

BetMGM Massachusetts House Rules

Management Rules

1. The BetMGM Terms of Service are listed at <https://help.ma.betmgm.com/en/general-information/legal-matters/general-terms-and-conditions>. The BetMGM Privacy Policy is listed at <https://help.ma.betmgm.com/en/general-information/security/privacy-policy>. They should be considered in conjunction with the BetMGM House Rules.
2. BetMGM prohibits persons under the age of 21 from opening and/or funding a wagering account. Any person under the age of 21 years shall not place wagers with or collect winning wagers from any licensed race book, sports pool or pari-mutuel operator.
3. Payouts of account withdrawals may be delayed by up to 5 days in order for BetMGM to conduct a security review.
4. BetMGM shall only accept wagers from patrons that have been affirmatively located as being physically present in the state of Massachusetts at the time of their wagering.
5. Persons shall place a wager only on their own behalf and shall not wager for any other person.
6. BetMGM account holders are encouraged to contact [Customer Care](#) by email or live chat for additional wagering information and questions of any such nature. Patrons should submit complaints or disputes in writing as soon as is reasonably practicable following the date of the original transaction to which the claim or dispute refers. Complaints may be submitted by email to [Customer Complaints](#). BetMGM will investigate any issue and provide a timely response. Any unresolved dispute arising as a result of wagers accepted by BetMGM shall be resolved as set forth by the Massachusetts Gaming Commission. Please refer to Section 28. Binding Individual Arbitration, Dispute Resolution, and Applicable Law in the [BetMGM Terms of Service](#) for additional information relating to customer dispute resolutions.
7. A patron can contact the MGC directly to file a complaint by accessing <https://massgaming.com/regulations/fairdeal/> and completing the requisite information. Patrons can submit disputes by calling the Commission's Integrity Tip Line at 1 (844) 303-8477 or completing a form (found on <https://massgaming.com/regulations/fairdeal/>) and sending it via email to MGCcomments@massgaming.gov, or mailing it to: Massachusetts Gaming Commission, 101 Federal Street, 12th Floor, Boston, MA, ATTN: Sports Division.
8. BetMGM aims to provide a safe and responsible environment for patrons and will always recognize and acknowledge the patron's ability to set daily limits or place their account in a timeout status restricting their ability to wager through BetMGM at any time. In the event a patron has a pending wager and then self-excludes, the wager shall be canceled, and the funds returned to the patron.

Obvious Errors and Resettlement

Obvious Errors

BetMGM will not cancel or void a wager due to an “obvious error” without prior approval of the Commission. Potential obvious errors include:

BetMGM makes every effort to ensure that we do not make any errors in prices offered or wagers accepted. However, if as a result of mechanical, technical, or human error, BetMGM offers, or a patron places, a wager in Obvious Error, BetMGM reserves the right to either (i) settle winning wagers at the “correct price,” as reasonably determined by BetMGM, or (ii) void any wagers placed in Obvious Error. Obvious Errors include, but are not limited to, the following:

- Wagers offered or placed on events after the outcome is already known;
- Wagers offered or placed on markets where incorrect participants are listed;
- Wagers offered or placed on markets where participants are incorrectly designated or listed in the incorrect order (e.g., Home Team listed as Away);
- Wagers offered or placed at odds that are materially different from those available in the general betting market for a given event at the time the wager was placed;
- Wagers offered or placed at odds which reflect an incorrect score situation; or
- Wagers offered or placed at odds being clearly incorrect given the probability of the event occurring (or not occurring) at the time the wager was placed (exclusive of certain special offerings or “odds boosts” advertised as such).

BetMGM reserves the right, at its own discretion, to declare a wager void, totally or partly, if any of the following circumstances have occurred:

- A wager has been offered, placed, and/or accepted containing an Obvious Error;
- A wager has been offered, placed, and/or accepted on an unapproved sporting event or team;
- A wager is placed and/or accepted while the sportsbook was encountering mechanical, technical, or systemic problems, which would not have been accepted but for that problem;
- A wager or result has been affected (directly or indirectly) by illegal activity;
- A wager is placed and/or accepted on a market that is voided in its entirety (e.g., for an incomplete or abandoned event); or
- When authorized or ordered by the Commission pursuant to 205 CMR 238.35.

BetMGM prohibits parlay wagers that include two or more outcomes that are, or could turn out to be, related (e.g., Team X to win 7-0 and Team X to win the game). BetMGM takes all necessary steps to prevent acceptance of these prohibited parlay wagers. However, if such a parlay wager is placed, BetMGM reserves the right, solely at its own discretion, to declare void some or all parts of the parlay wager that includes the related outcomes at odds that do not account for the related contingency. This provision does not apply to parlay wagers placed through Same Game Parlay or parlay wagers that are explicitly identified as special offerings.

Re-settlement

Markets are generally settled shortly after the end of the event in question. BetMGM may settle (or partially-settle) some markets before the official result is declared purely as a customer care benefit. However, BetMGM reserves the right to amend the settlement of the market if:

- The official result is different than the result on which BetMGM initially settled the market; or
- The whole market is eventually cancelled (e.g., for an incomplete or abandoned event).

BetMGM reserves the right to reverse the settlement of a market if a market is settled in error. BetMGM reserves the right to take any necessary action, without prior notice and within reasonable limits, to adjust any inaccuracy in a customer's account due to a settlement error, including through the reversal, amendment, or cancellation, of any subsequent transaction.

As a result of a market resettlement, BetMGM may amend an account balance and/or deduct funds from a customer's account.

BetMGM reserves the right to reverse the settlement of, and take necessary action to correct, a customer-initiated Cash Out of a wager that was affected by a technical, pricing, or settlement error at any time between the original placement of the wager and the Cash Out. That necessary action may include, but is not limited to, resettling the impacted wager at a value that would reflect the proper Cash Out value.

General Sports Book Rules

1. BetMGM reserves the right to refuse any wager, prior to its acceptance.
2. BetMGM will determine minimum and maximum wager amounts per patron on all events to include all periods, segments, propositions, and future book wagers. Maximum payouts limits shall only be established through limiting the amount wagered and cannot be applied to reduce a winning wager amount. Minimum Wager: \$.50. Maximum Wager: \$10,000,000.00.
3. BetMGM mobile wagering application displays real time lines, current odds, and potential payouts when placing wagers. Patrons will be prompted with a confirmation message that selections are correct prior to the selection of the 'place wagers' button. Line change notifications may occur at any time during the wager placement process. The system by default accepts more favorable odds and the player must acknowledge or decline any less favorable odds changes. This setting can be adjusted by the player to accept all odds changes for fastest play or acknowledge all odds changes for a more conscientious play.
4. For online wagers, if a patron made an inadvertent bet in patron's account due to an error (e.g., inadvertent multiple identical bets), patron must inform BetMGM within 15 minutes of any bet patron placed for BetMGM to consider appropriate adjustments to be made to patron's account.
5. Wagers accepted will not be able to be changed or voided by the player upon confirmation of the successfully placed wager.
6. There are no player-initiated voids of any wager after the event has started.

7. Wagers may be accepted at terms other than those displayed within the main sports book rules or individual sports wagering rules. Specific stipulations will be displayed within the inventory section of an event page.
8. BetMGM reserves the right to add, change or delete the BetMGM Sports House Rules, subject to regulatory approval.
9. BetMGM will not accept the past posting of wagers or wagers on an event where the outcome is already known. In such cases that an error has occurred to accept a past posting, the wager may be refunded.
10. BetMGM only accepts wagers on currently posted terms unless otherwise noted for a specific circumstance.
11. BetMGM prohibits wagers on any single sport or athletic event in which any Massachusetts collegiate team or individual competing through a Massachusetts collegiate program (a “prohibited collegiate participant”) participates, unless the Massachusetts collegiate team is involved in a collegiate tournament. A prohibited sports event does not include the other games of a collegiate sport in which a Massachusetts collegiate team participates.
12. If a prohibited collegiate participant finishes as the winner of a futures market that does not involve a collegiate tournament, the second place team in that market (or highest placing team that is not prohibited) will be considered the winner for purposes of settling the futures market (i.e. wins the ACC regular season title, the highest finishing team that is not a prohibited collegiate participant will be considered the winner.
13. Prohibited Persons. BetMGM will not accept or pay out on any wager placed by:
 - a. A person that is under 21 years old;
 - b. BetMGM, its directors, officers, owners and employees or any relative living in the same household;
 - c. An individual with proprietary or non-public information held by BetMGM;
 - d. A professional or athlete, coach, referee, team owner, employee of a Sports Governing Body or its member teams and patron and referee union personnel, seeking to place Sports Wagers on events in the sport in which the individual participates, or in which the athlete the individual represents participates;
 - e. Persons placing Sports Wagers as agents or proxies for others;
 - f. Any individual prohibited from Sports Wagering pursuant to 205 CMR 250.00;
 - g. Any individual who is self-excluded from Sports Wagering pursuant to 205 CMR 233.00;

- h. Any individual who is prohibited from or subject to limitations regarding Sports Wagering pursuant to 205 CMR 254.00 and 255.00;
 - i. Any individual Wagering while not in the authorized geographic boundaries within the Commonwealth;
 - j. Any restricted patron Wagering in violation of their restrictions established in 205 CMR 238.32;
 - k. Any individual Wagering in violation of state, local or federal law; or
 - l. Other prohibited persons as determined by the MGC.
14. Management will maintain a record of all point spreads, odds, race results, final scores and related betting proposition statistics and outcomes to protect both the patron and BetMGM in case of obvious mechanical or human error.
15. BetMGM account holders are encouraged to contact [Customer Care](#) for additional wagering information, questions, and complaints of any such nature. BetMGM will investigate any issue and provide a timely response.
16. Canceled events that have either not started or have not met the minimum length for an event to be official will result in straight wagers being cancelled. Parlays that involve a canceled event will reduce to the next lowest number of selections.

General Sports Book Funding Rules

Funding of the BetMGM account can be completed with a range of deposit methods that are listed in the Payment Methods section of the BetMGM help page. Those deposit methods include: (1) Visa Card/Mastercard/Discover Debit Cards, (2) ApplePay, (3) VIP Preferred, (4) paywithmybank, (5) PayNearMe, and (6) Wires. In no event may a Massachusetts account be funded through a form of credit.

Such funds will be deposited into a patron's account upon actual receipt of funds by BetMGM and/or BetMGM's agents. Minimum and maximum limits may be applied to the payments into a patron's Account, depending upon their history with BetMGM, the method of deposit, and other factors as determined solely by BetMGM. For further details of current deposit and cash out options and fees, please contact [Customer Care](#).

Deposits and withdrawals can be subject to review. In the case of suspected or fraudulent activity, BetMGM may suspend or terminate a patron's account and may refund or refuse to refund any monies contained in their account in BetMGM's sole and absolute discretion.

Payment for Winning Wagers

Please refer to "Section 10. Withdrawals" of the [BetMGM Terms of Service](#) for more information relating to the payment for winning wagers.

BetMGM Sports Book Wagering Rules

Minimum Length of Play

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

1. 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 for more than 36 hours, the winner is determined by the score after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called.
2. FOOTBALL (pro and college) – 55 minutes of play, unless an official result is declared by the official governing body before then.
3. BASKETBALL (NBA) – 43 minutes of play; (NCAA, WNBA, NBA Summer League, European) – 35 minutes of play.
4. HOCKEY (US Pro) – 55 minutes of play. (Non-US) – 60 minutes of play.
5. GOLF – Results are official for wagering purposes provided that at least one round has been completed by all players in the field and a winner is declared by the tournament's governing body.
6. MOTOR RACING – All bets will be settled on official podium placings published by the governing authority of the respective sport/league/event - usually right after the end of the event. If the official result is changed within 24 hours after the end of the event by the respective governing body then the company reserves the right to correct settlement accordingly. Any changes to rankings made after 24 hours after the end of the event for whatever reason, will not be taken into consideration when the outcome of the bet is decided.
7. SOCCER - Full 90 minutes of play plus injury time for 3-way, goal line, and totals.
8. BOXING and MIXED MARTIAL ARTS (all) – The bell (buzzer, etc.) is sounded signifying the start of the opening round and the bout is considered official for wagering purposes, regardless of the scheduled length. For a round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round in which case the final bell signifies the completion of the round and fight.
9. TENNIS – At least one set of the match must be completed.
10. ALL OTHER SPORTS – The conclusion of the scheduled length of play or scheduled time limit.

Other Sports Rules

Wagers and proposition bets are offered to patrons and settled throughout the duration of games and events. Patrons are advised to check the individual sports rules sections for information on how wagers are settled as Minimum Length of Play rules do not relate to all wagers offered to Patrons.

For events where all participants are not listed and there is not a Field option, all bets are action. If a customer wishes to request BetMGM to offer lines on a new participant, then they can do so by contacting Customer Care. Where possible BetMGM will do so within a reasonable timeframe.

Teasers (Online Only)

If a selection within the teaser results in a push, cancellation or void, the teaser has action and reduces to the next lowest number of selections. Payout will be recalculated with the pushed, cancelled, or voided legs removed. A two-team teaser will be cancelled in the event one selection results in a push, cancellation, or void.

Same Game Parlay Rules

“Same Game Parlay” (SGP) is a single bet combining multiple selections from the same event. All selections must win for the SGP to be settled as a winner. If any selection within a SGP is voided, then the entire SGP is voided.

“Same Game Parlay Plus” (SGP+) is a parlay that includes at least one SGP and additional straight selections or additional SGPs from other events. If a straight selection or SGP within the SGP+ wager is voided, then the SGP+ wager odds will be re-calculated using the remaining legs. Further details regarding the settlement rules for SGPs are set forth in the Sports Rules for the relevant sport.

Settlement Rules

BetMGM settles markets in accordance with the official rules, statistics and results as declared by the league’s governing body, unless specified otherwise in the specific sport’s betting rules.

A bet that results in a push means that the wager result falls exactly on the spread margin or total. All wagers resulting in a push will be refunded.

If a selection within a parlay is a push, void or cancellation, then the parlay is reduced, and the payout will be recalculated with the remaining legs. Exceptions apply to Teaser and Same Game Parlay wager types. Please see “Same Game Parlay Rules” and “Teasers” sections above for more information relating to the recalculation of wager odds if a selection results in a push, void, or cancellation.

Dead Heat Rule

A dead heat is when two or more selections tie for a given position. In racing events (Motor Racing or Athletics for example), it could be due to both competitors crossing the line at the exact same time and the judge is unable to separate them. In other events, such as Golf, a dead heat occurs when players have scored the exact same score and are therefore classified in a joint position such as joint second place.

In a dead heat for first place, the stake money on a winning selection is divided by the number of winners in a dead heat. The full odds are then paid to the divided stake with the remainder of the money being lost.

For example: Kurt Busch and Denny Hamlin have dead heated for first place in a NASCAR race. If you backed either of these drivers, you would be paid half of your stake (BetMGM pays out half the stake for both selections). Therefore:

\$100 on Kurt Busch at +100 = Half Stake \$100 = \$50 at +100 = \$100 returns.

