

SPORTSBOOK

360

GAMING GUIDE



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SPORTS BETTING 101

TYPES OF SPORTS WAGERS

STRAIGHT BET – A straight bet is an individual wager on a game or event that will be determined by a point spread, money line or total.

PARLAY – A parlay is a single bet that links two or more wagers; to win the bet, the player must win all the wagers in the parlay. If the parlay loses one wager, the player loses the entire bet. However, if the player wins all of the wagers in the parlay, the player wins a higher payoff than if the player had placed the bets separately.

FUTURES – A future bet is a wager placed on an event typically far in the future, such as which team will win next year's pro football championship game or pro hockey championship series.

PROPOSITIONS – Proposition bets, or "prop" bets, focus on the outcome of events within a given game. Props are often offered on many games. These include Sunday and Monday night pro football games and pro playoff championship games. An example of a prop bet is "Which team will score the first touchdown?"

TEASER – A teaser is a type of football or basketball wager in which the point spread is adjusted by additional points in the player's favor on more than one game. In football, a player may move the posted point spread 6, 6.5, 7 points.

ROUND ROBIN – A round robin is a series of parlays. For example, a 3-team round robin consists of four total bets – three 2-team parlays (A + B, A + C and B + C) and one 3-team parlay (A+B+C).

IMPORTANT TERMS

POINT SPREAD - The most popular sports bets are based on the point spread. The point spread represents the margin of points in which the favored team must win by to "cover the spread." Bets on the point spread are usually offered at 11-to-10 odds. For example, a player must bet \$11 to win \$10 for a total payout of \$21 or \$110 to win \$100 for a total payout of \$210.

MONEY LINE - The money line represents the odds of a team winning the game outright without the use of the point spread. The money line is expressed as a 3-digit number. For example -150 means a player must bet \$150 for every \$100 they wish to win, \$15 for every \$10 and multiples thereof. Or, +140 means a player will win \$140 for every \$100 they bet.

GLOSSARY OF SPORTS BETTING TERMS

ACTION – A sports wager of any kind; a bet.

ADDED GAME – A game not part of the typical menu of wagering offerings, often posted as an accommodation to patrons.

BOOK – An establishment that accepts bets on the outcome of sporting events.

BUY (POINTS) – A player pays an additional price (lays more money) to receive a half-point or more in his favor on a point spread game.

CHALK – The favorite.

COVER – Winning by more than the point spread.

DIME – A \$1,000 sports wager.

DOG – The team perceived to be most likely to lose. Short for underdog.

FAVORITE – The team considered most likely to win an event.

FIRST HALF BET – A bet placed on the score in the first half of the game only.

FUTURE – Odds that are posted well in advance on the winner of major events, including the Pro Football Championship, the Pro Basketball Championship and the Pro Baseball Championship.

HALFTIME BET – A bet placed on scoring in the second half of a game, including any overtime periods.

HANDLE – The total amount of bets taken.

HOLD – The percentage the house wins.

JUICE – The bookmaker's commission, most commonly the 11 to 10 bettors lay on straight point spread wagers; also known as "vigorish."

LAYING THE POINTS/PRICE – Betting the favorite by giving up points.

LIMIT – The maximum amount accepted by the house before the odds and/or point spread are changed.

LINE – The current odds or point spread on a particular event.

LISTED PITCHERS – A baseball bet placed only if both of the pitchers scheduled to start a game actually start. If they don't, the bet is deemed "No Action" and refunded.

LONGSHOT – A team perceived to be unlikely to win.

MIDDLE – To win both sides of a game; wagering on the underdog at one point spread and the favorite at a different point spread and winning both sides. For example, if the player bets the underdog +4 ½ and the favorite -3 ½ and the favorite wins by 4, he has "middled" the book and won both bets.

MONEY LINE – Odds expressed in terms of money. With money odds, whenever there is a minus (-) the player lays that amount to win \$100; where there is a plus (+) the player wins that amount for every \$100 wagered.

NICKEL – A \$500 sports wager.

NO ACTION – A wager in which no money is lost or won and the original bet amount is refunded.

OFF THE BOARD – A game in which no bets are being accepted.

OPENING LINE – The earliest line posted for a particular sporting event.

OVER – A sports bet in which the player wagers that the combined point total of two teams will be more than a specified total.

PARLAY – A single bet that links together two or more wagers; to win the bet, the player must win all the wagers in the parlay. If the parlay loses one wager, the player loses the entire bet. However, if the player wins all of the wagers in the parlay, the player wins a higher payoff than if the player had placed the bets separately.

PICK OR PICK 'EM – A game in which neither team is favored.

POINT SPREAD – The margin of points in which the favored team must win by to "cover the spread."

PRICE – The odds or point spread.

PROP (PROPOSITION) BET – A bet that focuses on the outcome of events within a given game. Props are often offered on marquee games of great interest. These include high profile pro football games. An example of a prop bet is "Which team will score the first touchdown?"

