



Sportsbook House Rules  
Last Updated: January 7, 2022

**A. General Sportsbook Rules:** The Sportsbook at Cliff Castle Casino Hotel will be herein referred to as The Sportsbook for the purpose of these House Rules.

1. The Sportsbook reserves the right to refuse any wager, and/or delete or limit selections, prior to the acceptance of any wager. The Sportsbook reserves the right in its sole discretion not to accept certain Sportsbook bets, or to scale back the stakes (on a per user or aggregate basis). All information supplied by The Sportsbook is done so in good faith. However, The Sportsbook cannot accept liability for any errors or omissions in respect of any information, such as the posting of prices, runners, times, scores, results or general statistics. Any results or scores of which you may be advised by a The Sportsbook employee or agent (for example during betting in-play) are provided for guidance purposes only. The Sportsbook may, in its sole and absolute discretion, decide to suspend betting on a market at any time (even if such suspension is earlier than anticipated by Sportsbook Rules). In the interests of maintaining integrity and fairness in the markets, The Sportsbook may also void certain bets in a market or void a whole market in its entirety. The Sportsbook reserves the right, at our discretion, to perform any and all reasonable investigations on patrons for the purpose of verifying information about patrons such as source of funds and background history.
2. The minimum wager will be \$2.00 at the kiosks and \$5 at the ticket window. The Sportsbook will determine maximum wagers per sporting events and type of wager. Kiosks will not be permitted from issuing more than \$2999.95 of tickets and or vouchers per session unless otherwise approved by management in compliance with applicable laws and or regulations. Ticket writers may issue tickets up to and exceeding \$2,999.95 with required approval in compliance of House Rules and other applicable laws and regulations.
3. Leaving the window with the ticket is deemed an acceptance of the wager by both parties.
  - a. Tickets may only be altered or voided in accordance with rules or regulations promulgated by the Yavapai-Apache Gaming Commission.
4. The Sportsbook is not responsible for lost, stolen, altered or unreadable tickets.
5. Sports wagering tickets are valid for three hundred sixty five (365) days after the date of the event.
6. Winning tickets may be redeemed through the Sportsbook Ticket Windows and/or the Cage.
  - a. Winning tickets may also be redeemed via mail if the ticket is less than \$500 in value. Refer to reverse side of wagering ticket for mail-in redemption instructions. The Sportsbook is not responsible for tickets not mailed pursuant to instructions on the reverse side of the ticket.
7. Identification information is required to be presented when requested at any time in accordance with Tribal, State and Federal regulations.

8. The Sportsbook patrons will be notified of odds or line changes in the following manner:
  - a. Posted odds will be changed automatically on the electronic reader boards.
  - b. Posted odds will be changed manually on all handwritten sports boards.
  - c. Posted changes will be updated in a timely fashion on the electronic reader boards or the handwritten sports boards.
  - d. Non-posted printed media will be updated on a weekly basis with the date of the latest issue.
9. The Sportsbook reserves the right to add, change or delete the payout ratio limits.
10. The Sportsbook reserve the right to add, change or delete The Sportsbook House Rules, subject to regulatory approval.
11. The Sportsbook will not accept the past posting of wagers, in such cases the wager may be refunded, or where the outcome of the event is already known, in all such cases the wager will be refunded.
12. The Sportsbook will accept wagers on currently posted terms unless otherwise posted or noted on printed boards or sheets.
13. Prohibited Wagers. No wagers may be accepted or paid by any book on:
  - a. Injuries, penalties and other types or forms of event wagering that are contrary to law; or
  - b. College proposition bets, meaning individual actions, events, occurrences or non-occurrences to be determined during a collegiate sports event, including on the performance or nonperformance of a team or individual participant during a collegiate sports event. This paragraph does not prohibit wagers on the overall outcome of a collegiate sports event or seasonal awards based on a player's cumulative overall play.
14. Canceled events that have either not started or have not met the minimum length for an event to be official, will result in straight wagers being refunded. Parlays that involve a canceled event will reduce to the next lower number of selections.
15. All future wagers are "action" as long as a winner is officially declared, unless otherwise posted or noted on printed media.
16. Types of sporting events offered will be those submitted to and/or approved by the Yavapai-Apache Gaming Commission and the Arizona Department of Gaming.
17. Prohibited Persons and Prohibited Insider Wagering: The following individuals are prohibited by law, regulation, and/or these rules from using Cliff Castle Casino Hotel Sportsbook to place wagers with or collect winning wagers from any licensed sports pool or operator. Sportsbook Manager, Supervisors, Writers, and other Team Members will make reasonable efforts to identify and exclude prohibited persons from event wagering.
  - a. Any person under the age of 21;
  - b. Any person on a self-exclusion list;
  - c. Any key employee or principal or similar individual required to obtain an event wagering license or certificate from the Yavapai-Apache Gaming Commission or Arizona Department of Gaming;
  - d. Any person on the Yavapai-Apache Tribal Gaming Office Barred list or Arizona Department of Gaming Barred list;

- e. Any person who is considered to be a “Prohibited Participant”;
  - i. Any individual whose participation may undermine the integrity of the wagering, the sports event, or the other event;
  - ii. Any individual who is prohibited from placing a Wager as an agent, proxy, or because of self-exclusion;
  - iii. Any gaming employee, key employee or principal or similar individual required to obtain a sports betting employee license from the Board;
  - iv. Any individual who is an athlete, coach, referee, player, trainer, or personnel of a sports organization in any sports event or other event overseen by that individual's sports organization who, based on information that is not publicly available, has the ability to determine or to unlawfully influence the outcome of a Wager;
  - v. An individual who holds a position or authority or influence sufficient to exert influence over the participants in a sporting contest, including coaches, managers, handlers, and athletic trainers, such that their actions can affect the outcome of a Wager; and
  - vi. An individual with access to exclusive information on any sports event or other event overseen by that individual's Sports Governing Body that is not publicly available information or any individual identified by any list provided by the Sports Governing Body to the Department.
- f. Any public official or public employee prohibited by law or regulation from sports betting or event wagering;
- g. Any person who by virtue of the person’s affiliation or employment with another company operating in the sports gaming industry has access to that company’s pre-release, non-public, or confidential data or other information that is not available to all other participants that may provide an advantage in any sports betting or event wagering;
- h. Any person whose participation may undermine the integrity of the wagering, the sports event, or other event;
  - i. Any person who may impact the outcome of the sports event may not place wagers on such sports event as well as sports events governed by the same league(s) or governing body(ies);
  - j. Any person who is an athlete or competitor may not place wagers on sports event of the type in which the athlete or competitor participates as well as sports events governed by the same league(s) or governing body(ies);
  - k. Any person who is an owner, employee, or family member of a sports team, league or governing body may not place wagers on sports events governed by that same league(s) or governing body(ies);
  - l. Any person who holds a position of authority or influence over the participants in or outcome of a sports event, including any person employed, associated or professionally connected to a sports event or governing body, (such as referees, officials, umpires, judges, coaches, managers, handlers, medical professionals, athletic trainers whether employed or contracted by a sports team, league or governing body), may not wager on any sports events in which the person exerts influence or with respect to which the person is employed, associated or professionally connected and any other sports events governed by the same league(s) or governing body(ies);