Or

\$100 on Denny Hamlin at +800 = Half stake \$100 = \$50 at +800 = \$450 returns.

Multi-selection Dead Heats

If there is a dead heat between multiple competitors, the following calculation applies:
The number of positions tied for, divided by the number of players tied in that position.

For example:

1 Brooks Koepka
T2 Tommy Fleetwood
T2 Tiger Woods
T4 Justin Rose
T4 Jordan Spieth
T4 Rickie Fowler
T4 Dustin Johnson
T4 Rory McIlroy

In this scenario there are two (2) players in a dead heat for second place, and five (5) players in a dead heat for fourth place. If you had picked a player to finish in the Top five, then those who finished tied for second place are both winners. Your full stake would then be paid out at full odds. However, if you had picked any of the players who finished tied for fourth place then those wagers would be settled differently. There are five (5) players in a dead heat for two (2) positions (fourth and fifth) and therefore you would be paid at 2/5 (two-fifths) of the stake.

For example, if you had \$100 on Dustin Johnson Top 5 Finish at +200, your bet would be settled as follows:

- \$100 on Dustin Johnson = 5 players tied for 2 positions = 2/5 (two-fifths) stake
- 2/5 of \$100 = \$40 at +200 = \$120 returns

Calculations for Wager Types

Calculations for wager types are as follows:

Money Line payoff: The money line is expressed as a 3 or 4 digit number. For example, -200 means a player must bet \$200 for every \$100 they wish to win, and multiples thereof. Or, +120 means a player will win \$120 for every \$100 bet.

Point spread payoff: The spread line is expressed as a 3 digit number. For example, -110 means a player must bet \$110 for every \$100 they wish to win, and multiples thereof. Or, +110 means a player will win \$110 for every \$100 bet.

Postponed Matches:

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

Athletics Rules

Date/Site Changes

All events must take place on the scheduled calendar day (local time) otherwise all bets on the game will be cancelled. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony. Event(s) must take place in the same city, but not restricted to a specific venue or arena.

Minimum Length of Play

All bets on athletics' events assume that everyone listed is a runner and that all bets are all in, compete or not, unless otherwise stated. If an event does not conclude after the first heat begins, all bets will be cancelled. Any heats where winners/qualifiers had been determined will be settled as normal.

Athletics Wagers

Bets will be settled on the podium position result, regardless of any subsequent disqualifications. If there is no podium ceremony, bets will be settled on the result immediately declared by the official governing body, irrespective of any subsequent inquiry.

If a competitor or team does not start a race or tournament then bets placed on that selection will stand.

The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

Head-to-Head / Match/Group Betting

Both/all listed competitors must start for bets to stand; if either competitor does not start all bets are cancelled. Should one competitor withdraw or be disqualified after the event begins then the other will be deemed the winner.

To Win a Medal

Bets settled on the original medal ceremony. Should two or more competitors or teams finished tied for bronze, and both receive medals, then both will be winning selections.

Heat Winner

Betting on individual heats. Should the overall event not be completed for whatever reason, bets on heats will stand.

Aussie Rules Football Rules

Date/Site Changes

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

Minimum Length of Play

If a match is abandoned before the end of normal time, all bets on the match are cancelled, except for

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

Aussie Rules Football Wagers

All bets shall be settled on official AFL results only.

Match Betting

All bets shall be settled at the end of normal time, unless otherwise stated. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played. In the event of a 'draw' where no draw option is offered, the Dead Heat Rule will apply and all wagers will be paid at half face value of the ticket. For any AFL Finals matches or any other Competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.

Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e. extra time - an extension of normal time is not included.)

Spread and Total

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

Winning Margin

For Margin betting, the draw option is always offered, although in other betting options where the draw option is not offered, the Dead Heat Rule applies.

Quarter/Half Markets

For bets placed on the specific quarters or halves, the entire period must be played. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.

1st Goal Scorer (Game/1st Quarter only)

If the selected player is not in the starting 22 all wagers on that selection will be cancelled.

1st Quarter 1st Goalscorer

If the selected player is not in the starting 22 all wagers on that selection will be cancelled. Additionally, should no goal be scored in the 1st quarter then bets will be cancelled.

Player to score most goals

Should the named player take no part in the game, bets on that selection will be cancelled.

Player with most disposals

Should the named player take no part in the game, bets on that selection will be cancelled.

Race to X Points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled

AFL Grand Final Winner

Team to win the post-season AFL playoffs. Should the game be cancelled then all bets will be cancelled.

AFL Regular Season Winner

Team to finish top of the standings at the end of the Regular Season.

Badminton Rules

Date/Site Changes

If a match is not played on the scheduled date all bets will be cancelled.

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be cancelled.

Badminton Wagers

Match Betting

Wager on who will win the match.

Set Betting

The bet refers to the correct final score in sets.

Set Markets

The respective set must be completed for bets to stand.

Lead after X points

Wager on who will have most points after the listed number of points have been played. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be cancelled.

Race to X points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.

Who will win nth point

Wager on who will win the named point. Should the point not take place, bets will be cancelled.

Tournament Winner

Wager on which team/player will win the named tournament. Should a participant take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

Team/Player to advance

Wager on which team/player will advance to the next round, as announced by the governing body, will be the winning selection, except in the case of a walkover. Should no match begin, then bets will be

cancelled.

Baseball Rules

Date/Site Changes

Regular season Baseball games must be played on the scheduled date and at the listed venue to be considered action unless otherwise noted in the specific sports rules section or the inventory game page within the mobile application or web browser application. Please see Baseball Same Game Parlay Rules for Same Game Parlay Postponed Match, Cancelled Match and Venue Change Rules.

If a game has been suspended after the game has started, due to a weather delay or other deferral, and resumes within 36 hours after the original start time, all wagers will stand. If a suspended game resumes more than 36 hours after the original start time, and the requirements for Minimum Length of Play have not been satisfied, all wagers will be cancelled except for those that have been unconditionally determined prior to the game's suspension.

Baseball Post Season Rule

In the event of a playoff or postseason tournament game that is suspended after the game has started, all bets will stand through any case of suspension until the game is officially completed as per the relevant governing body. In the event of a date change prior to the event starting, all wagers will be cancelled.

Minimum Length of Play

Pre-Game Wagers:

Unless otherwise stipulated in individual Baseball sports wager rules, wagers on baseball money lines are official after 5 innings of play. If the home team is leading, the game is official after 4 ½ innings (this will include softball). Thereafter, if a game is called or suspended for more than 36 hours, 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.

For games scheduled to play a full 9 innings, game must go to 9 innings (8 ½ if the home team is ahead) to have action on run lines and totals. For games scheduled to play only 7 innings, game must go to 7 innings (6 ½ if the home team is ahead) to have action on run lines and totals.

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.

Live Wagers:

Game must go full scheduled length to have action on all markets: 9 innings (8 ½ if the home team is ahead) for 9 inning games, or to 7 innings (6 ½ if the home team is ahead) for 7 inning games. If the game is called before this time then all bets will be cancelled, except for those that have been unconditionally determined.

Baseball Mercy Rule

If the game ends by the relevant league's mercy rule, then all wagers will be settled according to the

results at the time the mercy rule is applied (this will include softball).

Baseball Wager Types

Listed Pitcher

A wager that specifies the starting pitchers for both teams or either team. The name(s) of the listed pitcher(s) who are relevant for the wager will be included in the market name. If one or both of the starting pitchers listed on the wager does not start, the wager is cancelled.

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. Extra innings are counted in final score. Money line wagers are for team against team, regardless of the starting pitcher. Any starting pitchers listed in these selections are for informational purposes only. Wager must meet the minimum length of play as specified above.

Money Line Listed Pitchers

A wager that specifies the starting pitchers for both teams. The team option with both pitchers listed is specifically selected at the point of bet placement. Any subsequent change to either starting pitcher will be considered ‘no action’ and the wager will be cancelled accordingly. Wager must meet the minimum length of play as specified above.

Total Runs (Over/Under)

A wager on whether the total number of runs scored in a game is over or under a specified number. Extra innings are counted in final score. Wagers must meet the minimum length of play as specified above.

Totals wagers that are unconditionally determined before a game is called or suspended are action, even if minimum length of play has not been met.

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. Extra innings are counted in final score. Wager must meet the minimum length of play as specified above.

Team to score first

Settled on the first score of the game. Bets stand even if game is not completed. Extra Innings count.

Team to score last

Settled on the last team to score. Game must go 8 ½ innings in 9 inning games, or 6 1/2 innings in 7 inning games for bets to stand.

Highest Scoring Inning

Bet on which inning will produce the most runs. Dead Heat Rules apply. Game must go 8 ½ innings in 9 inning games, or 6 1/2 innings in 7 inning games for bets to stand. Ninth inning wagers do not include extra innings unless otherwise stated.

Innings

Wagers on any specified inning will be decided on the basis of runs scored in that specified inning only. All specified innings must be played to their completion (except for the 9th inning when applicable) or the

wager will be cancelled. Once a specified inning is completed, that specified inning wager will stand regardless of the length of the remainder of the game. Ninth inning markets do not include extra innings unless otherwise stated.

Scoreless Inning

Scoreless Inning markets do not include extra innings.

First 1/3/5/7 Inning Markets

Specified number of innings must be completed for bets to stand.

Race to X Runs

Winner being the team who reaches the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled. Please see Same Game Parlay Baseball Rules for Same Game Parlay Race to X Rule.

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. If a game is scheduled for only 7 innings, then game must go 7 innings (6 ½ if the home team is ahead)

All baseball propositions are considered action regardless of any pitching changes.

Baseball Player Props

Players that are the subject of a player prop wager must start for the wager to have action. Specifically, wagers on a position player's performance will be considered action once the player has had a plate appearance. Further, wagers on a pitcher's performance will be considered action once that pitcher has thrown a pitch for their team. For any player v. player propositions, both players must start the game and have an official appearance as set forth above for the wager to have action. Further, these player v. player wagers will be deemed official once at least one of the players has left the game, regardless of the ultimate outcome and/or completion of the game. Except as specified above, all games must be played and considered an official game by MLB for bets to have action.

For MLB in-play props, BetMGM will cancel wagers if a bet is placed on a market for a player who is subsequently taken out of the game before they are able to accrue more stats. For a wager on a batting market for position player, this would be where the player does not make a subsequent plate appearance after the bet was placed. For a wager on a pitching market for a pitcher (or a batting market for a pitcher in the case of National League pitchers), this would be where the pitcher does not throw another pitch after the bet was placed.

Batter v. Batter Most on Base

Settled using the total number of walks, intentional walks, Hit by Pitch, and hits credited to the batters during their plate appearance. This market does not include dropped third strikes, reach on errors, fielder's choice, and catcher's interference.

Player Total Bases

Total bases for a player are recorded through hits. They do not include walks, Hit by Pitch, bases advanced as a runner, reach on errors, or fielder's choice.

Player Singles/Doubles/Triples/Homeruns

Wager will be graded based on the number of the selected specific outcome that a player records in the designated period.

Outcome of First Pitch (Listed Pitcher)

Settled based on the result of the first pitch thrown by the listed pitcher. BetMGM will cancel wagers if there is a change to the listed pitcher before the first thrown pitch. For settlement purposes, batted balls that result in the plate appearance ending (ex: hits/outs) do not count as strikes. If a pitcher or batter violation results in an automatic ball or strike, then the market is settled based on the outcome of the violation. Hit by pitch and pitch outs are settled as a "Ball." The "In-Play" selection includes any type of hit (single, double, etc.) and any batted ball that results in an out(s) being recorded.

Baseball Result of Plate Appearance Props

Listed players must record at least one plate appearance for bets to stand (failing which, in each case, bets on this market will be cancelled). In the event that a player is substituted out of the game between plate appearances, bets on plate appearances that have already occurred will stand. However, bets on future plate appearance markets will be cancelled. For settlement purposes, a fielder's choice, catcher's interference, or hit by pitch will be settled as "other". A batter who reaches first base after a dropped third strike, will be settled as "strikeout". Should a batter be unable to complete a plate appearance due to injury, ejection or other reasons, then all bets will be cancelled. All markets are settled in accordance with official box score statistics declared by MLB as the governing body.

Baseball Regular Season Series Props

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

Baseball Playoff Series Props

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

Baseball Grand Salami Props

Grand Salami prop is determined by the total runs scored in all MLB games scheduled for that day. There are no listed pitchers, so all bets are action. Wager applies to all scheduled games and games must go 9 innings (8 ½ if home team is leading). If any game is cancelled or stopped before the completion of 8 ½ innings, all wagers on the Grand Salami will be cancelled. Grand Salami will not be offered when 7 inning games are scheduled

Home Run Derby Markets

Calculation of total home runs for Home Run Derby wagers includes home runs achieved during swing-offs.

Baseball Futures

Baseball season long futures are unique wagers which will be offered from time-to-time. For all season long and future props, all wagers stand regardless of team re-location, change to a team name, season length or play-off format unless stated otherwise in the market. For awards, the official decision made by the governing body on the day the award winner is announced will be final. Any subsequent changes at a later date will not count for betting purposes. For season long player totals, player's team must play in a minimum of 159 games for wagers to have action, except for those wagers that have been unconditionally determined.

Baseball Championship and Pennant Futures

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

Baseball Futures List

MLB Divisional Odds

Wager on which team will win an MLB division.

MLB Pennant Odds

Wager on which team will win the pennant in either the American League or National League of MLB.

MLB World Series Odds

Wager on which team will win the World Series.

MLB Cy Young Winner

Wager on which pitcher wins the Cy Young Award in either the American League or National League of MLB.

MLB MVP Winner

Wager on which player will win the MVP award in either the American League or National League of MLB.

MLB Regular Season Wins

Wager on the number of regular season wins by a listed team in MLB. A minimum of 159 games must be played for action, except for those wagers that have been unconditionally determined.

Head to Head Regular Season Wins

Wager on the number of regular seasons wins made by one team vs. another team. A minimum of 159 games must be played by each team for action, except for those wagers that have been unconditionally determined.

Most Home Runs Hit

Wager on which player hits the greatest 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.

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.

College Baseball World Series Winner

Wager on which team will win the College World Series.

Regular Season Team Total Wins O/U

Wager on the total regular season wins made by team.

Regular Season Team Win Percentage

Wager on the percentage of wins by a team during the regular season.

Head to Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team.

Regular Season Player Totals O/U

Wager on the number of regular season Total Home Runs, Runs, Hits, Stolen Bases, Strikeouts, Saves by a named player.

Regular Season Player Averages

Wager on the average number of regular season Total Home Runs, Runs, Hits, Stolen Bases, Strikeouts, Saves by a named player. To qualify for hitting propositions, a player must have at least 3.1 plate appearances per game.

Division of Winning Team

Wager on which division the winner originates from.

