



## **Baseball Rules**

### **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**

Major League Baseball games are official after 5 innings of play, or 4½ innings if the home team is leading. If a game is subsequently called or suspended, the winner is determined by the score after the last full inning unless the home team ties the score or takes the lead in the bottom half of the inning in which the game was suspended. In that case the winner will be determined by the score at the time the game is called. (This rule holds for betting purposes even if the game is suspended and /or completed on a different day than it began).

When wagering on Totals, Run Lines or Propositions the game must go the regulation 9 innings, or 8½ innings if the home team is leading, otherwise it will constitute a 'no-action' wager, and all money will be credited accordingly. These are always graded based on the listed pitchers. 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.

For a "money line" wager on Baseball, patrons can choose whether or not to have "action" in the event of a pitching change. If there is a pitching change and the patron has selected to keep "action" on the wager, the odds of the wager will be adjusted to the opening odds with the new pitchers.

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 wagers on baseball – action, one specified pitcher and listed pitchers. Patrons may choose any 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.

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 relocation, 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

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## **Basketball Rules**

### **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. NCAA, 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.
  - 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.

## **Basketball 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.

- **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 the team that 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 or conference tournament. 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 Proposition

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

Wager on which team will win the division

- NBA Conference Odds

Wager on which team will win the conference

- NBA Championship Odds

Wager on which team will win the Championship

- NBA Regular Season Wins

Wager on how many regular season wins are achieved by a team

- Head to Head Regular Season Wins

Wager on the number of regular season wins made by two separate teams

- NCAA Tournament Winner

Wager on which team wins the NCAA Tournament

- NCAA Tournament Regional Winner

Wager on which team wins the NCAA Tournament Region

- NCAA Conference Tournament Winner

Wager on which teams win the NCAA Conference

- NCAA Tournament Wins

Wager on how many wins a team will have in the NCAA Tournament

- Head to Head Tournament Wins

Wager on which team will have more wins in the NCAA Tournament

- NCAA Conference Wins

Wager on how many wins a team will have in their NCAA Conference Tournament.



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

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## **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.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length.

A full round is one in which the bell (buzzer, etc.) sounds, signifying the conclusion of the round.

If a fighter is counted out or the bout is officially stopped prior to the next bell (buzzer, etc.), the round is not considered a full round for wagering purposes.

A "half round" is the scheduled round divided by two. For example, 1:30 into the 6th round of a 3 minute per round fight is considered 5 ½ rounds for wagering purposes.

If the fight ends exactly half way through the round, the "over" will be considered the winner.

### **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. In case of a two-and-a-half-minute round, the halfway point is one minute and fifteen 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 Propositions**

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

### **Boxing and Mixed Martial Arts Card Propositions**

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 as 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 cancelled without a replacement, therefore changing the number of bouts taking place, then all wagers will be void.

### **Boxing and Mixed Martial Futures Propositions**

Wagering on which fighter will be a weight class 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 wagers returned. All fighters will be deemed as action regardless if they competed in that weight division or not.

### **Boxing and 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.

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## **Football Rules**

### **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 relocation, 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.**

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## **Golf Rules**

### **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 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.

### **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 Propositions**

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**

Futures wagers that are originally offered seven (7) days or less from the start of the specified event may allow refunds on specific non-starters. Futures 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.

Single day match-ups are wagers on the particular day's 18-holes. Single Day 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.

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## Hockey Rules

### 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.

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## **Motorsports Rules**

### **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 no-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.

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## **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 void.

### **Minimum Length of Play**

Rugby wagers are settled on 80 minutes of play (including injury and other official stoppages).

### **Rugby Rules**

1. If a game is abandoned or postponed, all wagers will be void except wagers on the first try scorer if a try has been scored prior to abandonment.

### **Rugby Propositions**

Various unique wagers may be offered from time to time.

### **Rugby Tournament Futures**

- Finish position  
Wagering on the specific place a team will finish in a tournament.
- Team to win tournament  
Wagering on which team will win the tournament.

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## **Soccer Rules**

### **Date/Site Changes**

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 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 for three way, goal line and totals.

### **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, golden goals 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.
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. First/Last 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 wagers and wagers for a 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 field at the time the last goal was scored.
5. 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.
6. 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 Goalscorer in a given league are based on regular season games only and do not include play-offs.
7. 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 41-50 min bracket. If the goal is scored in injury time of the second half, the winning selection will be the 81-90 minute bracket.

### **Soccer Propositions**

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 Futures**

Soccer season long futures are unique wagers that will be offered from time-to-time.

### **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 lifts 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.

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## **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 voided 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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