



SPORTSBOOK

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 line 6, 6.5, or 7 points. In basketball, 4, 4.5, or 5-point teasers are offered.

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).

PARLAY OR MULTIPLE BETTING

No parlay wagers can be accepted where individual wagers are "connected", "dependent" or "correlated"

BUYING POINTS

Buying points allows you to change the point-spread or total of a football or basketball game.

You can move the point-spread so you get more points when betting the underdog or you give away fewer points when betting the favorite. When buying we charge 10 cents per \$1.00 bet per ½ point.

You can only buy points in Football and Basketball, both College and Professional.

There is a special rule when buying points on the spread in football:

- When buying on or off the 3 there is an extra cost of 10¢ per \$1.00 bet (both NFL and College).
- When buying on or off the 7 there is an extra cost of 5¢ per \$1.00 bet (both NFL and College).

MAIN 3 MARKETS

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.

TOTAL POINTS (OVER/UNDER) – The Total Points market uses the combined scores of both teams, and your wager will be on whether you think that total will be greater than or less than the posted line. For example, you could bet the NFL, NYG vs PHI O/U 47.5. If the total combined points scored is 47 or less, then the "under" would be the winner. If 48 or more points were scored, the "over" would win. Payout odds are usually at or

around 11-to-10 (-110), meaning you would have to wager \$110 to win \$100 for a total payout of \$210.

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.

ALL BETS ACTION – Certain proposition or futures wagers will state that they are (All Bets Action). This means that even if the player does not play the bet is valid and will have action. If the player does not start/play the bet is valid and will be graded as a loss, due to the (All Bets Action) clause.

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.

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.

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.”

GENERAL RULES

1. Resorts World Catskills (“RWC”) reserves the right to add, delete, or change these Sports Wagering House Rules and/or payoff odds subject to approval of the New York State Gaming Commission (the “Commission”).
2. Patrons must be 21 years of age or older to place a wager or collect winnings.
3. The minimum amount for a sports wager is \$2 for wagers placed at a kiosk and \$5 for wagers placed with a cashier. The maximum wager amount permitted is based on the sport, league and type of wager to be placed. The maximum wager amount permitted will be specified on the screen of the kiosk, and at the cashier window, when the wager is placed. RWC does not guarantee that a wager for the maximum amount shall be accepted. Wagers may be made in cash, vouchers, gaming chips or validated wagering tickets of value or any other form of payment approved by the commission.
4. The maximum total payout for single winning wagering ticket for sports wagers placed with RWC is \$150,000 (the “Maximum Daily Pay-out”) and a maximum of \$25,000 paid in cash.
5. A winning wagering ticket shall be deemed lapsed and ineligible for payment one year after the date of the last sports event that forms the basis of such wager. The time stamp on wagering tickets is Eastern Standard time zone.
6. RWC is not responsible for lost, stolen, altered or unreadable tickets. Lost or stolen ticket claims may be paid upon presentation of supporting information or documentation.
7. Winning tickets with a payout of less than \$10,000 may be redeemed for payment at a cashier window in RWC's sports lounge. Winning tickets with a payout of \$10,000 or more may be redeemed for payment at a private cashier window located at RWC's main casino

cage. Winning tickets may also be redeemed by mail (see back of ticket for specific instructions to redeem by mail).

8. All wagers will be settled based on American odds.

- American odds are expressed as whole numbers with a minus (-) or plus (+) sign in front of the number. The (-) and (+) on a sports betting line indicates both the prospective payout and whether the selection is the favorite or the underdog.

- If the number is a (-), the odds indicate how much money will need to be wagered to win \$100 and it signifies the favorite on the betting line.

- If the number is a (+), the odds indicate how much money could be won for every \$100 wagered and it signifies the underdog on the betting line.

- The numbers are the manner in which the odds are expressed and does not indicate a minimum wager.