League of Winning Team

Wager on which league (American League or National League) the winner originates from.

State of Winning Team

Wager on which state the winner originates from.

Name the Finalists

Wager on which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome

Wager on which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

#1 Seed

Wager on which team will be the #1 seed in a specified league (American League or National League) at the end of the regular season.

To Win/Lose 100+ Games

Wager on whether a named team will win or lose 100 or more regular season games.

Double Chance

Wager on whether either of the two named teams will be declared the winner for the named market.

MLB Division Finishing Position

Wager on the exact position a named team will finish within their division.

MLB Rookie of the Year Winner

Wager on which player will win the Rookie of the Year award in either the American League or National League of MLB.

Most Stolen Bases in Season

Wager on which player has the most Stolen Bases during the regular season.

Baseball Same Game Parlay Rules

Baseball Same Game Parlay rules are the same as Baseball rules stated above, with the following exceptions:

Bet Settlement (For Same Game Parlay):

All Baseball Same Game Parlay selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified in the Baseball Same Game Parlay Rules, will be settled as a loser. If one or more selections in any bet are resulted as cancelled for any reason (such as a selected player not participating in the match), the entire bet will be resulted as cancelled.

For instance, selections on a team to win a match where it is a draw after extra innings (or normal time if no extra innings are to be played), even where the draw or tie may not have been offered through Same Game Parlay, will be settled as losers. This will not be relevant to MLB matches as extra innings are played until a winner is decided, but may be applicable to other baseball leagues or competitions as per their individual competition rules.

Extra Innings (For Same Game Parlay):

All baseball matches are settled on the official declared result including any extra innings. All team and player statistics accrued during extra innings are included for the purposes of bet settlement.

Listed / Designated / Named Pitchers (For Same Game Parlay)

Baseball Same Game Parlay selections are not reliant on whether the pitchers who are listed/designated/named prior to the match are active. If either or both originally announced starting pitchers in a game are scratched or replaced by other pitchers prior to the match commencing and after any bets have been placed, those bets will stand. If pitchers may have been listed in, or relative to, the display of any selections, it will be treated as indicative only and will not affect or prevent the application of this rule.

Player Specific Markets (For Same Game Parlay):

If a player does not participate in a match, selections specific to that player (and therefore the entire bet) will be cancelled. This rule is applied as follows:

Selections on hitting / batting markets will be active if the player in question gets at least one plate appearance. If the player does not appear at the plate, these selections will be treated as cancelled.

Selections on base stealing markets will be active if the player in question enters the game at any point. This includes making a plate appearance but also playing as a fielder, defensive substitute, pinch-runner, and so on. If the player does not enter the game in any such capacity at any point, these selections will be treated as cancelled.

Selections on pitching markets will be active if the player in question throws at least one pitch in the game. If the player does not do so, these selections will be treated as cancelled.

Player selections will be considered active or cancelled regardless of whether a selection may reference a specific period of a match. For instance, a selection on a certain player to get 1+ hits in the first 5 innings of a match would be active (and therefore settled as a loser) if that player only entered the game as a substitute after the 5th inning, and made his plate appearance(s) from that point. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and thus did not make any plate appearances, the selection and therefore bet would be cancelled.

Race to X Runs (For Same Game Parlay):

“Race to X” selections where neither team reaches the selected score will be settled as losers, regardless of whether a “neither team to reach X” selection was available as an alternate selection or not.

Postponed Matches (For Same Game Parlay):

If a baseball match does not commence on the scheduled calendar day of the officially listed start time, all bets on the match will be cancelled. Where a match is suspended after it has commenced and subsequently resumed within 36 hours (inclusive) of the originally scheduled start time, all bets will stand.

All bets placed on matches that are postponed and subsequently resumed more than 36 hours past the originally scheduled start time, or not resumed at all, will be settled in accordance with the Reduced-Innings Matches section.

This section on postponed matches does not apply to playoff or postseason tournament matches. In the case of a playoff or postseason tournament game that is suspended after the game has started, all bets will stand through any case of suspension until the game is officially completed as per the relevant governing body.

Reduced-Innings Matches

All Baseball Same Game Parlay selections placed on baseball matches that are shortened after the match has commenced (for instance, fewer innings are played due to bad weather), the selections will be settled as follows:

Same Game Parlays will be cancelled if they include at least one player-specific selection involving a player who has not yet entered the field as an active player. The rules outlined below are all applied subject to, and subsequent to, the application of this rule.

If every selection within a Same Game Parlay is already definitively a winner prior to the match being shortened where the fact of reduced innings has no impact on the outcome of each selection, the wager in its entirety will be treated as a winner. For example, a 2-leg Same Game Parlay containing an Over Total Runs selection and a Player to Hit a Home Run selection, in a game where the required runs total had been reached and the player did hit a home run prior to the match being shortened, will be treated as a winner. The same would not apply to an Under Total Runs selection where the match is shortened while the score is still under the required total, as the reduced innings would impact that outcome.

If a single selection of a Same Game Parlay has been unconditionally determined to be a loser regardless of the fact of reduced innings, and the match is then shortened, then the Same Game Parlay will be treated as a loser in its entirety. For example, a Same Game Parlay including a First Player to Score selection, in a game where a different player scored first and the match was subsequently shortened, will be treated as a loser. In this case, the bet had already lost, and the outcome could not be affected in any way even if the game was not shortened.

If there are no losing selections within a Same Game Parlay and at least one cancelled selection at the time the match is shortened after commencement, then the Same Game Parlay will be treated as cancelled. This rule applies where one or more selections are still undecided after the reduced number of innings have been completed and may have won or lost if the game had been completed as scheduled. For example, a Same Game Parlay including an Over Total Runs selection, in a game shortened while the total runs are still below the required amount, will be treated as cancelled. In this case, the total points selection was still undecided and may have won or lost but for the reduced innings, so the bet will be cancelled.

If the applicable league or governing body attributes a win/loss result to the match with reduced innings, then selections on the Match Winner, Moneyline or Head-to-Head markets will be settled according to the official league result regardless of whether the match was concluded with reduced innings. If the match is not designated with an official win/loss result by the relevant league or governing body, then selections on the Match Winner, Moneyline and Head-to-Head markets will be cancelled.

The rules presented in this section for baseball matches with reduced innings do not apply to matches that, prior to its commencement, are originally scheduled to be played for fewer than 9 innings (for example, MLB double-headers that are scheduled as 7-inning matches).

Matches concluded after 8.5 innings because the home team is ahead after 8.5 innings (or, in the case of a game scheduled to be 7 innings, after 6.5 innings) are not treated as shortened matches.

Cancelled Matches (For Same Game Parlay):

If a match is abandoned prior to commencement, it falls within the 36-hour rule for postponed matches as described in the Postponed Matches section. If a match is abandoned after commencing but before its full scheduled innings, it will be settled under Reduced-Inning Matches rules.

Venue Changes (For Same Game Parlay):

If the venue of a match is changed from the one originally scheduled, bets will stand if the original home and away teams remain designated as such. If the venue is changed and the home and away team

designations are reversed, bets placed under the original home/away listing will be cancelled.

Same Game Parlay Plus:

The general SGP and SGP+ settlement rules outlined above apply to all SGP wagers on Baseball events within the SGP+ wager. Wagers within the SGP+ on other sports follow that sport's house rules.

If any selection (either SGP or Single wager) within an SGP+ is settled as a loss, then the entire SGP+ is settled as a loss.

If any leg in a SGP is void or cancelled, then the entire SGP is void. If all other SGP or Single wagers within a SGP+ are winners, the SGP+ will be paid out at a re-calculated price using the remaining legs.

Playoff Series Props:

Series Winner

Wager on which team will advance to the next round. Should no series take place, bets will be cancelled.

Series Correct Score

Wager on the exact score of games within the series. Should the series be shortened from its original length, then bets would be cancelled.

Total Games

Wager on how many games will take place in the series.

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 noted in the specific sports rules section or the inventory game page within the mobile application or web browser application.

Minimum Length of Play

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

Big 3, 3x3, the Basketball Tournament, other basketball events

Wagers will be settled based on official event rules. In the event of a game starting but not being completed for any reason, all wagers on the game are cancelled, except for those markets which have been unconditionally determined.

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. Unless otherwise specified as “Regular Time” on the individual market, 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. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.

Total Points (over/under)

A wager on whether the total number of points scored in a game is over or under a specified number. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.

First Half

Wagers on the first half will be decided by the score at the end of the first half. If the first half is not played to completion, all first half wagers will be cancelled. 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.

Second Half (halftime)

Wagers on the second half will be decided on the basis of points scored in the second half. If the second half is not played to completion, all Second Half wagers will be cancelled. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.

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 cancelled. 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.

Scoreless Quarter

Scoreless Quarter markets do not include overtime.

Team to score first

Settled on the first score of the game. Bets stand even if game is not completed. Overtime counts.

Team to score last

Settled on the last team to score. Game must be completed. Overtime counts.

Highest Scoring Quarter

Bet on which quarter will produce the most points. Dead Heat Rules apply. Game must be completed for bets to stand. Fourth quarter wagers do not include overtime periods unless otherwise stated.

Race to X points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a ‘Neither’ option is not offered, then bets on that market will be cancelled. In the event of a wagering tie, the straight wager is considered “no action” and wager is cancelled. Parlays reduce to the next lowest amount of selections.

First Field Goal/Assist/Rebound/Block/etc.

Wager on which player will score the first stated statistic in a basketball match. Wagers are cancelled on a player who does not take part in the match or who comes on as a substitute after the first stated statistic has been recorded. If a player not listed is deemed the winner, then all bets stand. Field goals scored in own basket do not count for first field goal scorer bets and are ignored for settlement purposes.

Basketball Props

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, overtime does count for settlement of wagers. Please see Same Game Parlay Basketball Rules for Same Game Parlay Race to x Rule.

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 cancelled.

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 teamname, season length or playoff format. Unless stated otherwise in the market, team(s) must play in all of their scheduled regular season games as determined by the league's governing body at the start of the season for wagers to have action. If team(s) do not compete in all scheduled games then wagers will be cancelled, except for those wagers which have been unconditionally determined.

Basketball Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 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. If no tie option was made available for any match bet wager, wagers will be a push should the teams tie and stakes refunded. Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post season structure whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NBA Finals from that Conference. College Basketball 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 cancelled if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Basketball Grand Salami Prop

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

NBA Draft

All markets will be settled in accordance with official information available on NBA.com.

Wagers on Over/Under draft position are settled based on when a team selects that player. Should a player go undrafted, Over/Under markets will be settled by assigning the next number after the last player drafted.

Round in which player is drafted wagers will be cancelled should a player go undrafted, unless 'undrafted' is an option offered in the betting market.

Wagers on any players who subsequently withdraw their eligibility for that year's draft will stand. Should a player who is not listed in any market be the winning selection, all bets on that market stand. All markets involving listed players are offered with others available on request.

Wagers on which team will draft a player are settled on the team who officially draft that player as listed on NBA.com. Any previous or subsequent trades will not be taken into consideration for settlement.

International players are defined as any player who played for a non-US team in the previous season, and not by their country of birth. E.g. A US-national who played for Real Madrid in Spain will be deemed an International player.

NBA Draft Lottery

All markets will be settled in accordance with official information available on NBA.com.

Markets are settled on which team is assigned the relevant pick on the day of the Draft Lottery. Any subsequent trades or forfeiture of draft picks after the Lottery will not be taken into consideration for settlement.

Basketball Futures List

Division of Winning Team

Wager on which division the winner originates from.

Conference of Winning Team

Wager on which conference the winner originates from.

State of Winning Team

Wager on which state the winner originates from.

Name the Finalists

Wager on which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome

Wager on which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

Double Chance

Wager on whether either of the two named teams will be declared the winner for the named market.

Head to Head Regular Season Wins

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

Regular Season Team Total Wins O/U

Wager on the total regular season wins made by a team.

NBA Divisional Odds

Wager on which team will win the division.

NBA Division Finishing Position

Wager on the exact position a named team will finish within their 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 Award Winners (MVP, Rookie of the Year, Most Improved)

Wager on which player will win the MVP, Rookies of the Year, and Most Improved titles.

NBA Regular Season Wins

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

NBA #1 Seed

Wager on which team will be the #1 seed in a specified conference (Eastern Conference or Western Conference) at the end of the regular season.

NBA Regular Season Team Win Percentage

Wager on the percentage of wins by a team during the regular season.

NBA Head-to-Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team.

NBA Regular Season Player Totals O/U

Wager on the number of regular season Points, Rebounds, Assists, Steals, Blocks by a named player.

NBA Regular Season Player Averages

Wager on the average number of regular season Points, Rebounds, Assists, Steals, Blocks by a named player. To qualify a player must have played in 70% of their team's games.

College Basketball Tournament Winner

Wager on which team wins the College Basketball Tournament.

College Basketball Tournament Regional Winner

Wager on which team wins the College Basketball Tournament Region.

College Basketball Conference Tournament Winner

Wager on which teams win the College Basketball Conference.

College Basketball Tournament Wins

Wager on how many wins a team will have in the College Basketball Tournament.

College Basketball Head to Head Tournament Wins

Wager on which team will have more wins in the College Basketball Tournament.

College Basketball Conference Wins

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

In the event of a wagering tie, the straight wager is considered "no actions" and the wager is cancelled. Parlays reduce to the next lowest amount of selections.

Basketball Same Game Parlay Rules

Basketball Same Game Parlay rules are the same as Basketball rules stated above, with the following exceptions.

Bet Settlement (For Same Game Parlay):

All basketball Same Game Parlay selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified in the Basketball Same Game Parlay Rules, will be settled as a loser. If one or more selections in any bet are resulted as cancelled for any reason (such as a selected player not participating in the match), the entire bet will be resulted as cancelled. For instance, selections on a team to win a match where it is a draw after overtime (or normal time if no overtime is to be played), even where the draw or tie may not have been offered through Same Game Parlay, will be settled as losers. This will not be relevant to NBA or NBL matches as they play repeated overtime periods until a team wins but may be applicable to other basketball leagues or competitions as per their individual competition rules.

Overtime (For Same Game Parlay):

All basketball matches will be settled on the official declared result including any overtime.

Player Specific Markets (For Same Game Parlay):

All player selections will be considered active if a player enters the court as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the court during a match, selections specific to that player will be cancelled. For instance, a selection on a certain player to score 10.5+ points in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the court during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and never took to the court, the selection and therefore bet would be cancelled.

Race to X Points (For Same Game Parlay):

Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not.

Second Half / Fourth Quarter Markets (For Same Game Parlay):

All second half and fourth quarter market selections do include overtime periods if they occur. For example, a total second half points selection would include the points scored in both the second half and

any overtime periods played.

Postponed Matches (For Same Game Parlay):

Where a game is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be cancelled. Once the 24 hours have expired, all bets are cancelled and stakes will be refunded.

Cancelled Matches (For Same Game Parlay):

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

SAME GAME PARLAYS will be cancelled if they include at least one selection involving a player who has not yet entered the court as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.