- m. Any person identified by any sports team, league or governing body to the Board as being prohibited from event wagering or sports betting by the sports team, league or governing body may not place wagers on such sports events involving the sports team, league, or governing body.
18. Persons shall place a wager only on their own behalf and shall not wager for any other person.
19. **Self-Exclusion Process.** If you or someone you know has a gambling problem, call 1-800-NEXT-STEP, text NEXTSTEP to 53342 or visit <https://problemgambling.az.gov>.
20. **In-Game/Live Wagering.** For all in-game/live-wagering, all markets must be played to their originally scheduled completion unless otherwise stipulated. If a market is not scheduled to be turned in-play or live but The Sportsbook fails to suspend the market at the relevant time, then: if the event has a scheduled 'off' time, all bets matched after that scheduled off time will be void; and if the event does not have a scheduled 'off' time, The Sportsbook will use its reasonable efforts to ascertain the time of the actual 'off' and all bets after the time of the 'off' determined by The will be void. The Sportsbook aims to use its reasonable efforts to suspend in-play and live markets at the start of and at the end of the event. However, The Sportsbook does not guarantee that such markets will be suspended at the relevant time. The Sportsbook reserves the right at its absolute discretion to part-suspend or fully suspend outcomes/selections in a market that has been turned in-play or live. Sportsbook patron are responsible for managing their in-play and live bets at all times. For the purposes of in-play betting and live betting, patron should be aware that transmissions described as "live" by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which they are receiving pictures or data. Please also be aware that, for operational reasons, bet requests made in-play and live may take slightly longer to process. If The Sportsbook accepts a bet on a market for which the outcome has already been determined, then that bet shall be deemed void (and no winnings shall be payable in respect of it) regardless of the bet being a win, lose or push. While reasonable efforts are made to ensure the accuracy of live scores and the status of games displayed on the betting screens, we accept no liability for incorrectly displayed information.
21. **Errors.** The Sportsbook makes every makes every effort to ensure that it does not make any errors when accepting bets. However, if as a result of technical or system problems or human error, a bet is accepted that is at odds (which includes handicap provisions or similar) and/or is on terms that are either: materially different from those available in the general betting market at the time the bet was made; or clearly incorrect given the chance of the event occurring at the time the bet was made including, in either case, because the bet was placed after the start of an event, because the market was not displaying or reflecting in-play status, or because of any other reason, then The Sportsbook reserves the right to either (i) correct any obvious errors by settling winning bets at the 'correct price,' as reasonably determined by Cliff Castle Casino Hotel Sportsbook, or (ii) void any bet placed where such errors have occurred. If The Sportsbook accepts a bet on a market for which the outcome has already been determined, then that bet shall be deemed void (and no winnings shall be payable in respect of it). If The Sportsbook accepts a bet on a market where the incorrect teams are listed and/or listed in the incorrect order (i.e. Home Team listed as Away) The Sportsbook reserves the right to void such wagers, regardless of the outcome of the event.
22. **Duplicate Events.** In the event that odds for the same exact game are displayed on the board at The Sportsbook more than once (regardless of whether the markets are related and/or displayed odds are different), The Sportsbook reserves the right to cancel any correlated parlay bets placed on both/multiple events, regardless of whether the markets and/or displayed odds are different. Single Bets placed individually on the above markets will be settled in accordance with official results.

- 23. Dead Heats.** Unless stated otherwise in the Specific Sports Rules the Dead Heat Rule applies to bets on a market where there are more winners than expected. If not otherwise stated as a push settlement, In the event of a tie, where no 'draw' option was offered by The Sportsbook on such outcome, wagers will be paid at face value of the ticket (total payout figure including the initial stake) divided by the number of competitors tied for that placing. The stake is proportioned according to the number of competitors tied for that placing.
- 24. Results and market settlement.** Where the Specific Sports Rules do not specify how and on what basis a market will be settled, markets will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result. If no official result of a relevant governing body is available, the result will be determined by The Sportsbook (acting reasonably) using information from independent sources. In such cases, if any new information comes into the public domain within 48 hours of settlement, then The Sportsbook shall (acting reasonably) determine either: i) whether the market should be reinstated or resettled in light of this new information; or ii) whether or not to wait for further information before deciding whether to reinstate or resettle the market. Except where The Sportsbook has announced that it is waiting for further information, any information that comes into the public domain more than 48 hours after a market has been settled shall not be considered by The Sportsbook (regardless of whether or not such information may have led to a different result). In the event of any uncertainty about any result or potential result, The Sportsbook reserves the right to suspend settlement of any market for an unlimited period until the uncertainty can be resolved to the reasonable satisfaction of The Sportsbook. The Sportsbook reserves the right to void any market if the uncertainty regarding settlement cannot be resolved to Cliff Castle Casino Hotel Sportsbook's reasonable satisfaction. In the event of a withdrawal of a selection after the start of an event due to such selection testing positive for a virus or other disease, all wagers on that selection shall be void.
- 25. Anti-Money Laundering Standards.** All transactions are subject to verification for the detection of money laundering and that any transactions deemed suspicious may be reported to the appropriate authorities.
- 26. Disputes.** The Sportsbook will make every reasonable effort to resolve all disputes. The Sportsbook will review the facts and circumstances that are related to the dispute and attempt to resolve the matter. If the dispute is unresolved, the following will occur: a) If the disputed amount is less than \$500, The Sportsbook will inform the Guest that they have the right to request an investigation by the Tribal Gaming Office (TGO), b) If the disputed amount is \$500 or greater, The Sportsbook will turn the dispute over to the Tribal Gaming Office (TGO) for investigation.
- 27. Questions and/or Complaints.** Question or complaints may be directed to a Sportsbook Supervisor or mailed in to the following attention and address:

Sportsbook Manager  
555 Middle Verde Road  
Camp Verde, AZ 86322

## **B. OBVIOUS ERRORS AND RESETTLEMENTS**

### Obvious Errors

1. The Sportsbook makes every effort to ensure that we do not make any errors in prices offered or wagers accepted. The Sportsbook will maintain a record of all point spreads, odds, final score and related betting proposition statistics and outcomes to protect both the patron and The Sportsbook in case of obvious mechanical or human error. However, if as a result of mechanical, technical, or human error, The Sportsbook offers, or a patron places, a wager in Obvious Error, The Sportsbook

reserves the right to either (i) settle winning wagers at the "correct price," as reasonably determined by The Sportsbook, or (ii) void any wagers placed in Obvious Error.

2. The Sportsbook reserves the right, at its own discretion, to declare a wager void, totally or partly, if any of the following circumstances have occurred:
  - a. A wager has been offered, placed, and/or accepted containing an Obvious Error;
  - b. A wager has been offered, placed, and/or accepted on an unapproved sporting event or team;
  - c. A wager is placed and/or accepted while the sportsbook was encountering mechanical, technical, or systemic problems, which would not have been accepted but for that problem;
  - d. A wager or result has been affected (directly or indirectly) by illegal activity; or
  - e. A wager is placed and/or accepted on a market that is voided in its entirety (e.g., for an incomplete or abandoned event).
3. The Sportsbook prohibits parlay wagers that include two or more outcomes that are, or could turn out to be, related (e.g., Team A to win 5-0 and Team A to win the game). The Sportsbook takes all necessary steps to prevent acceptance of these prohibited parlay wagers. However, if such a parlay wager is placed, The Sportsbook reserves the right, solely at its own discretion, to declare void some or all parts of the parlay wager that includes the related outcomes at odds that do not account for the related contingency. This provision does not apply to parlay wagers placed through One Game Parlay or parlay wagers that are explicitly identified as special offerings.