PUCK LINE – In hockey, a spread used instead of the money line.

PUSH – When the contest ends with no winner or loser for wagering purposes; a tie for wagering purposes.

ROUND ROBIN – A series of parlays. For example, a 3-team round robin consists of four total bets- three 2 team parlays (A + B, A + C and B + C) and one 3-team parlay (A + B + C).

RUN LINE – In baseball, a spread used instead of the money line.

SIDES – The two teams playing; the underdog and the favorite.

SPORTS BOOK – A physical location that accepts sports bets.

STRAIGHT BET – An individual wager on a game or event that will be determined by a point spread, money line or total.

STRAIGHT-UP – Winning the game without any regard to the point spread; a money line bet.

TAKE THE POINTS – Betting the underdog and receiving its advantage in the point spread.

TEASER – A type of parlay in which the point spread or total of each individual play is adjusted. The price of moving the point spread (teasing) is lower payoff odds on winning wagers.

TIE – A wager in which no money is lost or won because the teams' scores were equal to the number of points in the given point spread or total.

TOTAL – The combined amount of runs, points or goals scored by both teams during the game, including overtime.

UNDER – The player bets that the total points scored by two teams will be less than a certain figure.

UNDERDOG – The team perceived to be most likely to lose. Also known as the “dog.”

VIGORISH – The bookmaker’s commission; also known as “juice” or “vig.”

ALL FUTURES WAGER TYPES AND RULES

Future wagers are considered to be wagers for a specified team, person, etc. to win a specified future event. Examples include, but are not limited to: Pro Football Championship, US Open Golf Tournament, American League Cy Young, Daytona 500, etc.

- On future wagers involving a recognized sporting organization - i.e. Pro Football Championship, Pro Baseball Championship, etc. - the winner, as determined by nationally recognized publication, or various sports websites at the conclusion of set event will be declared the winner for wagering purposes. In the event a university from the state of New York is declared the winner of such said event future book, the runner up will be declared the winner for wagering purposes. Wagers will not be accepted on any New York collegiate sports team.
- 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.
- Future wagers that are originally offered more than seven (7) days from the start of the specified event will have NO refund (such said event may have specific rules).
- All future wagers are action regardless of team name changes or relocation.

MINIMUM LENGTH OF PLAY RULES

For wagering purposes, unless otherwise stipulated in individual sports wagering rules, games are official after:

- **BASEBALL** (all) – five innings of play. If the home team is leading, the game is official after 4 ½ 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.
- **FOOTBALL** (pro and college) – 55 minutes of play.
- **BASKETBALL** (US pro) – 43 minutes of play; (US College, WNBA, NBA Summer League, European) – 35 minutes of play.
- **HOCKEY** (all) – 55 minutes of play.
- **GOLF** – the results is official for wagering purposed provided that at least one round has been completed by all players in the field.
- **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 be not be recognized.
- **SOCCER** – the full 90 minutes of play plus injury time for 3-way, goal line, and totals.
- **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.
- **TENNIS** – at least one set of the match must be completed.
- **ALL OTHER SPORTS** – the conclusion of the scheduled length of play or scheduled time limit.

OTHER SPORTS RULES

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 for information on how wagers are settled as Minimum length of Play rules do not relate to all wagers offered to Patrons.

DATE/SITE CHANGES SPORTSBOOK RULES

- All regular season basketball, hockey, soccer, and baseball games must be played on the scheduled date and/or location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action.
- Football and all other events not listed must be held within one week of the originally scheduled date and/or location (as noted above), to be considered action. RWC does not recognize suspended games (after they have met the minimum time or length requirement specified in the specific minimum length of play), protests, or overturned decisions for wagering purposes.
- Boxing and MMA fights must take place within one week of the given date to be considered action.
- Tennis matches must take place within one week of the original start time to be considered action.
- Motor Racing events must take place within one week of the original start time to be considered action.
- Golf events must have tournament play within the scheduled week and on the scheduled course to be considered action.

BASEBALL

DATE/SITE CHANGES

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 specified in writing by RWC.

MINIMUM LENGTH OF PLAY

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 ½ 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.

Game must go to 9 innings (8 ½ if the home team is ahead) to have action on run lines and totals. In the event of a scheduled 7 inning match the game must go the regulation 7 innings, or 6.5 innings if the home team is leading, otherwise it will constitute a ‘no-action’ wager, and all money will be credited accordingly.

In specified inning wagers, game must go 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 and listed pitchers must start.

BASEBALL WAGER TYPES

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.