If every selection within an SAME GAME PARLAY on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SAME GAME PARLAY in its entirety will be treated as a winner. For example, a 2-leg SAME GAME PARLAY containing an over total points selection and a certain player to score 10.5+ points, in a game where the required points have been reached and the player did score more than 10 points before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.

If a single selection of an SAME GAME PARLAY has lost and a match is then abandoned, the SAME GAME PARLAY will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SAME GAME PARLAY including a first player to score selection, in a game where a different player scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.

If there are no losing selections within an SAME GAME PARLAY and at least one cancelled selection at the time of a match abandonment, the SAME GAME PARLAY will be treated as cancelled. This rule applies where one or more selections are still undecided at abandonment and may have won or lost if the game had been completed as scheduled. For example, an SAME GAME PARLAY including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as cancelled. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be cancelled.

Venue Changes (For Same Game Parlay):

If the venue of a game is changed from the one advertised, all bets on that game will be cancelled.

Same Game Parlay Plus:

The general SGP and SGP+ settlement rules outlined above apply to all SGP wagers on Basketball events within the SGP+ wager. Wagers within the SGP+ on other sports follow that sport's house rules.

If any selection (either SGP or Single wager) within an SGP+ is settled as a loss, then the entire SGP+ is settled as a loss.

If any leg in a SGP is void or cancelled, then the entire SGP is void. If all other SGP or Single wagers within a SGP+ are winners, the SGP+ will be paid out at a re-calculated price using the remaining legs.

Beach Volleyball Rules

Date/Site Changes

If a match is not played on the scheduled date all bets will be cancelled.

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be cancelled, unless already determined.

Beach Volleyball Wagers

If a match is offered with wrong match format being used, then all bets will be cancelled. I.e. if a match is offered in 'race to 21' per set format, but they are playing 'race to 15' per set format then all bets will be cancelled.

Match Winner

Wager on who will win the match.

Spread and Total

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

Set Betting (Correct Score)

Wager on the correct final score in sets.

Set Winner

Wager on the winner of a specific set. The respective set must be completed for bets to stand.

Nominated Finalists

The finalists are the teams that participate in the final regardless of how they get there, including decisions made by any governing bodies.

Lead after X points

Wager on who will have most points after the listed number of points have been played. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be cancelled.

Race to X points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.

Who will win nth point

Wager on who will win the named point. Should the point not take place, bets will be cancelled.

Boxing and Mixed Martial Arts Rules

Date/Site Changes

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

Minimum Length of Play

The bell (buzzer, etc.) sounding signifies the start of the opening round and the bout is considered official for betting purposes, regardless of the scheduled length, weight, classification, and/or championship sanction. For an individual round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round in which case the final bell signifies the completion of the round and fight. If a fight has a change to the scheduled number of rounds all outright bets on the match will be action, however round by round bets will be cancelled.

Boxing and Mixed Martial Arts Wagers

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

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.

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).

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).

Any fight that is deemed 'No Contest' will have all wagers cancelled.

Fight Winner

Wager on which fighter will win the match. 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 cancelled.

Will Go/Won't Go Round X

Wager on whether or not the match reaches this distance. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round. For example, 9½ rounds would be one minute and thirty seconds of the 10th round. In case of a two-and-a-half-minute round, the halfway point is one minute and 15 seconds. In case of a five minute round, the halfway point is two minutes and 30 seconds.

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. 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.

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. The fight must end in the selected round for the wager to win.

Method of Victory

Wager on the exact outcome of the fight. KO includes a referee intervention during strikes, doctor stoppage, or stoppage from a fighter's corner. A submission includes a tap-out or verbal submission from one of the fighters, or referee stoppage due to technical submission. If either fighter is disqualified, then a no contest is declared, and all bets are cancelled.

Scheduled Number of Rounds

In fights where the scheduled number of rounds changes, all bets will stand unless the result would be automatically determined by the change in the number of rounds (in which case, such bets will be cancelled). For example, if a fight gets changed from a 12 to a 10 round fight, only bets on rounds 11 and 12 will be cancelled.

Knockdown/Referee's counts

For settlement purposes, a knockdown is defined as a fighter being KO'd or receiving a mandatory eight count (anything deemed a slip by the referee will not count). For individual round knockdowns, all bets will be cancelled should the fight end before the round starts.

Gone In 60 Seconds

The fight must be officially won by the boxer in question inside the first 60 seconds of Round 1.

Down But Not Out

A boxer must be knocked down and given a mandatory eight count and subsequently win the fight.

Fight Outcomes

No Contest - In the event of a 'no contest' being declared, all bets will be cancelled, with the exception of selections where the outcome has already been determined.

PFL Season Championship Winner

Winning markets will be settled depending on which fighter wins the PFL Championship for the specified division after the conclusion of that season's playoffs. No refunds will be given to any wagers placed on fighters that withdraw from the season due to injuries, suspensions, or for any other reason. Results will be graded on the basis of the official result at ringside as communicated by the official announcer in each respective championship fight. 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.

Boxing and Mixed Martial Arts Card Props

Various unique wagers may be offered from time to time, called proposition bets. Boxing and Mixed Martial Arts Card Props only include the main card and undercard fights. Early preliminaries will not be included. Wagers will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights. Wagers will stand so long as the exact number of bouts quoted in the market heading take place. If there are any withdrawals and subsequent replacements, wagers will stand. If a bout is cancelled without a replacement, changing the number of bouts taking place, then all wagers will be cancelled.

Boxing and Mixed Martial Arts Futures Props

Wagering on which fighter will be a weight classes champion or league/competition champion (i.e. UFC 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 cancelled and stakes returned. All fighters will be deemed as action regardless if they competed in that weight division or not, or were inactive due to injury, suspension, or for any other reason.

Boxing and Mixed Martial Arts Pick the Bout Props

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

Boxing and Mixed Martial Arts Draw Props

"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 Props "Decision" proposition wagers:

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

Bull Riding Rules

Date/Site Changes

Event must take place with 7 days of the advertised date in the listed city for bets to stand. Should the venue change, but remain in the same city, then all bets stand.

Minimum Length of Play

If an event does not conclude after the first round begins, all bets will be cancelled. Any rounds that had been determined will be settled as normal.

Bull Riding Wagers

Event Winner

Bets will be settled on the original classification by the governing body, regardless of any subsequent disqualifications or enquiries. If a competitor does take part in an event then bets placed on that competitor or team will stand.

Round Winner

Bets relate to specific rounds only. All bets stand regardless of which bull is ridden. If a competitor does not take part in a round then bets placed on that competitor or team are considered to be losing bets.

Head to Head Matchups

Should one or more competitors not take any part of the event, then bets on matchups will be deemed cancelled. Should a rider begin the event, but subsequently withdraw, or fail to finish, then the rider with highest aggregate points will be deemed the winner.

Competitive Eating Rules

Date/Site Changes

An event must take place within 7 days of its originally scheduled date. If an event is not completed within 7 days then all bets will be cancelled.

Minimum Length of Play

If an event is abandoned before the full scheduled time has concluded all prop bets will be cancelled, except for those which have been unconditionally determined.

Competitive Eating Wagers

Competition Winner

All wagers will be settled according to the unofficial results reported immediately after the conclusion of the event by the governing organization. Any changes to the finishing order that occurs based on appeals or penalties after the event has concluded, will be not be recognized.

Will the World Record be Broken

Wager on whether the previous world record, as determined before the event begins, will be beaten.

Total Items Eaten Over/Under

Wager on how many of the food items the named competitor will eat, and keep down, in the allotted time. All wagers will be settled according to the unofficial results reported immediately after the conclusion of the event by the governing organization.

Will an Eat-Off be Required

Wager on whether an eat-off will be required to determine a winner.

Cricket Rules

Date/Site Changes

If the match is no longer playing at the venue advertised, bets will still stand. This applies if the venue has not been changed to the opponent's ground (or in the case of international matches, if the venue remains in the same country). Any bets on a game not played on the scheduled date will be cancelled unless there is an official reserve day(s) then bets will stand if played on that day(s).

Minimum Length of Play

All match betting will be settled in accordance with official competition rules. In matches affected by

adverse weather, bets will be settled according to the official result. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method. If there is no official result, all bets will be cancelled.

Cricket Wagers

Match Betting: Who will win the match?

In the case of a tie, if the official competition rules do not determine a winner then Dead Heat Rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result. In First Class Matches, if the official result is a tie, bets will be settled as a dead heat between both teams. If the Draw was offered bets on the draw will be settled as losers. In County Championship Matches, if Draw was not offered, then wagers will be cancelled if the official result is a tie. If a match is abandoned due to external factors, then bets will be cancelled unless a winner is declared based on the official competition rules.

Match Betting: Double Chance

Will the match result be either of the three options given? A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be cancelled.

Match Betting: Draw No Bet

Who will win the match given that all bets will be cancelled if the match is a draw? A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be cancelled.

Top Runscorer (Batsman) in an Inning(s)

Which batsman will score the most runs for the named team? The result of this market is determined on the batsman with the highest individual score in a team's innings. Bets will be cancelled if the specified player is not part of the squad. In Test or First Class Matches, Top Runscorer bets will be cancelled if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion. In One Day Internationals and other 50 Over limited overs matches, Top Runscorer bets will be cancelled if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed. In Twenty20 matches, Top Runscorer bets will be cancelled if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed. In The Hundred matches, Top Runscorer bets will be cancelled if the scheduled number of overs for the innings is reduced by 50 or more balls. When two or more players score the same number of runs, in the innings dead-heat rules will apply. Runs scored in a super over do not count.

Top Wicket-Taker (Bowler) in an Inning(s)

Which bowler will take the most wickets for the named team? The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings. In Test or First Class Matches, Top Wicket-Taker bets will be cancelled if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion. In One Day Internationals and other 50 Over limited overs matches, Top Wicket-Taker bets will be cancelled if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed. In Twenty20 matches, Top Wicket Taker bets will be cancelled if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed. In The Hundred matches, Top Wicket-Taker bets will be cancelled if the scheduled number of overs for the innings is reduced by 50 or more

balls. When two or more players take the same number of wickets, the innings dead-heat rules will apply. If no bowlers take a wicket in an innings, then all bets will be cancelled. Bets will be cancelled if the specified player is not part of the squad. If no bowlers take a wicket in an innings, then all bets will be cancelled. Wickets taken in a super over do not count.

Number of Runs/Wickets in A Session

Winning bets must predict the number of runs or wickets in a session. The first session is the period of play between the Start and Lunch. The second session is the period of play between Lunch and Tea. The final session is the period of play between Tea and Close of Play. In the event of less than 20 overs being bowled in a session, all bets will be cancelled. If both teams bat in a session, then bets will be settled on the combined total of runs or wickets.

Innings Runs

How many runs will the batting team score in the current innings? In Test or First Class Matches Innings, runs bets will be cancelled if fewer than 60 overs are bowled due to external factors, including bad weather, unless the Innings has reached a natural conclusion. In One Day Internationals and other 50 over limited overs matches, Innings runs bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined. In Twenty20 matches, Innings runs bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined. In The Hundred matches, Innings Runs bets will be cancelled if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. In T10 matches, Innings runs bets will be cancelled if the scheduled number of overs for the Innings is reduced by 1 or more overs after the bet was placed unless settlement of the bet is already determined.

Innings Fours

How many fours will the batting team hit in their current innings? In One Day Internationals and other 50 over limited overs matches, Innings Fours bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined. In Twenty20 matches, Innings Fours bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined. In The Hundred matches, Innings Fours bets will be cancelled if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. Only fours scored from the bat (off any delivery - legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count. Fours scored in a super over do not count. In T10 matches, Innings runs bets will be cancelled if the scheduled number of overs for the Innings is reduced by 1 or more overs after the bet was placed unless settlement of the bet is already determined.

Innings Sixes

How many sixes will the batting team hit in their current innings? In One Day Internationals and other 50 over limited overs matches, Innings Fours bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined. In Twenty20 matches, Innings Fours bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined. In The Hundred matches, Innings Sixes bets will be cancelled if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, unless settlement

of the bet is already determined. Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes. Sixes scored in a super over do not count unless settlement of the bet has already been determined. Run Outs in a super over do not count. In T10 matches, Innings runs bets will be cancelled if the scheduled number of overs for the Innings is reduced by 1 or more overs after the bet was placed unless settlement of the bet is already determined.

Team Innings Runs/Match Handicap

In the event of a reduced overs match, otherwise known as Duckworth-Lewis, all these markets will be cancelled.

Run Outs/Total 6's/Total 4's/ Total Wides/Total Stumpings/Total Ducks/Specials in A One Day or 20/20 Match

In the event of a reduced overs match, otherwise known as Duckworth-Lewis, all these markets will be cancelled, unless line made up prior to reduction in overs.

Run Outs/6's/4's/Wides /Stumpings/Ducks occurring in a super over do not count.

Batsman Runs

How many runs will the named batsman score? a.) If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, then bets will be cancelled. If a batsman is not in the starting 11, then bets will be cancelled. If a batsman retires hurt, but returns later, then the total runs scored by that batsman in the innings will count. If the batsman does not return later, then the final result will be as it stood when the batsman retired. In One Day Internationals and other 50 Over limited overs matches, Batsman runs bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined. In Twenty20 matches, Batsman runs bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement is already determined. Runs scored in a super over do not count. In The Hundred matches, Batsman Runs bets will be cancelled if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, unless settlement is already determined.

Batsman Fours

How many fours will the named batsman hit? If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, then bets will be cancelled. If a batsman is not in the starting 11, then bets will be cancelled. If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does not return later, then the final result will be as it stood when the batsman retired. In One Day Internationals and other 50 Over limited overs matches, Batsman Fours bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined. In Twenty20 matches, Batsman Fours bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined. In The Hundred matches, Batsman Fours bets will be cancelled if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement is already determined. Only fours scored from the bat (off any delivery - legal or not) will count towards the total fours. Fours scored in a super over do not count.

Batsman Sixes

How many sixes will the named batsman hit? If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, then bets will be cancelled. If a batsman is not in the starting 11, then bets will be cancelled. If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, then the final result will be as it stood when the batsman retired. In One Day Internationals and other 50 Over limited overs matches, Batsman Sixes bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined. In Twenty20 matches, Batsman Sixes bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined. In The Hundred matches, Batsman Sixes bets will be cancelled if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. Only sixes scored from the bat (off any delivery - legal or not) will count towards the total. Sixes scored in a super over do not count.

Batsman Milestones

Will the named batsman reach the specified milestone? If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, then bets will be cancelled. If a batsman is not in the starting 11, then bets will be cancelled. If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, then the final result will be as it stood when the batsman retired. In One Day Internationals and other 50 Over limited overs matches, Batsman Milestone bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined. In The Hundred matches, Batsman Milestone bets will be cancelled if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. Runs scored in a super over do not count.