#### Resettlement

4. Markets are generally settled shortly after the end of the event in question. The Sportsbook may settle (or partially-settle) some markets before the official result is declared purely as a patron service benefit. However, The Sportsbook reserves the right to amend the settlement of the market if:
  - a. The official result is different than the result on which The Sportsbook initially settled the market; or
  - b. The whole market is eventually voided (e.g., for an incomplete or abandoned event).
5. The Sportsbook reserves the right to reverse the settlement of a market if a market is settled in error. The Sportsbook will settle markets on the basis that it obtains the relevant information once the outcome has been determined. If this information is not obtained, or if there is an obvious error in the information, the settlement of the bet offer will be based on other public information/ official sources at the reasonable discretion of The Sportsbook.

### **C. SPORTSBOOK WAGERING RULES:**

#### Minimum Length of Play

1. BASEBALL (all) - five innings of play. If the home team is leading, the game is official after 4 innings (this will include softball). 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.

2. FOOTBALL (pro and college) - 55 minutes of play, unless an official result is declared by the official governing body before then.
3. BASKETBALL (NBA) - 43 minutes of play; (College and WNBA) - 35 minutes of play.
4. HOCKEY (all) - 55 minutes of play; (Non-US) - 60 minutes of play.
5. GOLF- the results are official for wagering purposes provided that at least one round has been completed by all players in the field and a winner is declared by the tournament's governing body.
6. MOTOR RACING- All wagers will be settled according to the unofficial results reported immediately after the conclusion of the race by the governing organization. Any changes to the finishing order that occurs based on appeals, penalties or scoring malfunctions after the race has concluded, will not be recognized.
7. SOCCER- the full 90 minutes of play plus injury time for 3-way, goal line, and totals.
8. BOXING and MIXED MARTIAL ARTS (all) - the bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length. 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 fight.
9. TENNIS- at least one set of the match must be completed.
10. ALL OTHER SPORTS- the conclusion of the scheduled length of play or scheduled time limit.

#### Other Sports Rules

1. Wagers and proposition bets are offered to patrons and settled throughout the duration of games and events. Patrons are advised to check the individual sports rules sections (below) for information on how wagers are settled, as Minimum Length of Play rules do not relate to all wagers offered to Patrons.
2. For events where all participants are not listed and there is not a Field option, all bets are action. If a patron wishes to request The Sportsbook to offer lines on a new participant, then they can do so by requesting at the window. Where possible The Sportsbook will do so within a reasonable timeframe.

#### Dead Heat Rule

1. A dead heat is when two or more selections tie for a given position. In racing events (Motor Racing for example), it could be due to both competitors crossing the line at the exact same time and the judge is unable to separate them. In other events, such as Golf, a dead heat occurs when players have scored the exact same score and are therefore classified in a joint position such as joint second place.
2. In a dead heat for first place, the stake money on a winning selection is divided by the number of winners in a dead heat. The full odds are then paid to the divided stake with the remainder of the money being lost. For example: Kyle Larson and Martin Truex Jr. have

dead heated for first place in a NASCAR race. If you backed either of these drivers, you would be paid half of your stake (The Sportsbook pays out half the stake for both selections).

3. Therefore:
  - a. \$100 on Kyle Larson at +100 = Half Stake \$100 = \$50 at +100 = \$100 returns. Or
  - b. \$100 on Martin Truex Jr. at +200 = Half stake \$100 = \$50 at +200 = \$150 returns.
4. Multi-selection Dead Heats
  - a. If there is a dead heat between multiple competitors, the following calculation applies: The number of positions tied for, divided by the number of players tied in that position For example:
  - b. \$100 placed on Tiger Woods @ +150 to finish in the top 10. If Tiger ties with four competitors for 10th position, your wager will be calculated by dividing your stake five times as per Rules. Calculation:  $\$20 \times +150 = \$50$ .

#### Live (In-Play) Wagering General Rules

1. If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation.
2. If coverage must be abandoned and the match finished regularly, all markets will be settled according to the final result.
3. In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.
4. 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.

#### Postponed Matches:

1. For postponed and cancelled matches, the following rules apply unless otherwise stipulated in the individual sports wagering rules. All bets placed prior to the scheduled start time of a match will be void if the match is cancelled or postponed to a different day (local time) than initially scheduled. All bets stand on any match that is delayed prior to the scheduled start time and takes place on the same day (local time). However, if a match that takes place within a fixed date tournament framework e.g. Olympic Games, Tennis Tournaments, European Championships Finals, World Cup Finals, etc., is postponed all bets will stand (does not apply to non-tennis qualifying matches taking place outside of the fixed date tournament framework).

### **AUSSIE RULES FOOTBALL RULES**

1. Date/Site Changes
  - a. If a match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to the opponent's home ground, in which case all bets will be void. All bets must take place on the scheduled calendar day (at venue) otherwise, all bets on the game will be void.



## 2. Minimum Length of Play

- a. If a match is abandoned before the end of normal time, all bets on the match are void, except for those markets which have been unconditionally determined. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

### Aussie Rules Football Wagers

1. All bets shall be settled on official AFL results only.

## 2. Match Betting

- a. All bets shall be settled at the end of normal time, unless otherwise stated.
- b. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played.
- c. In the event of a 'draw' where no draw option is offered, the Dead Heat Rule will apply and all wagers will be paid at half face value of the ticket.
- d. For any AFL Finals matches or any other Competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.
- e. Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e. extra time- an extension of normal time is not included.)

## 3. Spread and Total

- a. Bets settled on outcome of the period the markets relate to. If the outcome is exactly equal to the betting line, then bets will be void.

## **BASEBALL RULES**

### Date/Site Changes

1. Regular season Baseball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in The Sportsbook.

### Minimum Length of Play

1. For wagering purposes, unless otherwise stipulated in individual Baseball sports wager rules, wagers on baseball money lines are official after 5 innings of play. If the home team is leading, the game is official after 4, innings (this will include softball). 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.
2. For games scheduled to play a full 9 innings, game must go to 9 innings (8, if the home team is ahead) to have action on run lines and totals. For games scheduled to play only 7 innings,

game must go to 7 innings (6, if the home team is ahead) to have action on run lines and totals.

3. In specified inning wagers, game must go to full specified innings to be official, unless the home team is leading the bottom half of specified inning prior to completion of specified innings(s). For money line, totals, and run lines, game must go the full-specified innings.

### Pre-Match Baseball Wager Types

1. Patrons should be aware of the following wager types when placing wager types on baseball - action, one specified pitcher and listed pitchers. Patrons may choose either of these options when placing wagers on the money line. Wagers placed on run lines and totals require listed pitchers to start for action.
2. Action- this wager type puts team against team, regardless of the starting pitcher.
  - a. If either team's scheduled starting pitcher changes (and does not start the game) after a wager is placed, the wager will stand at the opening price of the adjusted line.
  - b. College and Softball wagers are action regardless of wager type.
3. One Specified Pitcher- A wager on or against one specified pitcher, regardless of the other starting pitcher.
  - a. Specified pitcher must start, or wager is deemed "no action" and wager is refunded.
  - b. If the opposing pitcher does not start, the wager stands at the opening price of the adjusted line.
4. Listed Pitchers - A wager that specifies both starting pitchers. Any variation constitutes "no action" and wager is refunded.
5. For wagering purposes, each team's Starting Pitcher is defined as the pitcher who throws the initial pitch in his respective half of the first inning. Any subsequent change in pitcher is irrelevant to any standing wager.