1. **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.
2. **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.
3. Listed Pitchers – A wager that specifies both starting pitchers. Any variation constitutes “no action”.
 4. 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

Baseball wagers are accepted in the following manner:

1. 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.
2. 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.
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. 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.
4. First 5 Innings- Wagers on the first innings will be decided by the score at the end of the completion of the fifth inning.
 - a. If a game does not go the entire five innings, all first five 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.
 - c. All first five inning wagers use “Listed Pitchers”. Any variation constitutes “no action” and all wagers will be refunded.

BASEBALL PROPOSITION RULES

Various unique wagers may be offered from time to time. When wagering proposition bets, the game must go 9 innings (8 ½ 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 ½ 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 determined by the score at the time the game is called.

Rules for baseball propositions are the same as those for baseball totals, unless specified otherwise specified in writing by RWC.

All game propositions are action (excluding specific rules governing baseball wagers).

BASEBALL PLAYER PROPOSITION

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 PROPOSITION

Regular season series proposition bets are offered for all 3, 4 or 5 Game Series with the outcome of all games played counting towards settlement. Series must go minimum of 3 games, by the end of a specified date, for the wager to have action regardless of the 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. If at least 3 games are not played by a specified date then all wagers have “no-action”, regardless if one team has 2 wins. All 3 games must be officially declared official.

BASEBALL POST SEASON RULE

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.

BASEBALL GRAND SALAMI PROPOSITIONS

The Grand Salami proposition is determined by the total runs scored in all MLB games scheduled for a specific day. There are no listed pitchers, so all wagers are action. Wager applies to all scheduled games, and all games must play at least 9 innings (8 ½ if the home team is leading). The Grand Salami will have action if all scheduled games meet the above requirements, even if there is a game (games) that is suspended after 9 innings are complete. If any game is cancelled or stopped before the completion of 8 ½ innings, all wagers on the Grand Salami will be cancelled. The Grand Salami will be graded the night of that date’s games. Runs scored in the re-start of a suspended game on a future date will have no effect on the grading of a Grand Salami wager in the regular season.

MLB SEASON WIN TOTALS

Only include regular season games and all scheduled regular season games must be played for action. Play-off games and pre-season games do not count for this bet offering.

BASEBALL FUTURES

Baseball season long futures are unique wagers which may be offered from time-to-time. For all season long futures propositions, all wagers stand regardless of team re-location, change to a team name, season length or play-off format. Team(s) must complete all scheduled regular season games for wagers to have action.

BASEBALL CHAMPIONSHIP AND PENNANT FUTURES

If there is a change to the post season structure so that a Championship Series is not possible, or is called early, Pennant wagers will be settled on the team that advances to the World Series from that league.

BASEBALL FUTURE LIST

- MLB Divisional Winner
- MLB Pennant Winner
- MLB World Series Winner
- MLB Regular Season Wins
- MLB Winning League
- Head to Head Regular Season Wins
- Most Home Runs Hit
- Highest Season Long Batting Average
- Most RBI’s in Season
- Most Pitching Victories

BASKETBALL

DATE/SITE CHANGES

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 specified in writing by RWC.

MINIMUM LENGTH OF PLAY

For wagering purposes, unless otherwise stipulated in individual Basketball sports wager rules, US pro basketball results are official after 43 minutes of play. US College, WNBA, NBA Summer League, and European Basketball are official after 35 minutes of play.

BASKETBALL WAGERS

Basketball wagers are accepted in the following manner:

1. 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.
2. 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.
 - b. Overtime periods are counted in the final score.
3. Total Points (over/under) – A wager on whether the total number of points scored in a game is over or under a specified number.
 - c. Overtime periods are counted in the final score.
4. First Half – Wagers on the first half will be decided by the score at the end of the first half.
 - d. If a game does not go the entire first half, all first half wagers will be refunded.
 - e. 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.
5. Second Half (halftime) – Wagers on the second half will be decided on the basis of points scored in the second half.
 - f. If the entire second half is not played to its completion, all Second Half wagers will be refunded.
 - g. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.
6. Quarters – Wagers on any specified quarter will be decided on the basis of points scored in that specified quarter only.
 - a. All specified quarters must be played to their completion or the wager will be refunded.
 - b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
 - c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
7. The following is the method of calculating straight wagers, determination of payment, and buy point pricing.
 - a. Basketball point line and total wagers pay 10/11 (-110). Wager \$11 to win \$10; total return is \$21 unless otherwise specified.
 - b. Half points may be purchased at the sole discretion of management.
 - c. Each half point cost an additional 10 cents.
 - d. Money Lines indicate the line price. For example, -130 means 10/13. Wager \$13 to win \$10; total return is \$23. +120 means 12/10. Wager \$10 to win \$12; total return is \$22.
 - e. In the event of a wagering tie, the straight wager is considered “no action” and wager is refunded. Parlays reduce to the next lowest amount of selections.

BASKETBALL PROPS

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

BASKETBALL PLAYER PROPS

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.