9. RWC reserves right to refuse the entire, or any part of a, sports wager for any reason at RWC's sole discretion. Requested wagers may be reviewed, and an alternative price/line or wager may be offered at RWC's sole discretion. RWC reserves the right to void any or all wagers made by any patron or group of patrons that RWC suspects are not in the best interests, or could affect the integrity, of sports, sports wagering, with NYSGC approval.
10. Sports wagers must be placed at a cashier window in the sports wagering lounge or at a sports wagering kiosk. Sports wagers will not be accepted through an agent or via email, telephone, fax, etc.
11. RWC reserves the right to refuse and/or cancel the whole, or any part of, a sports wager prior to the start of the event. In the event the official result of a market is ambiguous, RWC reserves the right to void all wagers on the market or settle the wager using information from independent sources.
12. Patrons may not cancel or change a wager once the event has started or the event has been locked out. Patrons are responsible for verifying the wagering ticket for accuracy prior to leaving the sports wagering cashier window or sports wagering kiosk. Wagers placed at the Kiosk are final and cannot be canceled or voided. Once a wager is accepted, wagering tickets may not be altered or voided except at the discretion of RWC.
13. Generally, pre-match sports wagers will be accepted up to the listed start time of the contest. For the purposes of in-play wagers, patrons should be aware that transmissions described as “live” by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which pictures and/or data is received. In-play wagers may take longer to process.
14. RWC shall void any wagers received after the lock time disclosed for such wager. RWC will not accept the past posting of wagers.
15. RWC shall not knowingly accept any wager from any prohibited sports pool participant. No prohibited sports pool participant is permitted to make such a wager or collect winnings from any such wager, which wager shall be deemed void. Any person who is a direct or indirect legal or beneficial owner of 10 percent or greater of a sports governing body or any of such body's member teams shall not place or accept wagers on a sports event in which any member team of such sports governing body participates. Any employee of a sports governing body or member team who is not prohibited from wagering must register with the Commission prior to placing a sports wager.
16. RWC reserves the right to withhold payment and to void wagers on an event if RWC becomes aware of or reasonably suspects that the integrity of such sports event or occurrence within a sports event has been affected or compromised.
17. Fixed payout parlay cards are not available at RWC Sportsbook.
18. Events that have not started, are canceled in whole or in part or have not met the minimum length to be official, will result in straight wagers being refunded by RWC. Provided, however, that all wagers that have been settled prior to the time of cancellation will not be voided (i.e., if an event with 4 quarters is canceled after the first quarter has been completed, wagers on occurrences prior to the cancellation will remain

valid). Parlay wagers that involve a cancelled event will reduce to the next lowest number of selections.

19. Dead-heat rules: If two, or more, selections finish in the same position, and no odds have been offered for a tied outcome (i.e., a dead-heat), the payout will be calculated by dividing the wager amount by the number of winners in the event. Examples: In a two-way dead-heat (2 winners), a \$10 wager would become a \$5 wager; in a three-way dead-heat (3 winners), a \$9 wager placed at 10/1 would become a \$3 wager placed at 10/1. Provided, however, that the odds are not reduced.
20. Multiple wagers that could affect, or be affected by, each other will not be accepted and RWC reserves the right to cancel such wagers.
21. RWC makes every effort to ensure that posted pay out wager(s) and lines/odds are correct. However, in the event of human, mechanical or technical error(s), RWC reserves the right to pay out wager(s) at the correct lines/odds, as determined by a marketplace comparison, at the time of the placement of the wager(s), or refund wager(s) after reporting such error to the Commission and receiving authority to proceed.
22. The official result is final for settlement purposes except if specific rules provide otherwise.
23. Fraud and Collusion:
 - RWC reserves the right to treat multiple wagers as a single wager if a Patron places multiple wagers of the same bet. When this occurs, all wagers may be voided apart from the first wager placed. For example, if a selection is repeatedly included in multiple wagers involving other short-priced selections.
 - If RWC determines that there is a series of wagers each containing the same (or very similar) selection(s) having been placed by or for the same individual(s) or syndicate, RWC reserves the right to void such wagers and suspend betting. This rule applies to both settled and unsettled wagers.
 - RWC reserves the right, at its sole discretion, to restrict the total maximum pay out for the combined total of wagers placed by a patron who has played in a professional capacity, or in tandem with other patron(s) as part of a club, group, etc., or placed wagers in a coordinated manner with other patrons(s) involving the same (or materially the same) selections to the equivalent of the Maximum Daily Pay-out limit permitted for a single patron (as set forth in rule 4 above).
 - RWC Sportsbook is for sole use on an individual basis.
24. RWC does not offer wagers on:
 - any collegiate sport or collegiate athletic event that takes place in New York or a sport or athletic event in which any New York college or university team participates regardless of where the event takes place (provided, however, that RWC may offer wagers on other games of a collegiate sport tournament or collegiate athletic tournament in which a New York college or university team participates, and on games of a collegiate sport tournament or collegiate athletic tournament that occur outside New York even though some of the individual games or events are held in New York);
 - any horse race;
 - any amateur or youth sports event, except collegiate sports events approved by the Commission;
 - any event that is not a sports event; and
 - any sports event on which the Commission deems wagering to be contrary to public policy, either on the Commission's own initiative or upon Commission affirmation of a request by a league or governing body.
25. RWC will make every reasonable effort to resolve disputes. Any unresolved dispute or difference that arises out of or in connection with wagers accepted by RWC shall be resolved as set forth in the Commission's regulations. For questions and complaints, contact:

Manager of Sportsbook Operations
Resorts World Catskills
888 Resorts World Drive
Monticello, NY 12701
(845) 428-7200
Sportsbook@Rwcatskills.com

Patrons may submit complaints to the onsite Commission staff.