Individual Bowler Wickets

Winning bets must predict the number of wickets taken by an individual bowler in an innings or match. Bets stand provided the bowler has bowled at least one ball. Bets are cancelled if the bowler does not bowl at any stage in the innings or match. Wickets taken in a super over do not count.

Batsman Matchbet Which of the named players will score the most runs? In One Day Internationals and other 50 Over limited overs matches, Batsman Matchbets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of the bet is already determined. In Twenty20 matches Batsman, Matchbets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of the bet is already determined. In The Hundred matches, Batsman Match Bets will be cancelled if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. Both players must be named in the starting eleven. If either does not then subsequently bat, all bets are still settled as normal. Runs scored in a super over do not count.

Bowler Matchbet Which of the named players will take the most wickets? In One Day Internationals and other 50 Over limited overs matches, Bowler Matchbets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of bet is already determined. In Twenty20 matches, Bowler Matchbets will be cancelled if the scheduled number of overs

for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of bet is already determined. In The Hundred matches, Bowler Match Bets will be cancelled if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. Both players must be named in the starting eleven. If either does not then subsequently bowl, all bets are still settled as normal. Wickets taken in a super over do not count.

All-Rounder Matchbet

Which of the named players will score the most points in the player performance scoring system? Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. In One Day Internationals and other 50 Over limited overs matches, All Rounder Matchbets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of bet is already determined. In Twenty20 matches, All Rounder Matchbets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of bet is already determined. In The Hundred matches, All Rounder Match Bets will be cancelled if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. Both players must be named in the starting eleven. If either player does not then subsequently bat or bowl, then all bets are still settled as normal. Points scored in a super over do not count.

Highest First Wicket Partnership

Which team will score the most runs before losing their first wicket? If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be cancelled if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined. In One Day Internationals and other 50 over limited overs matches, 1st Wicket Partnership bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed. In Twenty20 matches 1st Wicket Partnership bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match. In The Hundred matches, 1st Wicket Partnership bets will be cancelled if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, and the team is not all out and has not reached a target to win the match. Bets will also be cancelled if one team faces less overs than the opposition, unless settlement of bet had already been determined before reduction of overs took place. In First Class matches the market refers only to each team's first innings. Both teams must bat.

Most Sixes

Which team will hit the most sixes? In One Day Internationals and other 50 over limited overs matches, Most Sixes bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed. In Twenty20 matches, Most Sixes bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match. In The Hundred matches, Most Sixes bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more 5-ball overs after the bet was placed, and the team is not all out, and has not reached a target to win the match. Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes. Sixes scored in a super over do not count. In the event of a tie, Dead heat rules will apply.

Most Extras

Which team will have the most extras added to their batting score? If Draw is not offered and teams finish

with an equal score, then dead heat rules will apply. In First Class Matches that end in a draw, bets will be cancelled if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

Highest First Over Runs

The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, then all bets will be cancelled, unless settlement has already been determined. Extras and penalty runs in the particular over count towards settlement.

Highest First Group of Overs

Which team will score the most runs after the specified number of overs of their innings? If the specified number of overs are not complete the bet will be cancelled, unless the team is all out, declares, reaches their target, or settlement of the bet has already been determined.

Total Match Sixes

How many sixes will be hit in the match? In One Day Internationals and other 50 over limited overs matches, Total Match Sixes bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed. In Twenty20 matches, Total Match Sixes bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match. In The Hundred matches, Total Match Sixes bets will be cancelled if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, and the team is not all out and has not reached a target to win the match. Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes. Sixes scored in a super over do not count.

Man of the Match

Who will be named man of the match? Bets will be settled on the officially declared player or man of the match. Dead-heat rules apply. If no man of the match is officially declared, then all bets will be cancelled.

Boundary in Over

Will there be a boundary scored in the specified over? Only boundaries scored from the bat (off any delivery - legal or not) will count as a boundary. Overthrows, all run fours, and extras do not count as boundaries. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be cancelled, unless settlement has already been determined. If the over does not commence for any reason, then all bets will be cancelled. Extras and penalty runs in the particular over count towards settlement.

Runs in Groups of Overs

How many runs will be scored in the specified number of overs? If the specified number of overs are not complete the bet will be cancelled, unless the team is all out, declares, reaches their target, or settlement of the bet has already been determined.

Method of Dismissal

How will the named batsman be out? If the specified batsman is not out, then all bets will be cancelled. If the specified batsman retires hurt, and does not return to bat later, then all bets will be cancelled. If that batsman does return to bat later and is out, then bets will stand.

Fall of Next Wicket

How many runs will the batting team have scored when the next wicket falls? If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In One Day Internationals and other 50 Over limited overs matches, Fall of Wicket bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined. In Twenty20 matches, Batsman Fall of Wicket bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined. In The Hundred matches, batsman Fall of Wicket bets will be cancelled if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined.

Runs in Over

How many runs will be scored in the specified over? The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be cancelled, unless settlement has already been determined. If the over does not commence for any reason, all bets will be cancelled. Extras and penalty run in the over count towards settlement.

Wicket in Over

Will a wicket fall in the specified over? For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out, then the wicket is deemed to have taken place on the previous ball. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be cancelled, unless settlement has already been determined. If the over does not commence for any reason, all bets will be cancelled. Extras and penalty run in the over count towards settlement.

Over Odd/Even

Will the number of runs scored in the specified over be odd or even? Zero will be deemed to be an even number. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be cancelled, unless settlement has already been determined. If the over does not commence for any reason, all bets will be cancelled. Extras and penalty run in the over count towards settlement.

Next Man Out

Which batsman will be the next to be dismissed? If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be cancelled. If no more wickets fall, all bets will be cancelled.

Method of Next Wicket Dismissal

How will the next batsman be out? The result will be determined by the dismissal method of the next wicket that falls. For settlement purposes, a batsman retiring hurt does not count as a wicket. If the specified wicket does not fall, all bets will be cancelled.

Series Betting

Prices are for the Series outright. Outright bets on a series will stand so long as at least one match has been completed. If there is a reduction in the number of matches in a series, either during or prior to its commencement, then bets on series result, top run-scorer and other markets not directly involving the series score will stand. If there is no further action after a bet has been placed, for example the series is abandoned, then all bets will be cancelled. Series Correct Score bets will be cancelled if the number of scheduled games are not played, unless the settlement of the bet is already determined.

Century in the Match

Will an individual player score a Century? In One Day Internationals and other 50 over limited overs matches, Century in the match bets will be cancelled if the scheduled number of overs for either innings is reduced by 5 or more overs after the bet was placed. In Twenty20 matches, Century in the match bets will be cancelled if the scheduled number of overs for either Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match. Runs scored in a super over do not count.

Player Wickets

Wickets taken by a player. In One Day Internationals and other 50 over limited overs matches, Player Wickets bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed. In Twenty20 matches, Player Wickets bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match. In The Hundred matches, Century in the Match bets will be cancelled if the scheduled number of overs for either innings is reduced by three or more 5-ball overs after the bet was placed, and the team is not all out and has not reached a target to win. Runs scored in a Super Over do not count.

Top Runscorer In A Series

Players with most runs scored in a series. Top series batsman bets will stand regardless of whether a player plays or not, unless otherwise stated. At least one test match must be completed for bets to stand. When two or more players score the same number of runs, dead-heat rules will apply.

Top Wicket-Taker In A Series

Player with most Wickets taken in series. Top series bowler bets will stand regardless of whether a player plays or not, unless otherwise stated. At least one test match must be completed for bets to stand. When two or more players take the same number of wickets, dead-heat rules will apply.

Cycling Rules

Date/Site Changes

Cycling Tours must take place in the calendar year they are scheduled, or bets will be cancelled. Tour must take place in the same country(s), but not restricted to specific cities or venues. Individual events must take place on scheduled day, or bets will be cancelled. However, if an event in the Olympics or World Championships is postponed, then bets will stand so long as the event is rescheduled to take place before the closing ceremony.

Minimum Length of Play

All scheduled stages must take place otherwise bets will be deemed cancelled, except for those that had already been determined.

Cycling Wagers

Podium positions count

Official results (provided by the UCI) of all outright or individual stage bets will be settled as per the prize or podium presentation. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

Race & Stage Winner

All outright winner or stage winner bets on an individual rider will be cancelled if that rider fails to start the competition or stage. However bets will stand if the rider withdraws once the competition or stage has started.

King of the Mountains, Green Jersey, Young Rider & other categories

Bets on these competitions will be settled as per the official final result on the last day of the tour. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

Match Betting - Stage and General Classification

At least one of the riders or teams must complete the stage or race for match bets to stand. Furthermore, all of the riders or teams must start the stage or race for bets to stand. If no riders finish the race or stage, then bets are cancelled.

Darts Rules

Date/Site Changes

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

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the match props will be cancelled, unless already determined. For any bets before the game begins on Match Betting, the player progressing to the next round will be settled as the winner so long as one dart has been thrown by either player in the first leg.

Darts Wagers

Outright Betting

All bets stand unless otherwise stated in the template name.

Pre-Game Match Betting

In the event of a match starting but not being completed, the player progressing to the next round will be settled as the winner so long as one dart has been thrown by either player in the first leg. For Premier League darts events, match betting may be offered in the form of 3-Way, and 2-Way markets. For

settlement purposes the 3-Way market includes the Tie option. Bets will be cancelled in the 2-Way market if the match result is a tie.

In-Play Betting

Bets on any match market abandoned before full completion of the statutory number of legs/sets will be cancelled, except for those bets which have been unconditionally determined at the time of abandonment.

Handicap 2-Way and 3-Way Leg Betting/Set Betting

In the event of the statutory number of legs/set not being completed, changed, or differing from those offered for betting purposes, all bets are cancelled. All bets will be cancelled if match is not completed.

Individual Player Averages

All bets will be cancelled if the match is not completed. Bets will be settled based on the results published on the official governing body's website.

Individual Player Checkouts

If match is not completed, all bets will be cancelled unless the quote has been exceeded.

First Leg/Set Markets

All bets will be cancelled if the first leg/set is not completed, unless the outcome has already been determined.

First/Final Leg Winning Double – Color

The Bullseye counts as red. The leg must be completed for bets to stand.

First Leg Winning Double – Value

The Bullseye counts as any other. The leg must be completed for bets to stand.

Race to 3 Legs

Either player must win 3 legs for bets to stand.

Highest Checkout 3-Way

If match is not completed, all bets will be cancelled unless the quote has been exceeded.

Checkout Total Markets

All bets will be cancelled if the match or relevant leg/set is not completed, unless the outcome has already been determined.

Total Legs/Sets

If match is not completed, all bets will be cancelled unless the quote has been exceeded.

Most 180s

All bets will be cancelled if the match is not completed.

180s Totals Markets

All bets will be cancelled if the match or relevant leg/set is not completed, unless the outcome has already been determined.

First 180

All bets will be cancelled if match is not completed, unless the outcome is already determined. If no 180 is scored, bets will be cancelled.

170 Finish in Match

All bets will be cancelled if the match is not completed, unless the outcome has already been determined.

First Dart Markets

Settlement is on the first dart or set of darts thrown in a specified leg/set. A Bounce Out/Thrown out the Board is deemed as other for settlement purposes.

First Break of Throw

All bets will be cancelled if the match is not completed, unless the outcome is already determined. If there is no break of throw in the match, bets will be cancelled.

9 Dart Finish

All bets will be cancelled if the match is not completed, unless the outcome has already been determined.

Premier League Specials

To Reach/Not to Reach the Semi-Final

The player must take part in one league match for bets to stand.

League Phase Position

Settlement will be determined by the player's finishing position in the league phase of the competition before the playoffs. Dead Heat Rules apply.

To Be Relegated

Following the cut off, the bottom two players in the league table (who are subsequently eliminated from the competition) will be deemed winners for settlement purposes.

Regular Season Winner

For settlement purposes, this refers to the player who tops the league table following the completion of all games before the playoff stage.

Darts Weekly Specials

Bets on any of the below listed weekly markets will be cancelled if the schedule changes due to illness, markets all based on players playing one game each unless originally scheduled to.

Darts Daily Specials

Bets on any of the daily markets listed below will be cancelled if any of the matches do not take place. Special Doubles/Trebles will be cancelled if one selection doesn't play.

Dart Specials

Total 180s in a match

All bets will be cancelled if match is not completed unless total 180s has already exceeded the quote.

Highest Checkout in a Selected Match

All bets will be cancelled if match is not completed unless the highest checkout has exceeded the quote.

Will Selected Player Record a 9-Dart Finish in a Match

All bets will be cancelled if the match is not completed unless a 9-dart finish has already been achieved.

Will Selected Player Record a 9-Dart Finish in the Tournament

Player must throw 1 dart in the tournament for bets to stand.

Will There Be a 9 Dart Finish in the Tournament

The tournament must be completed. Bets will stand regardless of player withdrawals.

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 at the scheduled venue when the bet was placed to be considered action unless otherwise noted in the specific sports rules section or the inventory game page within the mobile application or web browser application. Please see Same Game Parlay Football Rules for Same Game Parlay Postponed Match, Cancelled Match and Venue Change Rules.

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, unless an official result is declared by the official governing body before then. BetMGM 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:

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. Overtime periods are counted in the final score.

Total Points (over/under)

Wager on whether the total number of points scored in a game is over or under a specified number. Overtime periods are counted in the final score.

First Half

Wagers on the first half will be decided by the score at the end of the first half. If the first half is not played to completion, all first half wagers will be cancelled. 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.

Second Half (post halftime)

Wagers on the second half will be decided on the basis of points scored in the second half. If the second half is not played to completion, all Second Half wagers will be cancelled. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.

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 cancelled. 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.

Scoreless Quarter

Scoreless Quarter markets do not include overtime.

Team to score first

Settled on the first score of the game. Bets stand even if game is not completed. Overtime counts.

Team to score last

Settled on the last team to score. Game must be completed. Overtime counts.

Highest Scoring Quarter

Wager on which quarter will produce the most points. Dead Heat Rules apply. Game must be completed for bets to stand. Fourth quarter wagers do not include overtime periods unless otherwise stated.

Race to x Points

Wager on which team will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled. Please see Same Game Parlay Football Rules for Same Game Parlay Race to X Rule.

Touchdown Scorers

These rules apply for any market based on a player or team Touchdown Scorer. In the event of an abandoned game, bets stand on scores that have taken place already. Overtime counts for these markets. The touchdown scorer is the player who scores a touchdown by advancing the ball into the opponent's end zone (i.e. not the passing player). Bets are cancelled on players that do not play at least one snap. Touchdown scorers are offered with the option of others on request. If a player not listed is deemed the winner, all bets stand.

Halftime/Full Time (excluding overtime)

Wager is settled on the result of the game at both halftime and full time. Regulation time only.

Winning Margin

Wager on the number of points that a team will win by. Overtime counts.

In the event of a wagering tie, the straight wager is considered "no action" and wager is cancelled. Parlays

reduce to the next lowest amount of teams.