### Baseball Wagers

1. Baseball wagers are accepted in the following manner.
2. Total Runs (Over/Under) - A wager on whether the total number of runs scored in a game is over or under a specified number.
  - a. Extra innings are counted in final score.
  - b. Wager must meet the minimum length of play as specified above.
3. Run Line- A wager in which the bettor "takes" or "lays" a specified number of runs. The team wagered must "cover" the run line for the wager to be deemed a winner.
  - a. Extra innings are counted in final score.
  - b. Wager must meet the minimum length of play as specified above.
4. Money Line- A wager in which the bettor "takes" or "lays" a specified price. The team wagered must only win the game for the wager to be deemed a winner.
  - a. Extra innings are counted in final score.

- b. Money line wagers may be made as Action, One Specified Pitcher and Listed Pitchers subject to the rules above.
- c. Wager must meet the minimum length of play as specified above.

### Live (In-Play) Baseball Rules

1. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered cancelled.
2. Moneyline- Winner (Away, Home)
  - a. Game- Includes extra innings
  - b. 1H - Only runs scored in the first 5 innings are considered
3. Total- Total Runs scored by both teams (Over, Under)
  - a. Game- Includes extra innings
  - b. 1H - Only runs scored in the first 5 innings are considered
4. Point Spread- Winner With handicap in .5 increments (Away, Home)
  - a. Game- Include Overtime
  - b. 1H - Only runs scored in first five innings considered
5. Three Way- Outcome (Away, Home, Tied)
  - a. Reg- Which team will win the game, no extra innings considered
  - b. 1H -Which team will lead after 5 innings

### Baseball Proposition Rules

1. Various unique wagers may be offered from time to time. When wagering proposition bets, the game must go 9 innings (8 innings if the home team is ahead) to have action, or action has occurred as the outcome of the wager is already known. If a game is suspended after 9 innings (8 innings if the home team is ahead), 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. For the above, if a game is scheduled for only 7 innings, then game must go 7 innings (6 if the home team is ahead).
2. All baseball propositions are considered action regardless of any pitching changes.
3. The Sportsbook settles markets in accordance with official box score statistics declared by
4. MLB as the governing body.

### Baseball Player Propositions

1. Players in player proposition bets do not have to start but must play some part for Player propositions to have action. Wagers on specific player performance or match wagers will be deemed official once at least one of them have left the game, with both having taken some part in the game to that point, regardless of the conclusion of the game.

### Baseball Regular Season Series Propositions

1. Regular season series propositions are offered for all 3, 4 or 5 Game Series with the outcome of all games played counting towards settlement. Series must go a minimum of 3 games for action regardless of games scheduled and/or canceled. A called game will count towards a series wager if declared an official game by the league. All wagers are action regardless of Starting Pitchers or pitcher changes.

### Baseball Playoff Series Propositions

1. For Playoff Series Winner propositions, the team that advances to the next round is deemed the winner. Wagers for all other markets are refunded if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

### Baseball Postseason Rule

1. All MLB playoff games will have action regardless of date played and/or completed, unless specified otherwise. Game winner will be paid based on the official winner of this game as determined by MLB. All listed pitchers' rules apply.

## **BASKETBALL RULES**

### Date/Site Changes

1. Regular season Basketball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in Cliff Castle Casino Hotel Sportsbook.

### Minimum Length of Play

1. For wagering purposes, unless otherwise stipulated in individual Basketball sports wager rules, NBA basketball results are official after 43 minutes of play. NCAA and WNBA are official after 35 minutes of play.

### Pre-Match Basketball Wagers

1. Basketball wagers are accepted in the following manner:
2. Point Spread - A wager in which a bettor "takes" or "lays" a specified number of points. The team wagered must "cover" the point line for the wager to be deemed a winner.
  - a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.

3. Money Line - A wager in which the bettor "takes" or "lays" a specified price.
  - a. The team wagered must win the game for the wager to be deemed a winner.
  - b. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
4. Total Points (over/under)- A wager on whether the total number of points scored in a game is over or under a specified number.
  - a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
5. First Half- Wagers on the first half will be decided by the score at the end of the first half.
  - a. If a game does not go the entire first half, all first half wagers will be refunded.
  - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
6. Second Half(halftime)- Wagers on the second half will be decided based on points scored in the second half including overtime.
  - a. If the entire second half is not played to its completion, all Second Half wagers will be refunded.
  - b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.

#### Basketball Propositions

1. Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, overtime does count for settlement of wagers.

#### Basketball Player Propositions

1. Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be refunded.

#### Live (In-Play) Basketball Rules

1. Markets consider overtime unless otherwise stated.
2. If a match is interrupted or postponed and is not continued within 48 hours after initial start date, betting will be cancelled.
3. Point Spread- Winner with Handicap in .5 increments (Home, Away)
  - a. Game - Includes overtime
  - b. Reg- Only points during regular time are considered
  - c. 1H -Only points scored during first quarter and second quarter are considered

4. Total- game total (over, under)
  - a. Game- Total points scored by both teams, includes overtime
  - b. Reg- Only points during regular time are considered
  - c. 1H -Only points scored during first quarter and second quarter are considered
5. Money Line- Winner (away, home)
  - a. Game - Includes overtime
  - b. 1H - Only points scored in the first half will be considered

## **BOXING AND MIXED MARTIAL ARTS RULES**

### Date/Site Changes

1. For confirmed fights if a contest is postponed and rescheduled to take place within forty eight (48) hours of the original start time, all bets on that contest will stand. If the contest does not take place within forty eight (48) hours, all bets will be void. If a rescheduled fight takes place in a country different from the original country, all bets will be void. If a fight is rescheduled and takes place in a different venue but in the same country, all bets stand.

### Minimum Length of Play

1. The bell (buzzer, etc.) sounding signifies the start of the opening round and the bout is considered official for betting purposes, regardless of the scheduled length, weight, classification, and/or championship sanction. For an individual 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 fight. If a fight has a change to the scheduled number of rounds all outright bets on the match will be action, however round by round bets will be refunded.

### Boxing and Mixed Martial Arts Rules

1. Boxing and Mixed Martial Arts wagers are accepted in the following manner:
2. Results will be graded based on the official result at ringside as communicated by the official announcer. Any subsequent change to the official outcome of the fight for any reason will not be recognized for wagering purposes. If the official announcer does not declare a result at the end of the fight, the market will be settled on the result displayed on the applicable organization official site.
3. For wagering purposes, a wager on a fighter to win by "KO" wins if the selected fighter wins by Knock Out (KO), Technical Knock Out (TKO), or Disqualification (DQ).
4. If a fight is stopped due to an injury, disqualification, or any other stoppage by either the referee or doctor, then this will be considered a Technical Knock Out (TKO).

5. Any fight that is deemed 'No Contest' will have all wagers refunded.
6. Fight Winner- A wager on which fighter will win the match.
  - a. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both fighters will be lost. If the wagering offer includes only the two fighters, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.
7. Will Go/Won't Go Round X- A wager on whether or not the match reaches this distance.
  - a. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round. For example, 9 rounds would be one minute and thirty seconds of the 10th round. In case of a two-and-a-half-minute round, the halfway point is one minute and 15 seconds. In case of a five minute round, the halfway point is two minutes and 30 seconds.
  - b. For total wagers that list a full number of rounds, the fighter must answer the bell for the following round for the round to be deemed complete. For example, on 8 full rounds the fighter must answer the bell for the 9<sup>th</sup> round for the over to be paid. If the fighter completes the 8<sup>th</sup> round but fails to answer the bell for the 9<sup>th</sup> round the under will be the winner. This applies to all rounds except the final scheduled round for which the final bell will signify the completion of the round.
  - c. If a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped.
  - d. For Round betting, if a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped.
8. Method of Victory - Wager on the exact outcome of the fight.
  - a. KO includes a referee intervention during strikes, doctor stoppage, or stoppage from a fighter's corner. A submission includes a tap-out or verbal submission from one of the fighters, or referee stoppage due to technical submission.
  - b. If either fighter is disqualified then a no contest is declared and all bets are void.
9. Fight Outcomes
  - a. No Contest - In the event of a 'no contest' being declared, all bets will be made void, with the exception of selections where the outcome has already been determined.

