by the number of winners.
 - I. NHL Conn Smythe Trophy (Playoff MVP): If the NHL announces the Playoff MVP winner, all bets are action whenever awarded. Action despite players changing teams. If two or more players are awarded the Playoff MVP trophy, the odds will be divided by the number of winners.
 - J. NHL Rocket Richard Trophy (Leading Scorer): If the NHL announces the Leading Scorer winner, all bets are action whenever awarded. Action despite players changing teams. If two or more players are awarded the Leading Scorer, the odds will be divided by the number of winners.
6. Player Proposition Wagers
- A. Player To Score the First Goal: Listed player must play for action. If the game goes to a shootout with the score tied 0-0, no goal scored is the winner.
 - B. Anytime Goal Scorer: Listed player must play for action. Listed player must score an official goal during regulation and or overtime period to be winning selection shootout is not included.
 - C. The Official source of results is NHL.com
7. Proposition Wagers
- A. Will Player X Score a Goal: Listed players must play for action. Includes overtime and excludes shoot outs.
 - B. Will Either Team Score a Goal in The First Five (5) Minutes of the Game: If a goal Occurs at Exactly the 5 Minute mark then, "Yes" is the winner.
 - C. Will Either Team Score a Goal in the First Ten (10) Minutes of the Game: If a goal Occurs at Exactly the 10 Minute mark then, "Yes" is the winner.
 - D. Will Both Teams Score In the X Period: Yes or No market outcome is determined only based on the scoring in the respective period (e.g., 1st Period).
 - E. Will Team X Score a Goal in the X Period: Yes or No and all players listed must play for action. Market outcome is determined only based on the scoring in the respective period (e.g., 1st Period). Only goals scored within the selected period count. The period must be completed for bets stand.
 - F. First Team to Score: selected team must score before the other team to be the winner. Correct Score in Regulation: Listed score at the end of 60 minutes of regulation, which does not include overtime or shootout is the winning correct score.
 - G. Last Team to Score in Regulation: The selected team to score the last goal during 60 minutes of regulation, which does not include overtime or shootouts.
 - H. Will Either Team Score 3 Straight Goals: This wager includes overtime and the awarded winning goal in a shootout. In order to win this wager the team bet on must score 3 goals in a row without the other team scoring.
 - I. Highest Scoring Period: Must select the specific period. Market outcome is determined only based on the scoring in the respective period (e.g., 1st Period, 2nd

Period, 3rd Period). Only goals scored within the selected period count. Unless otherwise stated, overtime does not count for the result of the 3rd period. All 3 period must be completed for action.

- J. Team Totals: The exact goals that Away Team and Home Team individually will score over/under X goals. Overtime and the awarded shootout goal are included in this wager.
- K. Exact Goals: The combined score for both teams during regulation ranges from 0 goals to 12+. Overtime and the awarded shootout goal are included in this wager.

xi. All other Hockey including but not limited to College Hockey and AHL

- 1. Games must start on their scheduled date for action. If a game is postponed or canceled for any reason and not completed on the scheduled date the game is refunded.
- 2. Games are action regardless of location played.
- 3. In case of a shootout, only one goal will be added to the winner's score and game total.

xii. Soccer

- 1. In SOCCER, matches must go at least ninety (90) minutes for wagering action unless otherwise specified on SuperBook printed media or the video board.
- 2. Soccer matches are action wherever played.
- 3. 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, electronic boards, mobile app or official website.
- 4. 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.
- 5. If a match is postponed or abandoned and is completed within 24 hours of the previous scheduled date, then all open bets will be settled with the final result. If the match is not settled within 24 hours, then all undecided bets are considered refunded.
- 6. To Advance wagering is on a team who advances to the next round of the tournament/competition.
- 7. Proposition Wagering:
 - A. Team to score first, Will both teams score, Total goals scored by, Will there be an own goal: Matches must go at least 90 minutes for action. Includes stoppage time – Does not include extra time or penalty shootout, unless otherwise stated on SuperBook mobile app or official website.
 - B. Will the match be decided in extra time: Extra Time is comprised of the two 15-minute periods plus the Stoppage time associated with those.
 - C. Will the match be decided in penalty shootout: Penalties represent the Penalty Shootout after the two Extra Time periods.
 - D. Will a player score a goal: Player must start for action. Includes Stoppage Time – Does NOT Include Extra Time or Penalty Shootout.