26. RWC does not recognize suspended games, protests, scoring amendments, result reversals and overturned decisions for wagering purposes.
27. RWC will post odds and lines through print media and electronic displays. In the event of a line change, patrons will be notified through the following ways:
 - Electronic displays, including website postings, will be updated automatically as odd or lines change.
 - Print Media will be changed weekly to reflect any odds or line changes.
28. Public health emergency "Health Forfeits"

With the ongoing Public health emergency, RWC will treat sporting events resulting in league mandated forfeits directly resulting from Public health emergency as a canceled event. All straight wagers placed on events canceled due to Public health emergency will be refunded. If included in a parlay, the parlay will reduce to the remaining wagers and the canceled event will be considered abandoned. Futures wagers will not be affected by this section and will follow the rules specific to each wager as stipulated herein. For the purposes of resulting any season long futures wagers (i.e. season long team win totals, team rushing/passing totals, points totals, etc.), any game that a team is forced to forfeit due to Public health emergency concerns will officially count towards these season long wagers and will be resulted accordingly.

ALL FUTURES WAGER TYPES AND RULES

Futures wagers are 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, Daytona 500, etc.

- On futures wagers involving a recognized sporting organization - i.e. Pro Football Championship, Pro Baseball Championship, etc. - the winner, as determined by the league commissioner, chairman, or other authoritative officer at the conclusion of the event will be declared the winner for wagering purposes. 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.
- Futures wagers relating to individual sports (examples given, but not limited to, Pro Golf and Tennis): Wagers on non-starters will be given a refund, unless otherwise specified by RWC.
- All futures wagers are action regardless of team name changes or relocation.

MINIMUM LENGTH OF PLAY

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 result is official for wagering purposes 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 official governing body results reported at the conclusion of the race by the governing organization. Any changes to the finishing order, after the official result, that occurs based on appeals, penalties or scoring malfunctions, 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. 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.
- **TENNIS** – Start of the match. A tennis match is deemed to have started with the first serve of the match.
- **RUGBY** – 80 minutes of play.
- **ALL OTHER SPORTS** – the conclusion of the scheduled length of play or scheduled time limit.

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 because Minimum Length of Play rules do not relate to all wagers offered to patrons.

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. 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, all bets will have action in the event of a pitching change. The odds of the wager will remain the same and will not 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.

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. Wager must meet the minimum length of play as specified above.
4. **First 5 Innings** – Wagers on the first 5 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 5 Innings wagers will be refunded.
 - b. Once the first 5 innings have been completed, all wagers on the first 5 innings will stand regardless of the length of the remainder of the game.

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 is 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 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 official declared official.

Note: If RWC provides a baseball series price for a series that has 4 games, for grading purposes, the wager is based on the initial 3 games.

BASEBALL PLAYOFF SERIES PROPOSITION

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

BASEBALL ALL STAR GAME RULE

In the event that the All-Star Game is tied after nine (9) innings and does not go into extra innings but is decided by a Home Run Derby, the winner of the Derby will have one (1) run added to its score and this run will count towards the game total. Example: If the score is 3-3 after nine (9) innings, the team winning the Home Run Derby will win the game 4-3

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 (8.5 if the home team is leading). The Grand Salami will have action if all scheduled games meet the above requirement, 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 at least 160 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 and 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 at least 160 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 FUTURES LIST

- **MLB Divisional Winner**
Wager on which team will win an MLB division.
- **MLB Pennant Winner**
Wager on which team will win the pennant in either the American League or National League of MLB.
- **MLB World Series Winner**
Wager on which team will win the World Series.
- **MLB Regular Season Wins**
Wager on the number of regular season wins by a listed team in MLB.
- **MLB Winning League**
Wager on which league (American or National) will win the World Series

- **Head to Head Regular Season Wins**
Wager on the number of regular seasons wins made by one team vs. another team.
- **Most Home Runs Hit**
Wager on which player hits the highest number of home runs in the regular season.
- **Highest Season Long Batting Average**
Wager on the highest season long batting average by a particular player as declared by MLB. Minimum At bat requirements for batting average qualification will be set by MLB.
- **Most RBI's in Season**
Wager on which player has the most Runs Batted In during the regular season.
- **Most Pitching Victories**
Wager on which player is awarded the most wins during the regular season.

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/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, professional 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 patron "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 patron "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 (POST 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.
- All specified quarters must be played to their completion or the wager will be refunded.
 - Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
 - Fourth quarter wagers do not include overtime periods unless otherwise stated.

FOOTBALL PROPOSITION 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 PROPOSITIONS

- Sacks propositions are settled pursuant to the official league source. Includes 0.5 sacks awarded, however for propositions such as 'Player to record a sack in the game', the player must record at least one total sack (1.0) for 'Yes' to be settled the winner.