Boxing and Mixed Martial Arts Propositions

1. Various unique wagers may be offered from time to time, called proposition bets.

## **FOOTBALL RULES**

### **Date/Site Changes**

1. Football games and any games/events not specifically listed must be held within one week of the originally scheduled date and location to be considered action unless otherwise noted or on printed media in The Sportsbook.

### **Minimum Length of Play**

1. For wagering purposes, unless otherwise stipulated in individual Football sports wager rules, Pro and College Football results are official after 55 minutes of play. The Sportsbook does not recognize suspended games (after they have met the minimum time or length requirement specified in the specific sports rules), protests, or overturned decisions for wagering purposes.

### **Pre-Match Football Wager Rules**

1. Football wagers are accepted in the following manner:
2. Point Spread - A wager in which a bettor "takes" or "lays" a specified number of points. The team wagered must "cover" the point line for the wager to be deemed a winner.
  - a. Overtime periods are counted in the final score.
3. Money Line- A wager in which the bettor "takes" or "lays" a specified price. The team wagered must win the game for the wager to be deemed a winner.
  - a. Overtime periods are counted in the final score.
4. Total Points (over/under)- A wager on whether the total number of points scored in a game is over or under a specified number.
  - a. Overtime periods are counted in the final score.
5. First Half- Wagers on the first half will be decided by the score at the end of the first half.
  - a. If a game does not go the entire first half, all first half wagers will be refunded.
  - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
6. Second Half (post halftime)-Wagers on the second half will be decided based on points scored in the second half.
  - a. If the entire second half is not played to its completion, all Second Half wagers will be refunded.
  - b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.



7. In the event of a wagering tie, the straight wager is considered "no action" and wager will be refunded. Parlays reduce to the next lowest number of teams.

### Football Proposition Rules

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, overtime does count for settlement of wagers.

### Football Game Propositions

1. All time-based propositions will be settled as per the official scoring time listed on the official league source box scores. Scores exactly on the quoted time count as 'Yes' for settlement.
2. Any turnover proposition does not include a 'Turnover on Downs' and only includes Fumbles and Interceptions.
3. All penalty propositions are based upon accepted penalties only. Declined or offsetting penalties are not included for settlement purposes.
4. Coach challenge propositions only include a challenge initiated by the coach throwing a red flag. Proposition does not include booth reviews.
5. 4th' Down Conversion propositions do not include 1st downs awarded by penalty.
6. Sacks propositions are settled as per the official league source. Includes 0.5 sacks awarded, however for propositions such as 'Player to record a sack in the game', the player must record at least one total sack (1.0) for 'Yes' to be settled the winner.

### Football Player Propositions

1. For all player propositions, the players must be listed as active by the official league source for bets to have action. Bets will be refunded on wagers where one or both players are listed as inactive. An exception to this rule is for Quarterback proposition markets, as these require that the players in question must be starters for bets to have action. Passing yardage propositions are settled as per gross passing yards.

### Live (In-Play) Football Rules

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 consider overtime unless otherwise stated.
3. 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).
4. Points Spread- Winner with Handicap in .5 increments (Away, Home)
  - a. Game - Includes overtime
  - b. Reg- Only points during regular time are considered
  - c. 1st Half- Only points scored during first quarter and second quarter are considered
5. Total- Game Total (Over, Under)
  - a. Game- Total points scored by both teams, includes overtime
  - b. Reg- Only points during regular time are considered
  - c. 1st Half- Only points scored during first quarter and second quarter are considered
6. Money Line- Winner (Away, Home)
  - a. Game- Includes overtime
  - b. Reg- Only points during regular time are considered
  - c. 1st Half - Only points scored in the first half will be considered
7. Three Way- Outcome (Away, Home, Draw)
  - a. Reg- Which team will win the game, no overtime
  - b. 1st Half - Which team wins the first half

## **GOLF RULES**

### **Date/Site Changes**

1. In the event of a Golf tournament being postponed, rearranged or moved to a different course, all bets will stand unless otherwise noted in the specific sports rules section or on printed media in The Sportsbook.

### **Minimum Length of Play**

1. In the event of a tournament being shortened or otherwise affected due to weather conditions, all bets other than those placed after the last completed round will stand provided at least 36 holes have been played and a trophy has been awarded. Those placed after the last completed round will be void. This does not apply when a tournament is played over more

than one course and in this instance all players must have played the same rotation, otherwise all bets will be void.

### Golf Wagers

1. Golf wagers are accepted in the following manner:
2. Match-ups - A wager on one or more specified golfer(s) versus one or more other specified golfer(s)
  - a. All golfers in the match-up must tee off to start the tournament and/or specified round for action.
  - b. The golfer with the best score according to the rule of the specific tournament wins the match-up (with equal rounds and/or holes played).
  - c. If one golfer continues play after his opponent has missed the cut (MC), withdrawn (WD), or been disqualified (DQ), the golfer who continues play wins the match-up.
3. Propositions - Various unique wagers may be offered from time to time. Rules for these types of wagers can found on printed media in The Sportsbook.
4. Make/Miss the cut
  - a. Wagers will be void for any player who does not start the tournament.
  - b. If a player withdraws at any stage after starting the tournament, bets will be settled as losers.
5. Match play- Winning Wagers must predict the winner of a match play match.
  - a. In team events, final day singles will be settled on the official result.
  - b. In a match play tournament, the winner will be the player progressing to the next round or becoming the tournament winner.
  - c. The official result counts for settlement purposes.
6. Tournament Prices- Winning wagers must predict the winner of the tournament.
  - a. If a playoff is required to determine the tournament winner, the winner of the playoff will be deemed the tournament winner.
  - b. In the event of a shared win, the operator reserves the right to settle as they see fit based on all available evidence.
  - c. Dead heat rules apply for all placings in a tournament.
7. Tournament Group Betting - Winning wagers must select the player who achieves the highest tournament placing from a selected group.
  - a. In the event of any player in the group not teeing off, bets will be void.
  - b. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.
8. Tournament Match Bets- Winning wager must select the player with the lowest score at the end of the tournament, provided that 36 holes have been played in a 72-hole tournament.
  - a. If both players finish on the same score, 'Tie' is the winner, regardless of whether the two players involved subsequently contest a playoff.

- b. Both players in a match bet must tee off for bets to stand.
  - c. In a tournament played on a combination of courses, all bets will be void if the players do not complete the same itinerary of courses.
  - d. If one player misses the cut, the other player will be deemed to be the winner.
  - e. Where both miss the cut, the player with the lowest score after the cut has been made is deemed the winner.
  - f. If one player is disqualified or withdraws before the cut is made or after both players have made the cut, the other player will be deemed the winner (even **if** the other player does not make the cut).
  - g. If a player is disqualified or withdraws in the rounds after the cut, when his/her opponent has already missed the cut, the disqualified player will be deemed the winner.
  - h. If both players withdraw or are disqualified before the cut, all bets are void. The same applies if this happens to them both after they have made the cut.
9. To Finish Last- Winning wager will predict who will finish last in the tournament.
- a. Any bets placed on players who withdraw before all scheduled holes are completed will be settled as losing bets.
  - b. If there is a tie for last place, dead heat rules will apply.
10. Top 5/10/20
- a. Wagers will be void on any player that does not start a tournament.
  - b. If a player starts and then withdraws for any reason, bets will be losers.