BASKETBALL FUTURES

Basketball season long futures are unique wagers which will be offered from time-to-time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Team(s) must play in all of their scheduled regular season games for wagers to have action.

BASKETBALL DIVISION AND CONFERENCE FUTURES

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record then ties will be broken using the governing body's official rules to determine an outright winner.

If no tie option was made available for any match bet wager, wagers will be a push should the teams tie and stakes refunded.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post season structure whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NBA Finals from that Conference. NCAA Conference Tournament Winner will be determined by the team winning the Championship game regardless of any post-season suspension.

For Playoff Series Winner, the team that advances to the next round is deemed the winner.

Wagers for all other markets are void if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

BASKETBALL GRAND SALAMI PROP

The Basketball Grand Salami will be decided by adding up all the scores for the games scheduled for that particular day. All games must be completed for action. Points scored in overtime are included.

BASKETBALL FUTURES LIST

- NBA Divisional Odds
- NBA Conference Odds
- NBA Championship Odds
- NBA Regular Season Wins
- Head to Head Regular Season Wins
- NCAA Tournament Winner
- NCAA Tournament Regional Winner
- NCAA Conference Tournament Winner
- NCAA Tournament Wins
- Head to Head Tournament Wins
- NCAA Conference Wins

Note: If a university or college from the state of New York is declared the winner of a future event, all wagers on the market will be deemed as a loss. Wagers will not be accepted on any New York collegiate sports team.

BOXING AND MIXED MARTIAL ARTS

DATE/SITE CHANGES

Boxing and MMA fights must take place within 1 week of the given date and time to be considered action unless otherwise specified by RWC

MINIMUM LENGTH OF PLAY

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. 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.

BOXING AND MIXED MARTIAL ARTS RULES

Boxing and Mixed Martial Arts wagers are accepted in the following manner:

1. 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).
2. If a fight is stopped due to an injury, disqualification, or any other stoppage either by the referee or doctor, then this will be considered a Technical Knock Out (TKO).
3. Any fight that is deemed 'No Contest' will have all wagers refunded.
4. 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.
5. A Will Go/Won't Go listed on a fight represents the total number of completed rounds.
 - a. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round. For example, 9½ 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.
 - 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 9th round for the over to be paid. If the fighter completes the 8th round but fails to answer the bell for the 9th 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.
6. Results will be graded on the basis of 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.
7. 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.
8. 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.

BOXING AND MIXED MARTIAL ARTS CARD PROPS

Only the main card and undercard fights will count. Early preliminaries will not be included. Wagers will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights. Wagers will stand so long as the exact number of bouts quoted in the market heading take place. If there are any withdrawals and subsequent replacements, wagers will stand. If a bout is canceled without a replacement, changing the number of bouts taking place, then all wagers will be void.

BOXING AND MIXED MARTIAL FUTURES PROPS

Wagering on which fighter will be a weight classes champion on a specific date will be determined using the governing body's official source. Interim champions do not count for settlement purposes. If the title is vacated on the designated date then all wagers will be void and stakes returned. All fighters will be deemed as action regardless if they competed in that weight division or not.

BOXING MIXED MARTIAL ARTS PICK THE ROUND PROPOSITIONS

For all "Pick the Round" propositions, if the length of the bout is changed from the official length posted, all wagers are deemed "no action" and refunded.

BOXING AND MIXED MARTIAL ARTS DRAW PROPOSITIONS

"Draw" proposition wagers: "Decision" means fight must go to the judge's scorecard(s) to determine a winner; including technical decision.

BOXING AND MIXED MARTIAL ARTS DECISION PROPOSITIONS

"Decision" proposition wagers: "Decision" means fight must go to the judge's scorecard(s) to determine a winner; including technical decision.

FOOTBALL

DATE/SITE CHANGES

Football games and any games/events not specifically listed must be held within one week of the originally scheduled date and/or location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise specified in writing by RWC.

MINIMUM LENGTH OF PLAY

For wagering purposes, unless otherwise stipulated in individual Football sports wager rules, Pro and College Football results are official after 55 minutes of play. RWC 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.

FOOTBALL WAGER RULES

Football wagers are accepted in the following manner:

1. 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.
2. 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.
3. 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.
4. 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.
5. Second Half (halftime) – Wagers on the second half will be decided on the basis of 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.
6. Quarters – Wagers on any specified quarter will be decided on the basis of points scored in that specified quarter only.
 - a. All specified quarters must be played to their completion or the wager will be refunded.
 - b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
 - c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
7. The following is the method of calculating straight wagers and the determination of payment. Buying points for football may carry additional premiums for pricing:

- a. Football point line and total wagers pay 10/11 (-110). Wager \$11 to win \$10; total return is \$21 unless otherwise specified.
- b. Half points may be purchased at the sole discretion of management.
 - i. Each half point costs 10 cents on a dollar.
 - When buying on or off the 3 there is an extra cost of 10¢ per dollar (both NFL and College).
 - When buying on or off the 7 there is an extra cost of 5¢ per dollar (both NFL and College).
- c. Money Lines indicate the line price. For example, -130 means 10/13. Wager \$13 to win \$10; total return is \$23. +120 means 12/10. Wager \$10 to win \$12; total return is \$22.
- d. In the event of a wagering tie, the straight the wager is considered “no action” and wager is refunded. Parlays reduce to the next lowest amount of teams

FOOTBALL PROP RULES

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

FOOTBALL GAME PROPS

1. All time-based props 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. For example, a score with exactly 02:00 on the clock will be settled as ‘Yes’ on the ‘Will there be a score in the final 2 minutes?’ prop bet.
2. 4th Down Conversion props do not include 1st downs awarded by penalty.
3. Sacks props are settled as per the official league source. Includes 0.5 sacks awarded, however for props 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 PROPS/PRO ONLY

For all player props 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 player are listed as inactive. An exception to this rule is for Quarterback prop markets as these require that the players in question must be starters for bets to have action. Passing yardage props are settled as per gross passing yards.

FOOTBALL FUTURES

Football season long futures are unique wagers which will be offered from time-to-time. For all season-long match bets and division betting, all bets stand regardless of team re-location, or a change to a team name, season length or playoff format. Team(s) must play in all of their scheduled regular season games for bets to have action.

FOOTBALL DIVISION AND CONFERENCE FUTURES

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same regular season win record then ties will be broken using the governing organization’s official rules to determine outright winner.

Conference Winner will be settled on team’s performance in the playoffs. Regular season records do not count. If there is a change to the post season structure whereby a Conference Championship is not possible, or called early, Conference Winner will be settled on the team that advances to the Super Bowl from that Conference.

FOOTBALL PLAYER FUTURES

For all player vs. player match bets, both players must be active in Week 1 for bets to have action.

FOOTBALL FUTURES LIST

- Pro Football Divisional Odds
- Pro Football Conference Odds
- College Football Championship
- College Football Conference
- Pro Football Regular Season Wins
- College Football Regular Season Wins

In addition to above, please note:

For Football proposition wagers where the possibilities are Odd or Even, any results which ends as zero counts as even.

Overtime periods or quarters are counted in the final score when wagering on totals, money line and point spreads.

On half-time wagers, overtime is included as part of the second-half in both side and total wagers.

On fourth quarter wagers, overtime is not included as part of the fourth quarter side or total.

Scores and stats from overtime periods are also included for proposition bets unless the prop bet specifically states that overtime is not included.

NFL season Win Totals – only include regular season games and all regular season games must be played for action. Play-off games and pre-season games do not count for this bet offering.

NCAA Season Win Totals – only include regular season games. Each team must play all their scheduled regular season games and all scheduled opponents for action. Championship games and Bowl games do not count for this bet offering.

CFL Season Win Totals – only include regular season games and all regular season games must be played for action. Play-off games and pre-season games do not count for this bet offering.

All wagers on the Super Bowl stand even if the date, time or site has been changed.

GOLF

DATE/SITE CHANGES

Golf events must have tournament play within the scheduled week and on the scheduled course to be considered action unless otherwise specified in writing by RWC.

MINIMUM LENGTH OF PLAY

The results is official for wagering purposed provided that at least one round has been completed by all players in the field.

GOLF WAGERS

Golf wagers are accepted in the following manner:

1. 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.

GOLF PROPOSITION

Propositions – Various unique wagers may be offered from time to time. Rules for these types of wagers will, be specified in writing by RWC.

GOLF FUTURES

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. Future wagers that are originally offered more than seven (7) days from the start of the specified event will have no refund unless otherwise specified by RWC.

For tournament match-up betting, both players listed in the match-up must tee-off for a wager to be deemed Action. The player with the most completed holes wins. If the players complete the same number of holes, then the player with the lowest score wins. If the players are still tied then the wager shall be deemed no-action and all wagers will be refunded. If both golfers in a match-up are in a playoff, the winner of play-off wins the match-up.

Should a tournament be shortened, or otherwise affected, due to weather conditions the official result will be used when settling, regardless of the number or rounds played. However, should there be no further play after a wager is struck that wager will be void.

Specific Round match-ups are wagers on the particular day's 18-holes. Specific Round match-ups do not include holes played as part of a completion from the previous day's round or playoff holes considered part of the overall tournament score. Should a day's round be shortened, or otherwise affected, due to weather conditions and the round is continued the next day, the full 18 holes shall be considered in determining the outcome of the bet even if they are played over two days. Both golfers must tee off for action. If both players end the 18 holes in a tie, the money line wagers shall be refunded and stroke line wagers will be deemed Action.

For single round- single player propositions, all 18 holes must be completed.