xiii. **Golf**

1. The weekly tournament must be concluded within eight (8) days of the scheduled date for action.
 2. Tournaments considered “Majors” are action whenever the tournament is played.
 3. If the tournament is shortened for any reason and the relevant governing body declares the tournament official, all applicable wagers on the tournament are graded as action, unless otherwise noted.
 4. In GOLF the golfer must tee off to start the tournament for action
5. The golfer with the lower score (unless otherwise specified on SuperBook mobile app or official website) wins the matchup (with equal rounds played).
 6. If one golfer continues to play after their opponent has missed the cut ('MC'), withdrawn ('WD'), or been disqualified ('DQ'), the golfer who continues play wins the matchup.
 7. 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.
 8. 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.
 9. 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 mobile app or official website. All other playoff participants tie each other.
 10. Specific Round Matchups: Listed golfers must tee off that specific round for action. If both players withdraw in the round, then the golfer that finished more holes will be declared the winner. For 4th round matchups: scores will be counted for golfer's 4th round only. If one golfer continues to a playoff, the playoff hole(s) are not counted towards the golfer's 4th round score. Matchups will be considered action upon completion of the round regardless of duration of the tournament.
 11. The FIELD is considered any Golfer who is not listed.
 12. Golf Proposition Wagers
 - A. Player to make the cut: Golfer must tee off for action. If a player withdraws before the cut but has teed off, then bets on that player will stand. If a golfer makes the cut but has to withdraw before the start of the 3rd round, then all bets will stand as a winning bet on that golfer.
 - B. What will be the 36-hole cut: 36 holes must be played when the cut happens for action.
 - C. Lowest completed round: All 72 holes must be played for this bet to have action. This bet is for the lowest single round completed by any golfer. For LIV Golf League 54 holes apply.
 - D. 72 Hole Winning Score: All 72 holes must be played for action. For LIV Golf League 54 holes apply.
 - E. Will there be a Hole in One: All 72 holes must be played for action. For LIV Golf League 54 holes apply.
 - F. Will there be a Playoff: All 72 holes must be played for action. For LIV Golf League 54 holes apply.
 - G. Will Player X win: Golfer must tee off for action. For LIV Golf League 54 holes apply.
 - H. Will Player X finish in top X: Golfer must tee off for action.
 - I. Group wagering: All golfers must tee off for action. Player that has the lowest completed score wins the group. If all four golfers miss the cut, then the golfer with

the lowest score at the time of the cut wins the group. In Case of a Tie, lowest round shot in the tournament amongst the tied golfers will result in the winner. If this does not create a winner, the golfers 2nd lowest round shot and so on will be the tiebreaker.

- J. Top amateur finish: Golfer must be designated an amateur by the PGA.
- K. To win a major: All bets are action, whether the listed golfer plays in a major or not. The Majors are The Master, The PGA Championship, The U.S. Open and The Open Championship. You have four opportunities to win this bet. If a player wins one of the majors, then the bets on that golfer will be graded at that time. If a golfer wins more than one major the winning ticket is only paid one time.

xiv. **Tennis**

1. In TENNIS, A match is considered official once the first serve has taken place.
2. If a match is to change the number of sets, all to win the match bets are considered action.
3. For games spread wagering: The match must be completed in its entirety for wagers to be considered action. In the event of a player's retirement or disqualification, wagers will be refunded. In the event of the number of sets being changed from the originally scheduled number of sets, wagers will be refunded.
4. For over/under total games played in a match: The match must be completed in its entirety for wagers to be considered action. In the event of a player's retirement or disqualification, wagers will be refunded. In the event of the number of sets being changed from the originally scheduled number of sets, wagers will be refunded.
5. Once the match begins there is action (whenever played), regardless of length of play.
6. 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.
7. In case of any delay (rain, darkness, etc.) all markets will remain unsettled until the match continues.
8. Moneyline Rules: Once the first serve is completed the match is considered official. In the event that a player retires after the match has begun, the player who advances and/or is recognized as the winner of the match, will also be recognized as the winner for moneyline wagering purposes. EXAMPLE: If Roger Federer is leading Rafael Nadal 6-0,3-1, and Federer retires due to injury, Nadal would be considered the winner for moneyline wagering purposes.
9. The tournament must be concluded within eight (8) days of the scheduled date for action.
10. Tournaments considered "Majors" are action whenever the tournament is played.

xv. Motor Racing

1. NASCAR and any series under that governance
 - A. In NASCAR the driver must start the race for action.
 - B. The wager is on the driver only, not team or car.
 - C. The winner of the race is decided after the post-race inspection and is considered official after the inspection. Any changes made after the post-race inspection are not considered for betting purposes.
 - D. The race must be concluded within eight (8) days of the scheduled date for action.
 - E. If the race is shortened for any reason and the motor racing governing body deems a winner, all wagers on that race are action.
 - F. The FIELD is considered any driver who is not listed.
 - G. In group matchups all listed drivers must start for action. Best finish in group wins.
 - H. Matchups: Driver must start the race for action. If either driver does not start the race, all bets will be refunded.
 - I. Driver Finishing Position (over/under): Listed driver must start the race for action.