Correct Score

The final score of the game or specified period. Overtime is included for full game correct score markets.

Football Prop Rules

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

Football Game Props

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.

Any turnover proposition does not include a 'Turnover on Downs' and only includes Fumbles and Interceptions.

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.

Single Play Markets

If the wagered-on play is declared 'no play' by the officials as the result of a penalty, then the wager will be settled based on the result of the next play. Plays involving penalties that are enforced at the end of the play will be settled according to the official outcome of that play not including the penalty yardage.

Will a Score on the Final Play of Fourth Quarter Win the Game

A wager on this market is settled as 'won' if there is a score on the final play of the fourth quarter that wins the game. For the wager to be settled as 'won' the clocks need to be at 00:00 and no play taking place after. Scores in this market include touchdowns (including the extra point or two-point conversion), field goals, and safeties.

"Play from Scrimmage" Markets

These markets do not include yardage by receiving team on a punt, kick, or field goal returns.

In-Play Drive Markets

In-play drive markets are action. If the specified drive does not occur, then all bets will be cancelled. The drive is considered to not have occurred if the listed team is not the offensive team of the specified drive.

Fourth Down Conversion and First Down Gained props include first downs awarded by penalties.

Longest 3rd Down market will be cancelled if no 3rd down occurs on the given drive. A 3rd down is considered to have occurred if a 3rd down play is run on the drive and is not nullified by penalty. This is settled based on the distance of the longest 3rd down play run on the drive which is not nullified by penalty.

Longest 3rd Down Converted market will be cancelled if no 3rd down is converted on the specified drive.

Drive Outcome market includes four selections: Offensive Touchdown, Field Goal Made, Punt, and Other.

The “Other” selection includes the specified drive ending in the following ways: Defensive Touchdown, Field Goal Missed, Safety, Turnover On Downs, Interception, Fumble, or End of Period.

Football Player Props

For all player props, unless stated otherwise, the player(s) must play at least one snap for bets to have action. Wagers will be cancelled where the player(s) are listed as inactive. For Quarterback markets only, the player(s) must start the game for bets to have action. Passing yardage props are settled as per gross passing yards.

Player First Statistic Markets

If a player does not record one of the wagered-on statistic (i.e., target, reception, rushing attempt), then all wagers will be cancelled. This does not include player first touchdown scorer markets.

NFL Draft

All markets will be settled in accordance with official information available on nfl.com. A player’s positional assignment will be determined by nfl.com.

Wagers on Over/Under draft position are settled based on when a team selects that player. Should a player go undrafted, Over/Under markets will be settled by assigning the next number after the last player drafted.

Round in which player is drafted wagers will be cancelled should a player go undrafted, unless ‘undrafted’ is an option offered in the betting market.

Wagers on any players who subsequently withdraw their eligibility for that year’s draft will stand. Should a player who is not listed in any market be the winning selection, all bets on that market stand. All markets involving listed players are offered with others available on request.

Wagers on which team will draft a player are settled on the team who officially draft that player as listed on nfl.com. Any previous or subsequent trades will not be taken into consideration for settlement.

Mr. Irrelevant is the term associated with the last player drafted in the final round.

Football Futures

Football season long futures are unique wagers which will be offered fromtime-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. Unless stated otherwise, team(s) must play in all of their scheduled regular season games for bets to have action.

BetMGM will rely on official results and statistics from the official governing body to settle all future wagers. BetMGM will count any forfeited match as a game played where an official result was declared as a completed game for purposes of all future wagers.

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 Pro Football Championship from that Conference.

Football Player Futures

For all player vs. player match bets, both players must play at least one snap in the regular season for bets to have action.

Player Season Specials

Bet on season performances for named individual players – Total Passing Yards, Rushing Yards, Receiving Yards, Tackles, Sacks, Interceptions, Catches, Passer Rating etc. Player must play at least one snap in the regular season for bets on their individual performances to stand, else bets are cancelled. Wagers are also available on who will achieve the most for each statistic.

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.

Pro Football Championship Odds

Wager on which team will win the season-long championship.

Big Game MVP

Wager on which player will win the MVP in the game.

College Football Championship

Wager on which team will win the championship.

College Football Conference

Wager on which team will win the Conference.

College Football Heisman Winner

Wager on which team will win the Heisman Trophy.

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.

Division of Winning Team

Wager on which division the winner originates from.

Conference of Winning Team

Wager on which conference the winner originates from

State of Winning Team

Wager on which state the winner originates from

Name the Finalists

Wager on which two teams will meet in the Championship Game. Should no game take place, all bets are cancelled.

Exact Outcome

Wager on which team will win, and who will they beat in the championship game. Should no game take place, all bets are cancelled.

#1 Seed

Wager on which team will be the #1 seed in a specified conference (NFC or AFC) at the end of the regular season. Team must play all regular season games for the wager to have action.

Pro Football Division Finishing Position

Wager on the exact position a named team will finish within their division. Team must play all regular season games for the wager to have action.

Pro Football Awards

Wager on which player will win the named Award – AP MVP, Offensive Rookie of the Year, Defensive Rookie of the Year, Offensive Player of the Year, Defensive Player of the Year, Comeback Player of the Year, Coach of the Year.

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.

Head to Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team. Team must play all regular season games for the wager to have action.

Team Season Specials

Wager on team specific specials – total yards gained, total TDs scored, exact total wins, record after x games etc. Team must play all regular season games for the wager to have action.

Football Same Game Parlay Rules

All American Football Same Game Parlay selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within the Football rules stated above will be settled as a loser. For instance, selections on a team to win a match where it is a tie after overtime, even where the draw or tie may not have been offered through Same Game Parlay will be settled as losers. Football Same Game Parlay rules are the same as Football rules stated above, with the

following exceptions.

Race to X Points (For Same Game Parlay):

'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not.

Postponed Games (For Same Game Parlay):

Where a game is postponed or incomplete, and subsequently resumed or played within 48 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 48 hours past the originally scheduled start time will be cancelled. Once the 48 hours have expired, all bets are cancelled and stakes will be refunded.

If a game is cancelled prior to commencement, it falls within the 48-hour rule for postponed games as described above. If it is cancelled after commencing but before its natural end point, the following rules apply:

Cancelled Games (For Same Game Parlay):

Same Game Parlays will be cancelled if they include at least one selection involving a player who has not yet been on the field for at least one play. The rules outlined below are all applied subject to and subsequent to the application of this rule.

If every selection within a Same Game Parlay on the game is already a winner where the fact of cancellation had no impact on the outcome of each selection, the Same Game Parlay in its entirety will be treated as a winner. For example, a 2-leg Same Game Parlay containing an over total points selection and a certain player to score a touchdown, in a game where the required points have been reached and the player did score a touchdown before the game was subsequently cancelled, will be treated as a winner. In this case, the cancellation had no impact on either selection. The same would not apply to an under total points selection where a game is cancelled while the total score is still under the chosen number, as the cancellation would impact that outcome.

If a single selection of a Same Game Parlay has lost and a match is then cancelled, the Same Game Parlay will be treated as a loser, where regardless of the fact of cancellation, the selection(s) in question had been irrevocably concluded. For example, a Same Game Parlay including a first team to score selection, in a game where the other team scored first and the match was subsequently then cancelled, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently cancelled or not.

If there are no losing selections within a Same Game Parlay and at least one cancelled selection at the time of a game cancellation, the Same Game Parlay will be treated as cancelled. This rule applies where one or more selections are still undecided at cancellation and may have won or lost if the game had been completed as scheduled. For example, a Same Game Parlay including an over total points selection, in a game cancelled while the total points are still below the required amount, will be treated as cancelled. In this case, the total points selection was still undecided and may have won or lost but for the cancellation, so the bet will be cancelled.

Same Game Parlay Plus:

The general SGP and SGP+ settlement rules outlined above apply to all SGP wagers on Football events within the SGP+ wager. Wagers within the SGP+ on other sports follow that sport's house rules.

If any selection (either SGP or Single wager) within an SGP+ is settled as a loss, then the entire SGP+ is settled as a loss.

If any leg in a SGP is void or cancelled, then the entire SGP is void. If all other SGP or Single wagers within a SGP+ are winners, the SGP+ will be paid out at a re-calculated price using the remaining legs.

Formula 1 Rules

Date/Site Changes

Markets will be settled according to official FIA results at the time of the podium presentation regardless of any changes to the times, format, and dates of practice, qualifying and/or race sessions if the associated race takes place within 72 hours of the scheduled date/time.

Minimum Length of Play

Unless otherwise stated, the result at the time of the podium presentation will be the outcome for all markets. All drivers that start the race are considered as runners for all markets.

Formula 1 Wagers

Championship Betting

Bets will stand on all drivers and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the FIA. Season match bets will be cancelled if either named team/driver fails to take any further part in the season following the bet being placed. Official FIA rankings will determine settlement where points totals are identical.

Driver Head-to-Head (H2H)

Race and Sprint: If at least one of the two drivers do not show up at the start, then all bets will be cancelled. If one or both drivers do not classify, then the driver who has completed more laps is the winner. If both drivers do not classify and have the same number of completed laps, then all bets will be cancelled. During or after the race until the time of the podium presentation disqualified drivers will be considered as 'not classified' with 0 laps. Drivers who do not start the race are understood to be classified as "DNS" in the official race result, then all bets will be cancelled.

Free Practice and Qualifying: If at least one of the two drivers either does not start his session and does not finish his individual session with an official lap time then all bets will be cancelled.

Fastest Qualifier

The driver achieving the fastest official qualifying time, in the specified qualifying session, is the winner. Any subsequent demotions do not count for settlement purposes. Official FIA placings count if times are identical. Position corrections after the winning ceremony do not affect the official FIA Qualifying results.

Team Head-to-Head (H2H)

Race and Sprint: Bets will be settled based on the team with the best classified car in the official FIA result. If neither team has cars classified, then the team with the car that completed the most laps is the winner. If neither team has cars classified, and the best cars in both teams have completed the same number of laps, then all bets will be cancelled. If at least one of the two teams start with less than two drivers, then all bets will be cancelled. Drivers who do not start the race are classified as "DNS" in the official race result,

then all bets will be cancelled. During or after the race (and until the time of the podium presentation) disqualified drivers will be considered as 'not classified' with 0 laps.

Free Practice and Qualifying: If at least one driver does not start his session or does not finish his individual session with an official lap time, then all bets will be cancelled.

To Be Classified

The official FIA classification will be used when settling this market. Drivers who complete 90% of the number of laps completed by the race winner will be classified by FIA, and will be classified as winners in "to be classified" betting. Drivers who do not start the race are classified as "DNS" in the official race result, then all bets will be cancelled.

Number of Race Leaders

The driver who is in the car occupying the forward most grid position, normally pole position, at the start of the race counts as a race leader. After the race has started, any other driver who completes a lap in first place counts as a race leader.

Finish in The Points / On the Podium

Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

Finishing Position

This does not include the qualifying stage. Bets on a driver's finishing position in a race will be settled according to the official classifications, or order of retirement if appropriate. If the named driver fails to start either the Warm-Up lap or the race, the principle "All Bets Stand" rule applies to all bets if not mentioned otherwise directly in bet heading.

Will there be a safety car?

This market will be settled on the appearance of the safety car on track at any point in the race. (The 'virtual safety car' will not count for settlement purposes). If it is used at any point in the race but the safety car does not make an appearance on track then this will be settled as no safety car appearance.

Crash Bet

A crash between two Formula 1 cars occurs only if at least one of the 2 drivers cannot finish the race because of the collision. "Not finished" means dropping out within the first round/lap measured from the scene of the crash between the two competitors. If both drivers can continue for more than one round/lap measured from the scene of the collision, this is not regarded as a crash.

How many cars will fail to complete first lap?

Only those drivers who start the race (even from the pit lane) will be counted. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will not count for this bet.

Which driver will be the first to retire from the race?

For bets to be determined, the driver must start the race (even from the pit lane). If a driver does not start the race, all bets for this driver become cancelled. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will not count for this bet.

Which constructor will be the first to retire in the race?

If a team fails to start the race with at least one driver, all bets for this team become cancelled. Drivers who do not start the race are classified as "DNS" in the official race results. Disqualified drivers will not count for this bet.

Will driver X record points in the race?

If a driver does not start the race, all bets for this driver become cancelled. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will be resulted as "no points".

Will both drivers of team X record points in the race?

For bets to be determined, both drivers must start the race. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will be resulted as "no points".

How many cars from team X will achieve a position in the end classification?

For bets to be determined, both cars must start the race. Cars that do not start the race are classified as "DNS" in the official race results or those that do not qualify for the race. Disqualified drivers will be considered as 'not classified'.

Fastest pit-stop in the race

The time between entering and leaving the pit-stop lane will be considered the duration of the pit stop. If the pit stop lane is entered due to a penalty, this is not considered a pit stop. Normal Driving through pitlane (i.e., behind a Safety-Car or to absolve a time penalty) will not count for this bet. All 4 tires must be changed.

Golf Rules

Date/Site Changes

In the event of a tournament being postponed, rearranged or moved to a different course, all bets will stand.

Minimum Length of Play

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

If a golfer withdraws between rounds of a tournament, all bets on that golfer placed between when the golfer last played and when the golfer withdrew will be cancelled.

Golf Wagers

Hole Winner Markets

Winning bets must predict which of the quoted players will win the hole. In 3-way player markets, Dead Heat Rules apply. In 2-way player markets, the tie will also be offered, and this will win if they both score the same score on the hole. If a player withdraws on a hole, the other player(s) will be deemed the winner

regardless of their score on the hole but provided they complete the hole.

Make/Miss the cut

Bets will be cancelled for any player who does not start the tournament. If a player withdraws at any stage after starting the tournament, bets will be settled as losers.

Match play

Winning bets must predict the winner of a match play match. In team events, final day singles will be settled on the official result. In a match play tournament, the winner will be the player progressing to the next round or becoming the tournament winner.

Match play Winning Margin

Winning bets must predict the winning margin in the relevant match play event. The official result counts for settlement purposes.

Mythical 2/3 Balls

The winner will be the player who shoots the lowest score in the specified round. If all players do not start the round, bets will be cancelled. If a player withdraws or is disqualified during the specified round, the other player will be deemed the winner. If all players withdraw or are disqualified during the specified round, then bets will be cancelled.

Player Hole Scores

Winning bets must predict the number of shots it takes for a player to complete a specified hole. Prices are for a player to achieve a certain score such as Birdie, Bogey, Albatross, Eagle etc. on a particular hole, e.g. First Hole bets will be settled on the score of the first hole of the course (Flag number 1). For example, if Tiger Woods teed off on Hole 10 to start his round the bet would not be settled on Tiger Woods first hole played it would be when Tiger Woods finishes playing the first hole on the course (Flag number 1). If a player fails to complete a hole for whatever reason, bets will stand provided that the hole is completed on a subsequent day. If there is no opportunity to complete the hole, all bets will be cancelled. If a player withdraws whilst playing the specified hole, all bets will be cancelled.