## **HOCKEY RULES**

### Date/Site Changes

1. Regular season Hockey games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in The Sportsbook.

### Minimum Length of Play

1. For wagering purposes, unless otherwise stipulated in individual Hockey sports wager rules, results are official after 55 minutes of play for US Pro Hockey and 60 minutes of play for Non-US Hockey.

### Pre-Match Hockey Wagers

1. Hockey wagers are accepted in the following manner:
2. Puck Line- A wager in which a bettor "takes" or "lays" a specified number of goals. The team wagered must "cover" the goal line for the wager to be deemed a winner.
  - a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
  - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
3. Money Line- A wager in which the bettor "takes" or "lays" a specified price. The team wagered must only win the game for the wager to be deemed a winner.
  - a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
  - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
4. Total Goals (over/under) -A wager on whether the total number of goals scored in a game is over or under a specified number.
  - a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
  - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
5. Periods-Wagers on any specified period will be decided based on goals scored during the specified period only. This wager may be a point spread and/or a money line.
  - a. All specified periods must be played to their completion or the wager will be refunded.
  - b. Once a specified period is completed, that specified period wager will stand regardless of the length of the remainder of the game.
  - c. Third Period wagers do not include overtime periods.

### Hockey Propositions

1. Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, overtime does count for settlement of wagers.

### Hockey Player Propositions

1. Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be refunded. Player proposition wagers do include overtime, but not shootouts unless otherwise specified.

## Live (In-Play) Hockey Rules

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 48 hours after initial start, all open bets will be settled with the final result. Otherwise all undecided bets are considered cancelled.
3. If a match is interrupted or postponed and is not continued within 48 hours after initial start date, betting will be cancelled.
4. Money Line- Winner (Away, Home)
  - a. Game - Includes overtime
  - b. Reg- Regulation only; If match ends in a draw after regulation, all bets are considered cancelled
  - c. PI-P3- Only Goals scored in the specific period are considered
  - d. Pen- Which team will win penalty shootout; Only goals during penalty shootout are considered
5. Total- Total Goals scored by Both Teams (Under, Over)
  - a. Game- Includes overtime
  - b. Reg- Only goals scored in regulation are considered
  - c. PI-P3- Only goals scored in the specific period are considered
6. Points Spread- Winner with Handicap in .5 Increments (Away, Home)
  - a. Game - Includes overtime
  - b. Reg- Only goals during regular time are considered
  - c. PI-P3- Only goals scored in the specific period are considered
7. Three Way- Outcome (Away, Home, Draw) Reg - Which team will win the game, no overtime
  - a. PI-P3- Which team wins the specific period
8. Win Rest- New Game (Away, Home, Tied)
  - a. Reg- Which team will score more goals in the remaining time; Not including overtime
  - b. PI -Which team will score more goals in the remaining time of the first period
  - c. P2 -Which team will score more goals in the remaining time of the second period
  - d. OT - Which team will score more goals in the remaining overtime
9. Match and Total- Match and Total (Team and Total Parlay)
  - a. Reg- No overtime
10. Next Goal- Next Goal Scored (Away, Home, No Goal Scored)
  - a. Game- Which team scores next goal in entire game
  - b. Reg- Which team scores next goal; Regulation Only
  - c. PI-P3- Only goals scored in specific period are considered
  - d. OT-Only goals scored in overtime are considered
  - e. Pen-Only goals scored in the penalty shootout are considered

11. Away Total- Total Goals Scored by Away Team (Over, Under) Game- Includes overtime
  - a. Reg- Only goals scored in regulation are considered
  - b. PI-P3- Only goals scored in the specific period are considered
12. Home Total- Total Goals Scored by Home Team (Over, Under) Game- Includes overtime
  - a. Reg- Only goals scored in regulation are considered
  - b. PI-P3- Only goals scored in the specific period are considered
13. Away Goals- Exact Number of Goals Scored by Away Team (0,1,2,3+) Game- Includes overtime
  - a. Reg- Only goals scored in regulation are considered
  - b. PI-P3- Only goals scored in the specific period are considered
14. Home Goals- Exact number of Goals Scored by Home Team (0, 1, 2, 3+) Game - Includes overtime
  - a. Reg- Only goals scored in regulation are considered
  - b. PI-P3- Only goals scored in the specific period are considered
15. Exact Goals- Exact Number of Goals Scored by Both Teams (0-1, 2, 3... 9+)
  - a. Game- Includes overtime
  - b. Reg- Only goals scored in regulation are considered
  - c. PI-P3- Only goals scored in the specific period are considered

## **MOTOR RACING**

### **Date/Site Changes**

1. Motor Racing events must take place within 72 hours of the original start time or bets will be void.

### **Minimum Length of Play**

1. All wagers will be settled according to the unofficial results reported immediately after the conclusion of the race by the governing organization. Any changes to the finishing order that occurs based on appeals, penalties or scoring malfunctions after the race has concluded, will not be recognized. If a race is abandoned and no presentation position or official result is declared all bets on that race will be void except for bets on any markets which have been unconditionally determined.

### **Motor Racing Wagers**

1. Motor racing wagers are accepted in the following manner:
2. Match-ups- A wager on one or more specified driver(s) versus one or more specified driver(s).
  - a. Wagers are placed on the driver only, not the car or team.

- b. If the original driver is replaced by another driver after the start of the race the original driver is the driver of record and the wager will be action.
  - c. All drivers in the match-up must start the race for action.
  - d. If one of the drivers does not finish the race, the other driver is considered the winner. If neither driver finishes the race, the driver who completed the most laps is the winner. If both drivers complete the same number of laps but do not finish the race, all bets are refunded.
  - e. Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded, will not be recognized.
  - f. Wagers on qualifying performance will be settled according to position and times set during the final qualifying session. For the purposes of these markets, any subsequent alterations of grid positions are not recognized.
- 3. Race Winner- Wager on who will win the race.
    - a. If a driver does not take part in the race, then bets on them will be void.
  - 4. Winning Constructor/Team- Wager on the constructor or team the winning driver represents.
    - a. For any driver who moves teams during race week, bets will be settled on the constructor/team they represent at the start of the race.
  - 5. Podium Finish- Wager on who will finish in the podium spots (Top 3 positions).
  - 6. Motor Racing Propositions Various unique wagers may be offered from time to time, called proposition bets.

## **OLYMPIC RULES**

### General Olympic Rules

- 1. If an event is cancelled, all bets are void. If any event/match is postponed bets will stand providing the event is rescheduled to take place before the closing ceremony. This rule supersedes any of the individual sports' postponement rules. If a competitor or team does not start a race or tournament then bets placed on that competitor or team will be considered void and stakes will be refunded.

### Final medal placings

- 1. All bets on the number of medals will be settled on the official medal table at the end of the Olympic Games. Any changes made by any governing body at a later date do not count for betting purposes. The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

### Results



1. All bets that relate to the final result of the event/tournament will be settled based on the official result published by the governing authority of the respective sport/league/event. This typically occurs shortly after the event ends. The Sportsbook will not take into consideration any subsequent amendments or disqualifications. In the event of more than one medal being awarded for the same position, for example there is potential for two bronze medals in boxing, Dead Heat Rules apply.