FOOTBALL PLAYER PROPOSITIONS/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(s) are listed as inactive. An exception to this rule is for Quarterback prop markets as these require that the player(s) 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.

In College Football, the Conference Winner will be settled on team's performance in the Conference Championship Game. If there is no Conference Championship Game, then Conference Winner will be settled on which team is deemed the champion by the Conference, based on the Conference's tie-breakers.

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**
Wager on which team will win the division.
- Pro Football Conference Odds**
Wager on which team will win the conference.

- College Football Championship**
Wager on which team will win the championship.
- College Football Conference**
Wager on which team will win the Conference.
- Pro Football Regular Season Wins**
Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.
- College Football Regular Season Wins**
Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

In addition to above, please note that:

- For Football proposition wagers where the possibilities are Odd or Even, any results which ends as zero counts as even.
- Overtime periods, quarters or extra innings are counted in the final score when wagering on totals, money line and point-spreads (except in soccer).
- 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.

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:

- 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.
 - Overtime periods are counted in the final score.
- 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/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.
- **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. Player results are based on the per game averages by official governing association (NBA). Player must qualify for title per NBA statistical qualification minimums, to be settled as the winner. For NBA Regular Season League Leaders, a player must play 70% of their team's games (58 in 82-game season) as per NBA rules.
- **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 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.

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

For wagering purposes, winners and losers are determined by the final score, provided that the game has met the minimum length of play. 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 which is considered in the determination of the winner and loser and counted toward the game total 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 which is considered in the determination of the winner and loser and counted toward the game total, 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 which is considered in the determination of the winner and loser and counted toward the game total, 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.
5. **MATCH RESULT (NOT INCLUDING OVERTIME)** – A wager on whether Team A will win, Team B will win, or there will be a tie (draw) after 60 minutes of play
 - a. This is a 3-Way wager, if the match ends in a draw after 60 minutes of play, wagers on the draw will be paid, while wagers on both teams will be lost.
 - b. Overtime periods are not counted in the final score.

60 Minute betting and period betting markets will not consider goals scored in overtime or in a shootout. For period betting, the full period must be played.

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 Propositions/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 proposition 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.

- NHL Season Win Points 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.
- 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 PROPOSITION

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.

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.
2. **TOURNAMENT GROUP BETTING** – A wager on which golfer from a selected group (within the tournament field) will achieve the highest tournament placing.
 - a. In the event of any player in the group not teeing off, bets will be refunded
 - b. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs, the lowest score at that stage will determine the winner.
 - c. Dead heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner

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 on non-starters will be given a refund, unless otherwise stated 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 by RWC.

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 result, that occurs based on appeals, penalties or scoring malfunctions will be not be recognized.

MOTORSPORTS WAGERS

Motor racing wagers are accepted in the following manner:

Matched-ups – A wager on one or more specified driver(s) versus one or more specified driver(s).

- a. Wagers are placed on the driver only, not the car or team.
- b. If the original driver is replaced by another driver after the start of the race the original driver is the driver of record and the wager will be action.
- c. All drivers in the match-up must start the race for action.
- d. If one of the drivers does not finish the race, the other driver is considered the winner. If neither driver finishes the race, the driver who completed the most laps is the winner. If both drivers complete the same number of laps but do not finish the race, all bets are refunded.
- e. All wagers will be settled according to the official governing body results reported at the conclusion of the race by the governing organization.

- f. Any changes to the finishing order, after the official result, that occurs based on appeals, penalties or scoring malfunctions, will be not be recognized.
- g. If a race is abandoned and no result declared, all bets will be refunded except where bets are already settled.
- h. 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.
- i. The podium position in motor racing winter sports and cycling and any similar official ceremony or presentation in other sports will be treated as the official result. Winnings will be settled following confirmation of the final result.

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 sports 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 proposition 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 position, wagers will be paid using our Dead Heat Rule.

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

Official sites will be used as grading source for all wagers (NASCAR.com, F1.com, Indycar.com)

SOCCKER 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.

SOCCKER 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.

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.

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

Once a tennis match starts, all bets are action unless otherwise specified. A tennis match is deemed to have started with the first serve of the match.

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. If there is a retirement, disqualification, or abandonment at any time after the start of the match, the player progressing to the next round will be deemed the winner. A tennis match is deemed to have started with the first serve of the match.
 - b. A walkover, or if a match is abandoned, before the start of the match is deemed 'no action' and wagers will be refunded.

TENNIS PROPOSITIONS

Various unique wagers may be offered from time to time.

TENNIS FUTURES

Futures wagers on non-starters will be given a refund, unless otherwise stated by RWC.

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). Olympic Rugby Sevens matches are settled on 14 minutes of play (including injury and other official stoppages). Unless otherwise stipulated in individual Rugby wagering rules, Rugby wagers do not include overtime.

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.

In the above instances, all winning wagers will be settled on the final outcome after the conclusion of play.

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