Round Leader Markets Bets will be settled after the specific round has been completed. Dead Heat Rules apply.

Tournament Prices

Winning bets must predict the winner of the tournament. If a playoff is required to determine the tournament winner, the winner of the playoff will be deemed the tournament winner. In the event of a shared win, the operator reserves the right to settle as they see fit based on all available evidence. Dead Heat Rules apply for all placings in a tournament.

Tournament Group Betting

Winning bets must select the player who achieves the highest tournament placing from a selected group. In the event of any player in the group not teeing off, bets will be cancelled. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead Heat Rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.

Tournament Match Bets

Winning bets must select the player with the lowest score at the end of the tournament, provided that 36 holes have been played in a 72-hole tournament. If both players finish on the same score, 'Tie' is the winner, regardless of whether the two players involved subsequently contest a playoff. Both players in a match bet must tee off for bets to stand. In a tournament played on a combination of courses, all bets will be cancelled if the players do not complete the same itinerary of courses. If one player misses the cut, the other player will be deemed to be the winner. Where both miss the cut, the player with the lowest score after the cut has been made is deemed the winner. If one player is disqualified or withdraws before the cut is made or after both players have made the cut, the other player will be deemed the winner (even if the other player does not make the cut). If a player is disqualified or withdraws in the rounds after the cut, when his/her opponent has already missed the cut, the disqualified player will be deemed the winner. If both players withdraw or are disqualified before the cut, all bets are cancelled. The same applies if this happens to them both after they have made the cut.

To hit the fairway

This market is settled on the finishing position of the golf ball after the tee shot. Official sources will be used for settlement. If no official result can be determined via these sources or TV pictures, bets will be cancelled.

To finish last

Winning bets will predict who will finish last in the tournament. Any bets placed on players who withdraw before all scheduled holes are completed will be settled as losing bets. If there is a tie for last place, Dead Heat Rules will apply.

Top 5/10/20

Bets will be cancelled on any player that does not start a tournament. If a player starts and then withdraws for any reason, bets will be losers.

Top Nationality Markets

All bets stand if a player not listed is deemed the winner. Player(s) may be added as selection(s) at any time. All bets are cancelled if less than three participants of the applicable Nationality participate in the event.

Yearly Order of Merit/Official Money List Winner

Winning bets must predict the winner of the Order of Merit/Official Money List at the end of the season. Settlement is determined following the last counting tournament and will not be affected by any subsequent enquiries or alterations.

18-Hole/36-Hole Match Bets

Winning bets must predict the player with the lowest score over 18/36 holes. If both players finish on the same score, 'Tie' will be the winner, regardless of whether the two players involved subsequently contest a playoff. Both players in a match bet must tee-off for bets to stand.

2-Ball/3-Ball Betting

Winning bets must select the player with the lowest score over the specified number of holes. In the event of any player not teeing off, all bets will be cancelled. Once a player has teed off, all bets will stand regardless of whether they subsequently withdraw or are disqualified from the tournament. If a price is offered for the 'Tie' in 2-ball betting, a tied score will result in 'Tie' being declared the winner. If a price is

not offered for the 'Tie', all bets will be cancelled. Bets will normally be offered based on player pairings or groups in the tournament. In the event of a 2 or 3 ball being rearranged, bets will be settled on the original pairings. Dead Heat Rules apply to all 3-ball betting.

Bogey Free Round

Bets will be losers if the player scores a bogey or worse on any hole.

Golf Futures

BetMGM will cancel any future wager on a specific player if that player withdraws before the start of the event. Once a player tees off on the first hole all future wagers on that specific player will stand.

Handball Rules

Date/Site Changes

All events must take place on the scheduled calendar day (local time) otherwise, all bets on the game will be cancelled. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony. Event(s) must take place in the same city, but not restricted to a specific venue or arena.

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be cancelled.

Handball Wagers

All results will be taken from the official statistics by the official websites for each league or tournament. All bets will be settled on 60 minutes of play unless otherwise stated.

Match Betting

Bet on who will win the match

Set Markets

The respective set must be completed for bets to stand.

Lead After X Points

Wager on who will have most points after the listed number of points have been played. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be cancelled.

Race to X Points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.

Who will win nth point

Wager on who will win the named point. Should the point not take place, bets will be cancelled.

Tournament Winner

Wager on which team/player will win the named tournament. Should a participant take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

Team to be Relegated

Wager on which teams will occupy the relegation places at the end of the season. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.

Will the Xth 7-meter be scored?

For the outcome of this bet to be "Yes", the 7-meter needs to be scored on the 1st attempt. If the 1st attempt either hits the goalkeeper or the goal posts and the player scores on the 2nd attempt after the ball returns, the outcome "No" will be the winning option.

Mercy Rule

If a mercy rule is called during the match, the score at that time will be used for settlement purposes.

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 noted in the specific sports rules section or the inventory game page within the mobile application or web browser application. Please see Hockey Same Game Parlay Rules section for Same Game Parlay Postponed Match, Cancelled Match and Venue Change Rules.

Minimum Length of Play

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

Hockey Wagers

Hockey wagers are accepted in the following manner:

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. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored

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. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.

Total Goals (over/under)

Wager on whether the total number of goals scored in a game is over or under a specified number. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.

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. All specified periods must be played to their completion or the wager will be cancelled. Once a specified period is completed, that specified period wager will stand regardless of the length of the remainder of the game. Third period markets do not include overtime periods unless otherwise stated.

Scoreless Period

Scoreless Period markets do not include overtime.

Team to score first

Settled on the first score of the game. Bets stand even if game is not completed. Overtime counts.

Team to score last

Settled on the last score of the game. Game must be completed. Overtime counts.

Highest Scoring Period

Wager on which period will produce the most goals. Dead Heat Rules apply. Game must be completed for bets to stand. Third period wagers do not include overtime periods unless otherwise stated.

Race to X Goals

Wager on which team/player will reach the specified goals tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled. Please see Hockey Same Game Parlay Rules for Same Game Parlay Race to X Rule.

Hockey Props

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

Hockey Player 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 cancelled.

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. Unless stated otherwise in the market, team(s) must play in all of their scheduled regular season games as determined by the league's governing body at the start of the season for wagers to have action. If team(s) do not compete in all scheduled games then wagers will be cancelled, except for those wagers which have been unconditionally determined.

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 cancelled 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.

Hockey Futures List

Division of Winning Team

Wager on which division the winner originates from.

Conference of Winning Team

Wager on which conference the winner originates from.

State of Winning Team

Wager on which state the winner originates from.

Country of Winning Team

Wager on which country the winner originates from.

Name the Finalists

Wager on which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome

Wager on which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

NHL #1 Seed

Wager on which team will be the #1 seed in a specified conference (Eastern Conference or Western Conference) at the end of the regular season.

Double Chance

Wager on whether either of the two named teams will be declared the winner for the named market.

NHL Division Finishing Position

Wager on the exact position a named team will finish within their division.

Worst Regular Season Record

Team to finish in last place per NHL.com standings, includes all tie breakers.

Hockey Same Game Parlay Rules

Hockey Same Game Parlay rules are the same as Hockey rules stated above, with the following exceptions:

Bet Settlement (For Same Game Parlay):

All hockey Same Game Parlay selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified in the Hockey Same Game Parlay Rules, will be settled as a loser. If one or more selections in any bet are resulted as cancelled for any reason (such as a selected player not participating in the match), the entire bet will be resulted as cancelled. For instance, selections on a team to win a match where it is a draw after overtime (or normal time if no overtime is to be played), even where the draw or tie may not have been offered through Same Game Parlay, will be settled as losers. This will not be relevant to NHL matches as a winner will be decided either in overtime or shootouts but may be applicable to other hockey leagues or competitions as per their individual competition rules.

Overtime and Shootouts (For Same Game Parlay):

All ice hockey matches are settled on the official declared result including any overtime and shootouts. Individual goals scored in a shootout are disregarded and one goal is assigned to the winning team based either on a goal scored in overtime or for winning the shootout. Goals scored during a shootout are not assigned to a player and do not count towards settlement of any player scoring markets.

Player Specific Markets (For Same Game Parlay):

All player selections will be considered active if a player enters the ice as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the ice during a match, selections specific to that player will be cancelled. For instance, a selection on a certain player to score a goal in the third period would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the match, regardless of having never been on the ice during the third period. However, if that player was injured shortly before the match commenced, was withdrawn from the starting lineup (or bench) and never took to the ice then the selection, and therefore bet, would be cancelled.

Race to X Points (For Same Game Parlay):

“Race to X” selections where neither team reaches the selected score will be settled as losers, regardless of whether a “neither team to reach X” selection was available as an alternate selection or not.

Third Period Markets (For Same Game Parlay):

All third period market selections include overtime periods if they occur. For example, a total third period goals selection would include the goals scored in both the third period and the winning goal from either overtime or resulting from the shootout. All overtime/shootout rules set forth above apply.

Postponed Matches (For Same Game Parlay):

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on matches played which

commence more than 24 hours past the originally scheduled start time will be cancelled. Once the 24 hours have expired, all bets are cancelled and stakes will be refunded.

Cancelled Matches (For Same Game Parlay):

If a match is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

Same Game Parlays will be cancelled if they include at least one selection involving a player who has not yet entered the ice as an active player. The rules outlined below are all applied subject to, and subsequent to, the application of this rule.

If every selection within a Same Game Parlay on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the Same Game Parlay in its entirety will be treated as a winner. For example, a 2-leg Same Game Parlay containing an over total goals selection and a certain player to record 1.5+ assists, in a game where the required goals have been reached and the player recorded 2 assists before the match was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.

If a single selection of a Same Game Parlay has lost and a match is then abandoned, the Same Game Parlay will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been unconditionally determined. For example, a Same Game Parlay including a first player to score selection, in a game where a different player scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.

If there are no losing selections within a Same Game Parlay and at least one cancelled selection at the time of a match abandonment, the Same Game Parlay be treated as cancelled. This rule applies where one or more selections are still undecided at abandonment and may have won or lost if the game had been completed as scheduled. For example, a Same Game Parlay including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as cancelled. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be cancelled.

Venue Changes (For Same Game Parlay):

If the venue of a game is changed from the one advertised, all bets on that game will be cancelled.

Same Game Parlay Plus:

The general SGP and SGP+ settlement rules outlined above apply to all SGP wagers on Hockey events within the SGP+ wager. Wagers within the SGP+ on other sports follow that sport's house rules.

If any selection (either SGP or Single wager) within an SGP+ is settled as a loss, then the entire SGP+ is settled as a loss.

If any leg in a SGP is void or cancelled, then the entire SGP is void. If all other SGP or Single wagers within a SGP+ are winners, the SGP+ will be paid out at a re-calculated price using the remaining legs.

Lacrosse Rules

Date/Site Changes

If a match is not played on the scheduled date all bets will be cancelled.

Minimum Length of Play

If a match is abandoned before all periods have concluded all bets will be cancelled, except for those markets which have been unconditionally determined.

Lacrosse Wagers

Money Line

Bet on who will win the match. Bet is inclusive of overtime unless otherwise stated.

Spread and Total

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

Quarter/Half Markets

For bets placed on the specific quarters or halves, the entire period must be played. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.

Team to Score first

Settled on the first score of the game. Bets stand even if game is not completed. Overtime counts.

Team to Score last

Settled on the last team to score. Game must be completed. Overtime counts.

Race to X Points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.

Tournament Winner

Team to win the named tournament. Should a team take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

Nominated Finalists:

The finalists are the teams that participate in the final as determined by the governing bodies, regardless of how the teams get there.

Team to be Relegated

This bet relates to the teams, which occupy the relegation places at the end of the season. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.

Player Props

Goalies that are the subject of a player prop must start for the wager to have action. For wagers on all other position player's performance, the player does not need to start for action but must play. If a player does not take any part in a game, then wagers on that player will be cancelled.

Player Goals Scored Markets

Wagers are settled based on the number of goals scored. Each goal, whether a one-point goal or a two-point goal, is counted as one goal scored.

Motor Racing Rules

See Formula 1 Racing for Formula 1 Rules.

Date/Site Changes

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

Minimum Length of Play

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

Motor Racing Wagers

Motor racing wagers are accepted in the following manner:

Matchups

Wager on one or more specified driver(s) versus one or more specified driver(s). Wagers are placed on the driver only, not the car or team. 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. All drivers in the match-up must start the race for action. 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 cancelled.

Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded, will not be recognized. 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.

Race Winner

Wager on who will win the race. If a driver does not take part in the race (including qualifying) then bets on them will be cancelled.

Winning Constructor/Team

Wager on the constructor or team the winning driver represents. For any driver who moves teams during race week, bets will be settled on the constructor/team they represent at the start of the race.

Podium Finish

Wager on who will finish in the podium spots (Top 3 positions).

Points Finish

Wager on who will finish in the points (Top 10 for Formula 1).

First Retirement

Wager on which driver will be the first to retire from the race. Should two drivers retire on the same lap then Dead Heat Rules will apply.

Pole Position/Qualifying Markets

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 Props

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

Olympic Rules

General Olympic Rules

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

World Records and Olympic Records

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

Final medal placings

All bets on the number of medals will be settled on the official medal table at the end of the Olympic Games. Any changes made by any governing body at a later date do not count for betting purposes.

Results

All bets that relate to the final result of the event/tournament will be settled based on the official result published by the governing authority of the respective sport/league/event. This typically occurs shortly after the event ends. BetMGM reserves the right to correct settlement if the official result is changed within 24 hours after the end of the event by the respective governing body. BetMGM will not take into consideration any amendments or disqualifications that occur more than 24 hours after the event ends.

In the event of more than one medal being awarded for the same position, for example there is potential for 2 bronze medals in boxing, Dead Heat Rules apply.

Team Medals

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

members.

Which country will win the most gold medals

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

Which country will win the most silver medals

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

Which country will win the most bronze medals

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

Head to Head betting

For markets relating to a full event, wagers are settled based on the final ranking from the official results. If there is no official final ranking, then the last successfully completed match/stage will be considered the final position. If competitors finish the event in the same position or their last successfully completed stage was the same, dead heat rules apply.

For markets involving a particular stage of a competition, all wagers are settled based on the official results at the end of that stage. If the competitors finish the stage in the same position, dead heat rules apply.

If one or more competitors do not start, all bets are cancelled. If a competitor starts the competition but is subsequently disqualified or does not complete the competition, all bets on that competitor are settled as losing wagers. If all listed competitors start the competition but are subsequently disqualified or do not complete the competition then all bets are cancelled.

Pool Rules

Date/Site Changes

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

Minimum Length of Play

In the event of a match starting but not being completed for any reason, any wagers on individual markets that have already been unconditionally determined will stand.

Pool Wagers

For betting purposes only “legally” potted balls count. This means that whenever there is a “foul ball” involved, the potted balls do not count. Bets will be settled accordingly.