### Olympic Records and World Records

1. All bets on Olympic Records or World Records for an individual event will be settled at the completion of each event. All bets on the cumulative number of Olympic Records or World Records will be settled at the end of the Olympic Games.

### Team Medals

1. Any medals won by a team/nation per competition count as one medal regardless of the number of team members.

### Which country will win the most gold medals?

1. If two or more countries gain an equal number of gold medals, the number of silver medals will decide. If the number of medals is still equal, the number of bronze medals will decide.

### Which country will win the most silver medals?

1. If two or more countries gain an equal number of silver medals, the number of gold medals will decide. If the number of medals is still equal, the number of bronze medals will decide.

### Which country will win the most bronze medals?

1. If two or more countries gain an equal number of bronze medals, the number of gold medals will decide. If the number of medals is still equal, the number of silver medals will decide.

### Head to Head betting

1. For markets relating to a full event, wagers are settled based on the final ranking from the official results. If there is no official final ranking, then the last successfully completed

match/stage will be considered the final position. If competitors finish the event in the same position or their last successfully completed stage was the same, dead heat rules apply.

2. For markets involving a particular stage of a competition, all wagers are settled based on the official results at the end of that stage. If the competitors finish the stage in the same position, dead heat rules apply.
3. If one or more competitors do not start, all bets are void. If a competitor starts the competition but is subsequently disqualified or does not complete the competition, all bets on that competitor are settled as losing wagers. If all listed competitors start the competition but are subsequently disqualified or do not complete the competition, then all bets are void.

## **SOCCER RULES**

### **Date/Site Changes**

1. Soccer games must be played on the scheduled date and location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules or on printed media in The Sportsbook. A club team playing a European competition is classed as playing at Home if the event is moved from the club's usual ground to a ground within their national boundaries.
2. The Sportsbook will always try to identify matches played at a neutral venue. For matches played at a neutral venue (whether indicated or not), bets will stand regardless of which team is listed as the home team.
3. Specific extra time bets will stand regardless. This is defined as any scheduled period of play, normally 2 halves of 15 minutes, between the end of regular play and the end of the game. Hence, if any other time period is played these bets will be settled accordingly regardless of the periods played.

### **Minimum Length of Play**

1. For wagering purposes, unless otherwise stipulated in individual Soccer sports wager rules, results are official after 90 minutes of play plus injury time.
2. **Abandoned matches:** Any scheduled match abandoned before the completion of regular play will be made void, except for all bets where the outcome has already been determined at the time of abandonment. If a match commences but for whatever reason, including any suspension of play, does not conclude on the same day (local time), all bets on that match will be deemed void except where settlement has already been determined.
3. **Suspended matches:** Bets on any scheduled match suspended before the completion of regular play will be refunded if the match is not restarted on the same day (local time) and played to completion, even if the governing body declares the result of the shortened match to

stand for competition purposes. Bets on which the outcome has already been determined at the time of suspension will stand.

### Pre-Match Soccer Wager Rules

1. Soccer wagers are accepted in the following manner:
2. 90-Minute- Wager is on the outcome of a soccer match, determined based on the score at the end of 90 minutes of play PLUS any time the referee adds to compensate for injuries and other stoppages.
  - a. 90-Minute wagers do not include periods of extra time or penalty shootouts.
  - b. If a match takes place but is not completed as advertised (e.g. it is not a 90-minute match or is split into three periods, rather than two), all bets in the match will be refunded.
  - c. If any team starts a match with less than 11 players, all bets on that match will be refunded.
  - d. If a match is postponed or cancelled, any bets placed prior to the scheduled start of the match will be refunded.
3. Three Way- A wager in which there are three (3) possible outcomes in a soccer match.
  - a. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be lost.
  - b. Three Way wagers will be decided based on the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
4. Spread and Total- Wagers are settled on outcome of the period the markets relate to.
  - a. If the outcome is exactly equal to the betting line, then bets will be void.

### Soccer Propositions

1. Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, extra time/overtime does not count for settlement of wagers.

### Live (In-Play) Soccer Rules

1. All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only.
2. If a match is interrupted and continued within 48 hours after initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered cancelled.
3. 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.

4. Three Way- Outcome (Away, Home, Draw)
  - a. Reg- Which team will win the match; Regulation only
  - b. H1 - Which team will win the first half
  - c. H2 - Which team will win the second half; Regulation only
  - d. OT- Which team will win the overtime; Does not include penalty shootout
  
5. Money Line-Winner (Away, Home)
  - a. Reg- Regulation only; If match ends in a draw after regulation, all bets are considered cancelled
  - b. Pen- Which team will win penalty shootout; Only goals during penalty shootout are considered
  
6. Total- Total Goals Scored by both Teams in .5 Increments (Over, Under)
  - a. Reg- Only goals during regulation time are considered
  - b. H1 - Only goals during the first half are considered
  - c. H2 - Only goals during the second half are considered
  - d. OT - Only goals during overtime are considered

### **TENNIS RULES**

#### **Date/Site Changes**

1. If a match is postponed your bet will stand providing the match is rescheduled to take place before the end of the tournament. For any match played outside of a tournament format, all bets are void if the match is not played on the scheduled date.

#### **Minimum Length of Play**

1. At least one set of the match must be completed. In the event of a tennis match not taking place or if a player is given a walkover, bets on this match are void.

#### **Pre-Match Tennis Rules**

1. Tennis wagers are accepted in the following manner:
  
2. Match- A wager on one or more specified players(s) versus one or more other specified players(s) in a designated match.
  - a. If a player withdraws (retires) or is disqualified after the first set has been completed, the player progressing to the next round or who is awarded the match by the umpire will be considered the winner.
  
  - b. If the first set has not been completed, all match bets will be refunded.

- c. If a match does not reach a natural conclusion, any markets (besides match betting) that are not unconditionally determined will be refunded. In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all bets stand.
3. Propositions - Various unique wagers may be offered from time to time. Rules for these types of wagers can found in the specific sports rules section or on printed media in The Sportsbook.
4. Set Betting: The full number of sets required to win the match must be completed.
  - a. If a player is awarded the match prior to the full number of sets being completed, all set betting on that match will be void.
  - b. If a match is decided by a Champions tie-break then this will be considered the third set.
5. Bet In Play, Game by Game betting
  - a. A game is defined as an ordinary game (not a tie break) which is completed on the same day that it commenced.
  - b. If a game is completed after an interruption for any reason that game shall be deemed to be complete for wagering purposes.
  - c. If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However, if a game is completed by the awarding of a penalty game by the umpire, the game shall be void, and all stakes shall be returned.
  - d. If a player retires from a match while a game is in progress, but before that game has been completed, that game shall be deemed to be incomplete and all stakes shall be returned.
  - e. Bets on a game which subsequently becomes a tie break will be settled as void.
6. Current Set Betting
  - a. If a player retires from a match while a set is in progress, but before that set has been completed, that set shall be deemed to be incomplete and all stakes shall be returned.
7. Handicap betting- This bet is based on the number of games each player wins in a given match. eg. a player given a 3.5 game start on the handicap who loses 7-6, 7-6, 7-6, would be the winner for handicap betting purposes.
  - a. If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all handicap bets on that match will be void unless, at the time of the withdrawal, the result of the handicap betting is already determined.
8. Total games- Bets on the total number of games in a match will be over/under a particular number, e.g. 21.5 games.
  - a. In the event of a retirement, bets will be void unless at the time of the withdrawal the result of the total games is already determined. E.g. If a match is abandoned at 6-4 4- 4, bets on Over/Under 19.5 games or fewer in the match are settled as winners/losers respectively, since any conclusion to the match would have to have had at least 20 games.
9. Match Tiebreaks - In some competitions, an extended tie-break (Match Tiebreak- sometimes referred to as a "Super Tiebreak") is played in place of a final deciding set.