2. IndyCar and Formula 1
 - A. Driver must start the race for action.
 - B. The wager is on the driver only, not team or car.
 - C. The winner at the conclusion of the race will be the winner for wagering purposes.
 - D. The race must be concluded within eight (8) days of the scheduled date for action.
 - E. If the race is shortened for any reason and the motor racing governing body deems a winner, all wagers on that race are action.
 - F. The FIELD is considered any driver who is not listed.
 - G. If a time penalty occurs the race is still considered action.
 - H. In group matchups all listed drivers must start for action. Best finish in group wins.
 - I. Driver Championship: All bets are action whenever a winner is declared.
 - J. Constructors Championship: All bets are action whenever a winner is declared.

xvi. Fighting:

1. UFC/MMA
 - A. The winner of an event is determined on the date of the event's conclusion according to the house wagering rules or regulations. SuperBook does not recognize protests or overturned decisions for any reason in MMA events for wagering purposes.
 - B. Fight must go within 24 hours of scheduled date for action.
 - C. If either fighter fails to answer the bell at the beginning of a round, then the opponent is recorded the winner in the previous round.

- D. If the scheduled number of rounds is changed then all bets on total rounds, winner and exact rounds, and winning method will be refunded.
 - E. In UFC/MMA round props are graded based on 2:30 of the round following the listed round. For example, if you bet over 2.5 and the fight ends on exactly 2:30 into the round then the over is the winner.
 - F. If either fighter is replaced with another fighter, all bets will be considered void on original bet.
 - G. If on the day of the event's conclusion no winner is determined or if "NO CONTEST" is declared, all wagers to win the fight will be considered "NO ACTION".
 - H. In MMA types of Decisions are based on:
 - a. "K.O.": considered a Tap Out, Verbal Tap Out, Knockout or Technical Submission. This is concluded when the Referee stops the contest.
 - b. "Draw": determined when all judges declare a fight a Draw. This included Unanimous Draw, Majority Draw, Split Draw, and Technical Draw.
 - c. "Decision": determined when judges determine a winner. This includes Unanimous Decision, Split Decision, Majority Decision, and technical decisions.
2. **Boxing**
- A. Fight must go within 24 hours of scheduled date for action.
 - B. 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.
 - C. 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.
 - D. Should any number of rounds be changed, then all total rounds, round betting, and method of victory bets will be refunded.
 - E. In BOXING round props are graded based on 1:30 of the round following the listed round. For example, if you bet over 2.5 and the fight ends on exactly 1:30 into the round then the over is the winner.
 - F. The winner of an event is determined on the date of the event's conclusion according to the house wagering rules or regulations. The SuperBook does not recognize protests or overturned decisions for any reason in boxing events for wagering purposes.

xvii. Aussie Rules Football

1. The official source of result is AFL.com.au
2. Action wherever played rule.
3. In the event of a changed opponent from the one listed, all bets for the match are refunded.
4. If a team fields their reserve team or an underage team instead of their first team, SuperBook reserves the right to refund betting.
5. If a match does not adhere to the generally accepted format (e.g., unusual period length, counting procedure, format of a match etc.). SuperBook reserves the right to refund wagering.
6. If the rules or format of a match differ from our accepted norm, SuperBook reserves the right to refund betting.

7. In case of any obviously incorrect displayed or calculated prices, SuperBook reserves the right to refund betting. This includes a deviation of more than 100% in the pay-out compared to the market average.
8. SuperBook reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected.
9. SuperBook reserves the right to refund bets even subsequently if such a bet was won by the customer because of technical fault or error, inclusive of but not limited to an error or fault in transmission.
10. If a match is postponed or abandoned and is completed within 24 hours of the previous scheduled date, then all open bets will be settled with the final result. If the match is not settled within 24 hours, then all undecided bets are considered refunded.
11. Total: When the exact number is listed as the line for an over/ under market, if the result lands on the exact final number, then the bets will be made a push/ tie and wagers returned to the customer.
12. Line/Spread: When the exact number is listed as the line for a home/ away market, if the result lands on the exact final number, then the bets will be made a push/ tie for wagering purposes and wagers returned to the customer.
13. Results: If the outcome of a market cannot be verified, SuperBook reserves the right to delay settlement until official confirmation. If the outcome of the market cannot be verified officially, SuperBook reserves the right to refund them. If markets were offered when the outcome was already known, SuperBook reserves the right to refund any betting. In the case of incorrect settlement of markets, SuperBook reserves the right to correct them anytime.
14. Outright Markets: All bets are action and therefore will be settled as a loss if the team does not take part in the event. In cases where the event is cancelled then all bets will be declared a refund. In cases where the venue for the event is changed, SuperBook reserves the right to refund any betting.
15. Should any replay/extra matches be required to determine any position in the classification, league winners, etc., the outcomes from these matches will be used for the final scoring results.
16. For bets placed on the specific quarters or halves, the entire quarter or half must be played.