For single round betting on match play tournaments, the players/team must tee off for action. 18 holes do not necessarily need to be played.

Margin of victory is the number of shots the leader holds over the field after 72 holes. If a tournament goes to a playoff, the margin of victory will be declared 0 and bets on the under will be graded as winners.

Golf odds to Win: Player must tee off for bets to be considered action unless otherwise stated.

HOCKEY

DATE/SITE CHANGES

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 specified in writing by RWC.

MINIMUM LENGTH OF PLAY

For wagering purposes, unless otherwise stipulated in individual Hockey sports wager rules, results are official after 55 minutes of play.

HOCKEY WAGERS

Hockey wagers are accepted in the following manner:

1. 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. 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 regardless of the number of shootout goals scored.
2. 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. 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 regardless of the number of shootout goals scored.
3. 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. 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 regardless of the number of shootout goals scored.
 4. Periods – Wagers on any specified period will be decided on the basis of 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

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

HOCKEY PLAYER PROPS/PRO ONLY

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 prop wagers do include overtime, but not shootouts unless otherwise specified.

HOCKEY FUTURES

Hockey season long futures are unique wagers which will be offered from time-to-time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Team(s) must play in all of their scheduled regular season games for wagers to have action.

HOCKEY DIVISION AND CONFERENCE FUTURES

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same Regular Season win record then ties will be broken using the governing body's official rules to determine an outright winner.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post season structure whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NHL Finals from that Conference.

For Playoff Series Winner, the team that advances to the next round is deemed the winner.

Wagers for all other markets are void if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

HOCKEY GRAND SALAMI PROP

The Ice Hockey Grand Salami will be decided by adding up all the scores for the games scheduled for that particular day using official league sources. All games must be completed for action. Goals scored in overtime are included.

MOTORSPORTS

DATE/SITE CHANGES

Motor Racing events must take place within 8 days of the original start time to be considered action unless otherwise specified in writing by RWC

MINIMUM LENGTH OF PLAY

All wagers will be settled according to the official governing body results reported at the conclusion of the race by the governing organization. Any changes to the finishing order, after the official results, that occurs based on appeals, penalties or scoring malfunctions will not be recognized.

MOTOR RACING WAGERS

Motor racing wagers are accepted in the following manner:

- Match-ups – A wager on one or more specified driver(s) versus one or more specified driver(s).
 - a. All drivers in the match-up must start the race for action.
 - b. 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.
 - c. All wagers will be settled according to the official governing body results reported at the conclusion of the race by the governing organization.
 - d. Any changes to the finishing order, after the official result, that occurs based on appeals, penalties or scoring malfunctions, will be not be recognized.
 - e. If a race is abandoned and no result declared, all bets will be refunded except where bets are already settled.
 - 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.

MOTOR RACING PROPOSITIONS

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

When placing a wager on Odds to Win a race, wagers shall be deemed non-action should the driver not start the race.

The official winner at the conclusion of the race will be the winner for betting purposes.

The start of any motor race is defined as the signal to start the warm-up lap.

In League Championship wagering, drivers must race in at least one race during the season to be deemed Action.

For a motor sport match-up or finishing position prop to be deemed Action both drivers must start the race and complete the first lap. If both drivers fail to complete the race then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap then bets will be settled on the official race finishing order.

The race must complete the scheduled number of laps and/or distance for specific propositions wagers (pertaining to number of laps and/or distance) to be deemed Action. Match-ups finishing position props and future wagers will still have action regardless.

Rules for Finishing Top 3 – In the case of a tie or multiple players finishing in the top 3 positions, wagers will be paid using our Dead Heat Rule.

Formula 1 – At least 15 drivers must start the race for action.

OLYMPICS

OLYMPICS – GENERAL RULES

- The final medal table declared by the governing body will be used to settle all bets. Any subsequent changes will not be taken into consideration.
- All bets will be settled on medal/podium ceremony. Subsequent disqualifications or amendments will not be counted for settlement purposes.
- In the event of a team/participant not competing in an event for any reason we reserve the right to apply a Rule 4 reduction.
- Unless otherwise explicitly stated in the market or the sports specific rules below; all bets will be settled according to the rules for the relevant sport and/or the relevant general rule.
- Dead Heat Rules apply.

OLYMPICS – SPECIFIC SPORT RULES

- Olympic Basketball – Matches are played under FIBA rules. Therefore all bets will be settled according to 'European Basketball Rules'.
- Olympic Field Hockey - Match betting will be settled based on the result at the end of 60 minutes. In the event of a two-way match betting/to qualify market being offered, then this will be settled on whichever team progresses.
- Olympic Rugby 7s – all bets will be settled according to rugby 7s rules within the 'Rugby Union and Rugby League' section.
- Olympic Ice Hockey – Matches are played under IIHF rules. Therefore all bets will be settled according to 'International Hockey Rules'.