- a. For settlement purposes, this Match Tiebreak will be considered as one set (for set-related markets) and one game (for game-related markets). For example, in a 'Best of three sets' match, if Team A won the first set 6-0, Team B won the second set 6-0 and then Team B went on to win the Match Tiebreak, then the market Set Betting would be settled as 2-1 in Team B's favor. The market Total Games would be settled against a total of 13 games.
  - b. For tennis matches that use the Match Tiebreak (in place of a final set), in the event that the next game turns out to be a Match Tiebreak, bets on the following markets will all be settled as void.
- 10. Game/Point Related Markets**
- a. If the wrong player has been set as the server for any individual game (Current or Next Game) then all markets relating to the outcome of that specific game will be void, regardless of the result.
  - b. In the event of a game not being completed, all bets on the game will be void with the exception of Game to Deuce if the result has already been determined.
- 11.** If during a set a player is substituted, ALL bets including "bet in play" will stand. If a set doesn't start with the players indicated, all bets on that set will be void.

#### Live (In-Play) Tennis Rules

1. In case of a retirement or walk over of any player, all undecided bets are considered cancelled.
  2. In case of a 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 of a match being finished before certain points/games were finished, all affected point/game related markets are considered cancelled.
  5. 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.
- 6. Money Line- Winner (Player1, Player2)**
- a. Game- Which player will win the match.
  - b. Set- Which player will win the specific set.
  - c. Game- Which player will win the next game.
- 7. Total- Total games played (Over, Under)**
- a. Game- Entire match.
  - b. The Set – Specific set.

## **ALL FUTURES RULES**

1. Future wagers are considered wagers for a specified team, person, etc. to win a specified future event. Examples include, but are not limited to: Pro Football Championship, American League Cy Young, Daytona 500, etc.
2. On all future wagers involving a recognized sporting organization - i.e. Pro Football Championship, World Series, etc. - the winner, as determined by the league commissioner, chairman, or other authoritative officer at the conclusion of set event will be declared the winner for wagering purposes.
3. Future wagers that are originally offered seven (7) days or less from the start of the specified event may allow refunds on specific non-starters.
4. Future wagers that are originally offered more than seven (7) days from the start of the specified event will have NO refund on specific non-starters (such said event may have specific rules).
5. All future wagers are action regardless of team name changes or relocation, suspension, sanctions, and/or exclusions to participate.

## **OFF-THE-BOARD PARLAY ODDS**

1. A parlay is a type of wager where multiple outcomes are selected. Each of the outcomes must win in order for the parlay to win. Any point spread tie reduces to the next lowest number of teams in the parlay. The odds for the number of teams placed in a parlay are based on the pay table below when the selections (point spreads and totals for football and basketball, games and segments) have a default line of -110.
2. Parlay Rounding Rules.
  - a. Parlay tickets consisting of all football and/or basketball wagers refer to the pay table. A Pay Table is a fixed odds payoff table. Football & basketball refer to fixed odds payoff tables.
  - b. Parlay Tickets with points spreads having a money line other than -1.10 will be determined by using standard money line calculation.
  - c. Payoffs on parlay tickets with all money line wagers are determined using standard money line calculations.

- d. Combination parlays are figured by first referring to the pay table and then applying the result to the standard money line calculations. When mixing sports in parlays such as Football, Basketball, Hockey and Baseball (example A: 6 Team Parlay):

1 Baseball Game	1 Football Game
1 Hockey Game	1 Basketball Game
1 Football Game	1 Basketball Game

Since Football and Basketball have fixed payoff table, this parlay would be considered a 4 team Basketball parlay, times the money-lines for baseball and hockey game.

11. Final calculations are rounded to the nearest nickel.

**THE SPORTSBOOK**  
**CLIFF CASTLE CASINO HOTEL**  
**PAYOFFS OFF THE BOARD**

**All Parlays are based on a TRUE ODDS format. This is calculated by multiplying the decimal equivalent of each event by the amount wagered.**

<b>PARLAY ODDS (-110)</b>
<b>2 TEAMS PAYS 2.64 - 1</b>
<b>3 TEAMS PAYS 5.95 - 1</b>
<b>4 TEAMS PAYS 12.28 - 1</b>
<b>5 TEAMS PAYS 24.35 - 1</b>
<b>6 TEAMS PAYS 47.41 - 1</b>
<b>7 TEAMS PAYS 91.42 - 1</b>
<b>8 TEAMS PAYS 175.44 - 1</b>

**ADDITIONAL ↓**



Negative odd (odds with minus sign) are converted in the following way, divide 100 with the off value (for -110 value is 110) and then add 1 to the result.

Example:  $1+(100/110) = 1.91$

Odds equivalent to one dollar	
American odds	Decimal odds
-105	1.952
-110	1.909
-120	1.833
-130	1.769
-140	1.714
-140	1.667

If the odds are positive (odds with a plus sign) the formula is as follows (divide positive odd value with 100 and then add 1 to the result.

Example:  $(+110/100) = 2.10$

American odds	Decimal odds
+105	2.050
+110	2.100
+120	2.200
+130	2.300
+140	2.400
+140	2.500

IN CASE OF NO ACTION OR TIE, PARLAY IS REDUCED TO NEXT LOWEST NUMBER OF PLAYS.

NOTE: MAXIMUM PAYOUTS FOR PARLAYS IS 200 TO 1.

**FOOTBALL TEASERS (OVER THE COUNTER)**

	6 POINTS	6 ½ POINTS	7 POINTS
2 TEAMS	-125	-140	-150
3 TEAMS	+150	+140	+120
4 TEAMS	+250	+200	+180
5 TEAMS	+400	+350	+300
6 TEAMS	+600	+500	+425
7 TEAMS	+900	+800	+650
8 TEAMS	+1250	+1100	+900

**BASKETBALL TEASERS (OVER THE COUNTER)**

	<b>5 POINTS</b>	<b>5 ½ POINTS</b>	<b>6 POINTS</b>
<b>2 TEAMS</b>	<b>-120</b>	<b>-125</b>	<b>-140</b>
<b>3 TEAMS</b>	<b>+140</b>	<b>+135</b>	<b>+120</b>
<b>4 TEAMS</b>	<b>+200</b>	<b>+190</b>	<b>+180</b>
<b>5 TEAMS</b>	<b>+350</b>	<b>+300</b>	<b>+280</b>
<b>6 TEAMS</b>	<b>+500</b>	<b>+450</b>	<b>+400</b>
<b>7 TEAMS</b>	<b>+700</b>	<b>+650</b>	<b>+600</b>
<b>8 TEAMS</b>	<b>+1000</b>	<b>+900</b>	<b>+800</b>

**IN CASE OF TIE OR NO ACTION ON A TWO TEAM TEASER, WAGER IS REFUNDED.  
OTHERWISE, TIE OR NO ACTION REDUCES TEASER TO NEXT LOWEST NUMBER OF PLAYS.**