xviii. Rugby

1. All Rugby (including but not limited to League, Sevens, and Union) action is based on the result of 80 minute of play plus injury time.
2. Games must be completed within twenty-four (24) hours of the scheduled start date to be considered action.

xix. Cycling

1. Cyclists must start the race for action whenever completed.
2. The winner of the race or stage is determined by the highest placing.
3. If there is no winner ceremony the winner is determined by the official governing bodies ruling.
4. For overall Matchups, if both riders retire or forfeit all bets will be considered a refund. If both riders start the race and complete stages, the winner will be determined by the highest position after the previous stage.

xx. Rowing

1. If both boats fail to finish, all wagers are refunded.

xxi. Poker

1. The official source of results shall be taken from the WSOP website (www.wsop.com).
2. All bets are action whenever played.

xxii. Olympics

1. Odds to Win the GOLD MEDAL COUNT - This includes both men's and women's events.
2. Results will be determined on the last day of the event.
3. Overturned decisions after the last day of the event will not be recognized for wagering purposes.
4. In the case of a tie, winners' odds are divided by the number of winners.

XIV. In-Progress Wagering Rules:**Soccer:**

1. All markets (except halftime, first half markets, overtime, and penalty shootout) are considered for regular time only unless otherwise stated.
2. If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided bets are considered refunds.
3. Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes of 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.
4. 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.

Tennis:

1. In case of default, retirement or walkover of any player, all undecided bets are considered refunds.
2. In case of any delay (rain, darkness...) all markets remain unsettled, and the trading will be continued as soon as the match continues.
3. If penalty point(s) are awarded by the umpire, all bets on that game will stand.
4. In case a match is finished before certain points/games were finished; all affected point/game related markets are considered refunds.
5. If markets remain open with an incorrect score which has a significant impact on the prices, SuperBook reserves the right to refund betting.
6. If the players/teams are displayed incorrectly, SuperBook reserves the right to refund betting.
7. If a player retires all undecided markets are considered a refund.
8. If a match is decided by a match tie-break, then it will be considered to be the third set.
9. Every tie-break or Match tie-break counts as 1 game.

10. 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.

Basketball:

1. Markets do not consider overtime unless otherwise stated.
2. If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be refunded.
3. If odds were offered with an incorrect match time (more than 2 minutes), SuperBook reserves the right to refund betting.
4. If markets remain open with an incorrect score which has a significant impact on the prices, SuperBook reserves the right to refund betting.
5. In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
6. 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.

Football:

1. In case of any delay (rain, darkness...) all markets remain unsettled, and the trading will be continued as soon as the match continues.
2. Markets do not consider overtime unless otherwise stated.
3. If markets remain open with an incorrect score which has a significant impact on the prices, SuperBook reserves the right to refund betting.
4. If a wrong score is displayed, SuperBook reserves the right to refund betting for this timeframe.
5. In case of abandoned or postponed matches all markets are considered a refund unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).
6. If the teams are displayed incorrectly, SuperBook reserves the right to refund betting.

Hockey:

1. All markets (except period, overtime, and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.
2. 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 a refund.
3. 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.
4. If the market remains open when the following events have already taken place: goals and penalties, SuperBook reserves the right to refund betting.
5. If odds were offered with an incorrect match time (more than 2 minutes), SuperBook reserves the right to refund betting.

6. If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.
7. If a match is interrupted or postponed and is not continued within 48h after the initial start date, betting will be refunded.
8. 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.
9. Markets will be settled based on TV inserts and data provided by official associations unless there is clear evidence these statistics are not correct.
10. Even strength: Goals are considered even strength when every team has the same number of players on the ice.
11. Power-play: A goal is considered to be a power-play goal if the team with numerical advantage scores.
12. Short-handed: A goal is considered to be a short-handed goal if the team with numerical disadvantage scores
13. Penalty shot: A penalty shot is considered to be a goal if converted.
14. Empty net: A goal is considered to be an empty net goal, if the trailing team pulls the goalkeeper for an extra attacker and the leading team scores. In power-play/ short-handed and empty net situations, a goal will always be considered as empty net goal for settlement purposes.