RUGBY

DATE/SITE CHANGES

Rugby games must take place within one week of the original start time to be considered action unless otherwise specified by RWC. If a site is changed, wagers will stand unless the game is to be played at the original away team's ground, in which case all wagers will be refunded.

If a game is postponed or abandoned for any reason all bets are refunded, unless re-arranged and played on the same day or stated otherwise in the rules. The exception is if we advertise an incorrect kick off time.

Unless otherwise stated Rugby 7s (sevens) & 10s (tens) match bets are settled on the specific tournament regulation play and exclude extra-time (overtime) if played.

All Rugby bets are settled on 80 minutes play (including any stoppage time) unless otherwise stated.

If a venue is changed from the one advertised, then all bets on that game are refunded. In the event of a change of opponent from the one advertised, then all bets for that game are refunded.

WAGER TYPES

1. 1st Half – Bets are settled on the first half result only. Bets are refunded if the game is abandoned before half time. If a game is abandoned during the second half then all first half bets are still valid.
2. 2nd Half – Bets are settled on the second half result only.
3. 10-Minute Betting (Includes: 2-Way / 3-Way Money Line; Handicap; Over/Under; Total Tries; Total Team Tries; Total Team Points; Winning Margin) – Predict what will be the game Score in the first 10 minutes of the match. The designated 10-minute period must be completed for bets to stand. All bets will be settled according to the Result which occurred between kick-off and 9:59 minute.
4. Team to Score most Tries 3-Way Money Line and Handicap – Predict which Team will score the most Tries in the game.
5. 1st Team Try – Predict which team will score the first try in the game.

6. Will the 1st Try be Converted – Predict whether or not the first try in the match will be converted. NB. after a team has scored a try (including a penalty try), they are awarded a “conversion” kick at goal. A successful kick is worth two points. The kick is taken from a point in line with where the ball was grounded for the try, as near or as far from the goal-line as the kicker desires.
7. Total Match Points – Predict the total number of points scored in the match.
8. Total Match Tries – Predict whether the total number of tries scored in the match will be over or under a specific figure.
9. Total Team Points Odd / Even – Predict whether the total number of points scored in the match will be an odd or an even number.
10. Total Team Tries Odd / Even – Predict whether the total number of points scored by the home / away team in the match will be an odd or an even number.
11. Total Team Points Home and Away – Predict the total points scored by the home/away team in the match.
12. Total Team Tries Home and Away – Predict whether the total number of tries scored by the home / away team in the match will be an odd or an even number.
13. Race To Points – Predict which team will be the first to reach desired certain number of points – Home Team / Away Team / Neither selections are available for betting.
14. Time of 1st Try/ Time of 1st Try 2nd Half – Predict whether the first try will be scored before or after a specific time.
15. Outright – Bets are settled on final league position include playoffs unless stated otherwise.
16. Group Winner – Bets are settled on final Group position.
17. First to score / Last to score – First / Last team to Score means betting on which team will score the first or the last point in a match. If an Event is completed without any point being scored then all wagers on First/ Last Team to Score are refunded. If an Event is abandoned after a point is scored then all bets on First Team to Score stand, while bets on Last Team to Score are refunded. If an Event is abandoned without any point being scored then all wagers on First/Last Team to Score are refunded.
18. Half-time / Full-time – Predict the result of a match at half-time and at full-time.
19. Highest Scoring Half – Predict in which half most points will be scored. Bets are refunded if the match is abandoned.
20. Winning Margin – Predict which team will win the match and the victory margin. Settlement is executed upon the regular time result only.
21. Try-scorer Betting – Predict who will be First / Last / Anytime Tryscorer from a list of Players. Penalty tries: In the event of a penalty try, settlement is deferred to the next awarded try. Bets on players not taking part in the match will be refunded.

SOCCER

DATE/SITE CHANGES

Soccer 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 specified by RWC.

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.

MINIMUM LENGTH OF PLAY

For wagering purposes, unless otherwise stipulated in individual Soccer sports wager rules, results are official after 90 minutes of play plus injury time.

SOCCER WAGER RULES

Soccer wagers are accepted in the following manner:

1. 90-Minute – Wager is on the outcome of a soccer match, determined on the basis of 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 canceled, any bets placed prior to the scheduled start of the match will be refunded.
2. To Advance/To Lift the Trophy – Wager on a team in a soccer match to advance to the next level or round of competition.
 - a. Wagers will be decided on the basis of the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
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 on the basis of the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
4. 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, eg. when Tottenham Hotspur played their Champions League home games at Wembley Stadium.
5. First Goalscorer – A wager on which player will score first/last in a soccer match.
 - a. Wagers are refunded on player who does not take part in the match or who comes on as a substitute after the first goal has been scored.
 - b. Own goals do not count for first goalscorer bets and are ignored for settlement purposes.
 - c. For Last Goalscorer and player to score 2 and 3 or more goals, all players taking part at any point of the match are deemed to have played for the purposes of Last Goalscorer bets, irrespective of whether they were on the pitch at the time the last goal was scored.
6. Double Result – A wager on the result at half-time and full-time (i.e. at the end of 45 minutes plus injury time and 90 minutes plus injury time). Wagers will be refunded if the match is abandoned prior to the completion of 90 minutes play plus injury time.
7. Top Goalscorer/Top Team Goalscorer – A wager on the player to be the top goalscorer in a tournament, league or cup.
 - a. All wagers are action in a tournament provided the player is named in the playing squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then dead heat rules will apply.
 - b. Goals scored in penalty shoot-outs do not count.
 - c. Wagers placed on a player to be top Goal scorer in a given league are based on regular season games only and do not include play-offs.
8. Time of First Goal – Wagers on the time of the first goal in a match.
 - a. The 1st minute of the game is considered to be from the 1st second to the 59th second. The 2nd minute is from 1 minute to 1 minute 59 seconds.

- b. If a goal is scored in injury time of first half, the winning selection will be the 36-45 mins bracket. If the goal is scored in injury time of the second half, the winning selection will be the 81-90 minute bracket.

SOCCER PROPS

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

SOCCER DIVISION WINNER FUTURES

For Divisional/League winner markets, wagers are settled on the final League positions at the end of the scheduled season, irrespective of what happens in any Divisional play-offs, with wagers on 'who will win' a League being settled on the team who lift the trophy. Wagers will stand on any team that does not complete all of its games.

Season match wagers are settled on which of two teams will place highest in the league at the end of the season. If teams finish level on points then the tie breaker used by the league (e.g. goal difference or head-to-head records) will decide the winner.

SOCCER TOP GOALSCORER FUTURES

Wagers placed on a player to be the Top Goalscorer in a given league are based on regular season games only. Any goals scored in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, wagers will stand.

Wagers placed on a player to be the top scorer in a given Tournament, or to be Top Team Goalscorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then dead-heat rules apply (any tournament top scorer award, for example "Golden Boot" is ignored for settlement purposes). Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

In major knock-out tournaments, for example the latter stages of the World Cup, where a winner is required in order to progress to the next leg, bets are still settled on Regular Time. Extra Time, Golden Goals and Penalty Shoot-Outs do not count. A separate bet on Extra Time may be offered if Extra Time is played.

Bets on Under 17s Soccer matches will be settled on 80 minutes of play plus any time added by the referee in respect of injuries and other stoppages.

Match details, such as dates and kick-off times, displayed are for guidance only and may be amended or taken off the board at any time. Soccer events officially postponed by more than 24 hours and/or rescheduled, will constitute "no-action" and all money will be credited accordingly. The exceptions to this rule are official international and club tournament games (e.g. World Cup or Champions League) where a match must be played regardless, in which case all bets will be actioned on the rearranged game.

If a match is abandoned and/or suspended all bets shall be void unless the relevant wagering option has already been decided. For example, a bet on the First Goal Scorer will stand if a goal has already been scored.

Where a venue is changed, bets will stand unless the game is to be played at the original away team's ground in which case all bets will be voided.

TENNIS

DATE/SITE CHANGES

Tennis matches must take place within one week of the original start time to be considered action unless otherwise specified by RWC.

MINIMUM LENGTH OF PLAY

At least one set of the match must be completed. If less than one set is completed then all wagers will be considered no action. For example, if a player retires from a game when one set has already been completed, all wagers will stand, with the player progressing to the next round deemed as the winner. Wagers on all other tournaments or matches (such as ITF

or exhibition matches) and wagers on other markets (i.e. other than match betting markets) will be void if a player or pairing retires from a game (regardless of whether the retirement occurs during or following the first set) unless, in the case of wagers on other markets, the outcome of the wager had been unequivocally determined prior to the time of the retirement (in which case, the wager shall stand and shall be settled accordingly).

If a match is not completed in full then all wagers on Propositions and Live Betting will be deemed "no action" unless the relevant wagering option has already been decided. For example, a wager on the "First Set Winner" will stand if the first set was fully completed before play was suspended.

In the event of any of the following circumstances, all wagers will stand:

- A change of playing surface
- A change of venue
- A change from indoor court to outdoor court or vice versa
- The match is delayed or postponed due to inclement weather/bad light and is completed on a later date.

TENNIS RULES

Tennis wagers are accepted in the following manner:

1. Match – A wager on one or more specified players(s) versus one or more other specified players(s) in a designated match.
 - a. A minimum of one (1) full set must be completed for action. If less than one (1) full set is completed all wagers are considered "no action" and will be refunded.
 - b. A walkover is deemed 'no action' and wagers will be refunded.

TENNIS PROPOSITIONS

Various unique wagers may be offered from time to time.



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