Baseball:

1. Possible extra innings are not considered in any market unless otherwise stated.
2. All markets will be cleared according to the final result after 9 innings (8 ½ innings if home team is leading at this point)
3. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered a refund.
4. If markets remain open with an incorrect score or incorrect match status which has a significant impact on the prices, SuperBook reserves the right to refund betting.
5. 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.

XV. 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.
 - A. Tickets go as written and cannot be altered after tickets are issued.
 - B. 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.
 - C. Management is not responsible for errors or omissions made on a ticket, once the customer has left the betting window.
 - D. 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.

XVI. RACE BOOK RULES

1. Minimum wagers are determined by the track.
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):
 - A. Straight wagers are refunded.
 - B. In a parlay, a scratch reduces the parlay to the next lowest number of horses, including to a straight bet.
 - C. A scratch from a daily double, pick 3, quinella, exacta or trifecta constitutes 'No Action' and money is refunded.
 - D. When a scratch involves part of an entry or field, action goes on the remaining portion of the entry or field.
 - E. 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.
 - A. 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.
 - B. When entries finish 1st and 2nd, with no show price, all quinella wagers are refunded.
 - C. If a 3-horse entry or field finishes 1st, 2nd and 3rd, quinellas including the 4th horse are paid on the win price.
 - D. 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.
 - E. 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 the 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:

- | | |
|----------|------|
| A. Win | 20/1 |
| B. Place | 8/1 |
| C. Show | 4/1 |

Total parlay payoff limits are:

- | | |
|----------|-------|
| D. Win | 100/1 |
| E. Place | 50/1 |
| F. 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.

- | | |
|-----------------|-------|
| G. Quinella | 150/1 |
| H. Exacta | 150/1 |
| I. Daily Double | 150/1 |
| J. Trifecta | 300/1 |
| K. Pick 3 | 300/1 |

12. A \$25,000 aggregate payoff per race is paid in proportion to the 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 betting line information. In the event that any odds or betting 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):

- A. Win 16/1
- B. Place 7/1
- C. Show 4/1
- D. Quinella 100/1
- E. Exacta 150/1
- F. 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.

XVII. SuperBook Misc. Rules:

1. Regarding a DEAD HEAT, when two or more participants are joint winners of an event, the payout will be calculated by dividing the total amount wagered by the number of participants in the dead heat, and then multiplying by the odds at which the bet was placed. This calculation will give the total amount to be collected by the customer. For example: if three players tie for the most homeruns hit in the regular season and a wager was placed for \$60 at 18/1 odds on one of the three winners, the payout would be calculated as follows: $60 / 3 \times 18 = \$360$ winnings + \$60 original wager = \$420 payout to the customer.
2. Regarding EACH WAY WAGERING, when placing a wager each way, equal parts of the wager are placed on the odds to win and each way. For example: if the odds of top 3 each way are 1/5th the odds of the to win and a wager is placed for \$60 each way on a golfer to win a tournament at 20/1, \$30 is placed at 20/1 and \$30 is placed at 1/5 original odds; 4/1. If the golfer wins the tournament, the customer collects $30 \times 20 + 30 = \$630$. If the golfer finishes 2nd or 3rd the customer collects each way payout of $30 \times 4 + 30 = \$150$
3. 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.

4. Wagers may be accepted at other than the currently posted SuperBook printed media, electronic boards, or official SuperBook app or website terms.

XVIII. Cross-Sport Props

1. All cross-sports props have action as long as the pro football championship game is completed by March 1st of the calendar year that the Super Bowl is scheduled.
2. All players involved in player props follow the same rules as the sport that they play for action (i.e. If LeBron James points is listed against Patrick Mahomes completions then Basketball prop rules will be used for LeBron James and Football prop rules will be used for Patrick Mahomes), If either player involved in a prop bet is considered no action then all bets on that market are refunded.

XIX. Abandonments, Cancellations, Postponements, and Forfeits:

1. Any markets that do not have rules listed for them in the specific sports will follow the following rules:
 - A. If the event is not completed within 48 hours after the scheduled start time the event will be refunded except for markets that have already been determined. All bets on markets that are considered a forfeit will be refunded.
 - B. Any tournament that is not completed within 24 hours of the scheduled completion date of the event, then all markets will be settled with the official ruling of the relevant governing body as long as the decision is made within 90 days of the scheduled completion date. If there is not an official ruling within 90 days of the completion date then all bets will be refunded except for bets that have already been determined.

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