Match Winner

In the event of a match starting but not being completed, the player progressing to the next round, or declared the winner by the governing body, will be deemed the winner.

Match Correct Score

The bet refers to the correct final score in racks.

Rack Winner

This bet refers to the winner of a specific rack. The respective rack must be completed for bets to stand.

Golden Break

This bet refers to whether or not the 9-Ball is potted legally off of the initial break of the rack only. Should the 9-Ball be potted illegally from the break then this will not stand.

Length of rack/match

Bets will be settled on the time elapsed from the starting break to the end of the rack or match, whether through normal play or concession.

In the event of a re-rack in any frame the following rules apply:

Rack winner: All bets stand and will be settled on the official winner of the frame.

Completed bets: All bets that are already determined before the re-rack stand. Repeated occurrences after the re-rack will be irrelevant for betting purposes.

Uncompleted bets: Bets that are not determined before the re-rack will be settled on actions occurring after the re-rack only. Any occurrences before the re-rack will be irrelevant for betting purposes.

All bets referring to the result of the rack (e.g. totals, odd/even betting) will be settled on the official result of the rack.

Tournament Winner

If a player fails to start a tournament or match, all bets on that player or individual match will be cancelled.

Top Player

This bet relates to the Player who accumulates the most Tournament points for their team throughout the entirety of the Tournament. If a player takes no part in the Tournament, then all bets on that player will be cancelled. Dead-Heat rules apply should two or more Players end up with the most Total Points.

Total Balls (Over/Under)

If the match is abandoned before its completion then all bets will be cancelled, unless the highest possible total to bet on has been attained in which case all bets stand. The "Cue" ball does not count for betting purposes. For betting purposes, only "legally" potted balls count. This means that whenever there is a "foul ball" involved, the potted balls do not count. Bets will be settled accordingly.

Tournament Correct Score

The bet refers to the correct final score in points between the two participants/teams.

Rowing Rules

Date/Site Changes

An event must take place within 7 days of the scheduled date, else all bets will be cancelled.

Minimum Length of Play

If a regatta is cancelled for any reason all bets will be cancelled, except for those markets which have been unconditionally determined.

Rowing Wagers

All bets will stand, irrespective of whether a crew, or individual competes or not.

Podium positions will count as the official result, regardless of any subsequent disqualifications. If there is no podium ceremony, results will be determined in accordance with the officially published result.

Rugby Rules

Date/Site Changes

All bets placed prior to the scheduled start time of a match will be cancelled if the match is cancelled or postponed to a different day (local time) than initially scheduled. However, bets placed on matches played in a tournament finals (but no qualifiers to the finals), e.g. World Cup Finals, Commonwealth Games, will not be cancelled if postponed, but instead will stand for the new date they are played.

For any bet placed on a match that is played prior to the date or kick-off time originally stated, the bet stands if the bet was placed before the new time, if not, the bet will be deemed cancelled.

If a match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to the opponent's home ground, in which case all bets will be cancelled. For international matches, all bets will be cancelled if the venue is changed to a venue in a different country from initially scheduled.

Minimum Length of Play

If a match is abandoned before the end of normal time, all bets on the match are cancelled, except for those markets which have been unconditionally determined. Unless stated otherwise, all rugby league bets are settled on 80 minutes play (or the scheduled 14 to 20 minutes in "7s" matches), which includes any injury time added on by the referee.

Settlement

All winning bets will be settled at the prices shown on the website at the time the bet was accepted. This does not include any post-game disputes by either team that alter the final outcome of a match at a later point. For the purposes of these rules, half time is defined as the scheduled first 40 minutes of the 1st Half. Normal time and 80 minutes' Play is defined as the scheduled 80 minutes of play of the 1st and 2nd Half. Extra Time is defined as any scheduled periods of play after normal time and 80 minutes' play. All bets on rugby matches are based on the score at the end of 80 minutes' play, unless otherwise stated or the bet has already been settled. Prices relating to the score of the match after extra time may be offered at the end of a scheduled 80 minutes' play. All bets specific to extra time will be cancelled if a match is abandoned before its scheduled end unless otherwise stated or the bet has already been settled.

Rugby Wagers

Match Winner

Wager on who will win the match. 3-way market will have Draw as an option and will be settled at the end of regulation. 2-way market will be settled after any Extra-Time. If the match subsequently ends in a Tie, then bets will be cancelled.

Match Betting - 2 Way

This bet refers to selecting which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches). Where the match is drawn, Dead Heat rules apply.

Match Betting - 2 Way (Draw No Bet)

This bet refers to selecting which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches). Where the match is drawn, bets are cancelled.

Match Betting - 2 Way Including Overtime

This bet refers to selecting which team will win the match. Where the match is drawn after 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches), bets will be settled on the result at the conclusion of Extra-Time, Sudden-Death or the Kicking Competition.

Match Betting – 3 Way

This bet refers to selecting which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches)

20/40/60 Minute Betting

This bet refers to betting on who is winning a match at specified times throughout the match. Markets are settled on the score at 19:59 for the 20-minute market, 39:59 for the 40-minute market and 59:59 for the 60-minute market.

7s Rugby

Matches are played over two 7 to 10-minute periods. 'Normal Time' is therefore the scheduled length of the match, excluding extra-time, as designated by the competition governing body. Extra-Time does not count unless otherwise stated.

Timed Markets

Markets such as "Try between 00:00 and 19:59" and "Total Points between 60:00 and 80:00 - Over/Under" work on the basis of the selected scores occurring in the time frames 00:00-19:59; 20:00-the end of the first half including additional time; 40:00-59:59; and 60:00-the end of normal time (80 minutes (or the scheduled 14 to 20 minutes in "7s" matches) including additional time).

Spread and Total

Bets settled on outcome of the period the markets relate to. If the outcome is exactly equal to the betting line, then bets will be cancelled. In regard to total points, winning bets must predict the total amount of points scored by either both teams/each team individually by the end of first half or regular time depending on the stated offer, any points scored in extra time do not count unless otherwise stated.

Handicaps

Winning bets must predict the winner of the match at the end of normal time after the final score has been adjusted by the handicap.

Cashout Handicaps

Static Handicaps may be available for Cash Out (the line does not move, only the odds) and are settled in line with the Handicap Market and Cashout Rules.

Winning Margin

These bets refer to how many points the selected team will Win by. Winning margin betting is from zero, no handicaps are applied. Extra time does not count. The draw option is always offered, although in other betting options where the draw option is not offered, Dead Heat Rules apply.

Correct Score

Correct scores are for how many points the selected team will score. Correct score betting is from zero, no handicaps are applied and is for the nominated team to win by scoring that amount of points. Extra time does not count.

Race to 10/20/30 points

Winning bets must predict the team who reaches 10/20 or 30 points first, where a 2 way option is offered and neither team scores for example 10 points in the 'Race to 10 points' bet then all bets will be cancelled. If a match is abandoned, all bets stand if they have already passed and been settled, if the points total is not reached before the abandonment, then the bets will be cancelled.

Quarter/Half Markets

For bets placed on the specific quarters or halves, the entire period must be played. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.

Tryscorer Betting

Penalty tries do not count. In the event of a penalty try, settlement goes on to the next awarded try. BetMGM will make every effort to quote prices for all probable players. However, prices for unquoted players may be available on request and those players will count as winners in the event that they score.

First Tryscorer

Bets have action if a player has entered the field of play at any point prior to the first try being scored. Bets will be cancelled if a player has not entered the field of play at any point prior to the first try being scored. If the game is abandoned at any time and the first try has already been scored, then all bets stand. If no try has been scored at the time of abandonment, then all bets will be cancelled. Penalty tries do not count for the purposes of this market (unless a specific price is available for 'Penalty Try').

Where 'No Try scorer' is offered as a betting option and the game ends with no try scored then that will be the winning option and all other outcomes will be settled as losers where applicable, if 'No try scorer' is not offered as an option and no try is scored then all bets will be cancelled.

First try scorer bets are settled in accordance with the statistics and reports from the official website of the league/tournament of the match in question. Subsequent alterations will not alter settlement. While every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score the first try.

Anytime/Last Tryscorer

Bets will stand if a player takes any part in a game, no matter how long they play for. Wagers will be cancelled only if a player does not enter the field of play at any stage. If the game is abandoned at any

time and the first try has already been scored, then all bets stand. If no try has been scored at the time of abandonment, then all bets will be cancelled. Penalty tries do not count for the purposes of this market (unless a specific price is available for 'Penalty Try').

Where 'No Try scorer' is offered as a betting option and the game ends with no try scored then that will be the winning option and all other outcomes will be settled as losers where applicable, if 'No try scorer' is not offered as an option and no try is scored then all bets will be cancelled.

Anytime/Last try scorer bets are settled in accordance with the statistics and reports from the official website of the league/tournament of the match in question. Subsequent alterations will not alter settlement. While every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score anytime/the last try.

Next Tryscorer

This bet requires you to predict the player that will score the next try in the match. Only available In-Play. 80 minutes only (or scheduled 14 to 20 minutes in "7s" matches), unless otherwise stated. All players that have taken some part in the game before the next try is scored will be deemed runners. Bets on players that do not take any part in the game before the next try is scored will be cancelled. If there are no further tries scored "No Tryscorer" will be the winning selection. If no price is offered for "No Tryscorer" and no further tries are scored then all bets on the market will be cancelled. If the game is abandoned at any time and the first try has already been scored, then all bets stand. If no try has been scored at the time of abandonment, then all bets will be cancelled.

Next try scorer bets are settled in accordance with the statistics and reports from the official website of the league/tournament of the match in question. Subsequent alterations will not alter settlement. While every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score the next try.

Time of 1st Try/Last Try/Next Try

If no try is scored in the match then the result will be deemed to be 80mins (or the scheduled 14 to 20 minutes in "7s" matches). Therefore, if the selections on offer are, for example, '19 minutes and under' and '20 minutes and over', then the latter will be settled as the winner. Winning bets must predict the time when the first/next/last try is scored in normal time.

For example, in a match where no tries are scored, the option '20:00 Minutes and after/No try' will be settled as a winner and '00:00 to 19:59 minutes' would be settled as a loser. If a match is abandoned all bets are cancelled, unless the first try has been scored.

Wincast (Anytime Tryscorer and Match Result)

To win you must successfully forecast a player to score a try anytime during 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches) and also the result of the match after 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches). Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets revert to a single on the match result. If a match is abandoned prior to the completion of 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches), Wincast bets are settled as Anytime Tryscorer singles as long as the player played some part in the match and therefore had an opportunity to score a Try.

Trycast (First Player to Score a Try and Match Result)

To win you must successfully forecast both the player who will score the first try in a selected match and also the correct result after 80 minutes play (or the scheduled 14 to 20 minutes in "7s" matches). If your selected player joins the match after the first try has been scored or does not take part in the game, Trycast bets will revert to match result singles. For First Tryscorer purposes, penalty tries do not count, so in this circumstance, the Trycast will be settled on the scorer of the following try and the result of the game. If a match is abandoned prior to the completion of 80 minutes and a try has been scored, Trycast bets are settled as First Tryscorer singles. If no try has been scored, all bets are cancelled.

Extra Time Betting

"Extra Time" is defined as any scheduled period of play between the end of normal time (i.e. 80 minutes play plus any time added on at the end of 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches)) and the end of the game. "Extra Time" does not include penalty shootouts. All Extra Time betting markets, such as total points, or time of first try will start from the beginning of extra time and not include normal time. For example, if the game finishes 24-24 at the end of normal time, and if there are ten points scored in extra time, then the extra time total points market will be settled as ten points.

First team to score / First team to score 2nd half

Winning bets must select the next team to score in the match/ second half of the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no score then all bets will be cancelled. If a match is abandoned before the conclusion of the match and neither team has scored, then all bets are cancelled.

Half Time - Full Time Betting (Double Result)

Winning bets must predict the result at half time and full time. Bets will be cancelled if 80 minutes' play is not completed. The 'Any other' option relates to a draw at either half time or/and full time.

First/Next Scoring Play

Winning bets must predict whether the next scoring play is a try, penalty or drop goal in Normal Time. A penalty try will be considered as a try unless a price is specifically offered for 'Penalty try'. If no scoring play is achieved before the end of normal time all bets will be cancelled, unless 'No scoring play' is offered as a betting option.

Last Scoring Play

Winning bets must predict whether the last scoring play is a try, penalty or drop goal in normal time. A penalty try will be considered as a try unless a price is specifically offered for 'Penalty try' .If no scoring play is achieved before the end of normal time all bets will be cancelled, unless 'No scoring play' is offered as a betting option. Try conversions do not count, in this case 'Try' will be the winning option.

Team to score the 1st Try

Winning bets must select the first team to score a try in the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no try scored then all bets will be cancelled. If a match is abandoned before the first try is scored, all bets are cancelled including bets on 'No Try scored'. If a match is abandoned after the first try is scored, all bets stand.

Next team to score a try

Winning bets must select the next team to score a try in the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no next try scored then all bets

will be cancelled. If a match is abandoned before the next try is scored all bets are cancelled including bets on 'No Try scored'.

First team to score a try in the 1st half/2nd half

Winning bets must select the next team to score a try in the first half or second half of the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no try scored then all bets will be cancelled. If a match is abandoned before the conclusion of the half that the bet is placed on and no try has been scored up to that point, then all bets are cancelled.

Last team to score a try

Winning bets must select the last team to score a try in the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no try scored then all bets will be cancelled. If a match is abandoned before a try is scored, then all bets are cancelled including bets on 'No Try scored'.

Total tries in a Match/ Total Tries for each team

Winning bets must select the total number of tries scored in a match in normal time. In the event of a match being abandoned all bets will be cancelled. For the purposes of this bet, penalty tries count.

Total Tries 1st half/2nd half Winning bets

Winning bets must select the total number of tries scored in a half of 40 minutes (including stoppages). In the event of a match being abandoned all bets will be cancelled. For the purposes of this bet, penalty tries count.

Total Tries/points/drop goals in a Group of Matches/tournament

Winning bets must select the total number of tries/points or drop goals scored in a group of matches in normal time. In the event of any matches in the group being abandoned then all bets will be cancelled.

How many points will be scored between XX:XX – XX:XX minutes

Winning bets must predict the amount of points scored in the offered timeframe. In the event that a match is abandoned, all bets stand if they have already passed and been settled. For example, if the match is abandoned after 25 minutes, bets placed on time bands '1-10' and '11-20' will stand, 20-30 and onwards would be cancelled. In the event of a dispute over the time of any points, the clock display of the TV station broadcasting the game will be applied, these types of bets will only be offered for televised matches.

Will there be a Drop Goal scored

Winning bets must predict whether there is a drop goal or not in the game and applies for regular time only. If a match is abandoned, then all bets stand if there has been a drop goal scored before the abandonment.

Man of the Match

Bets will be settled in accordance with the man of the match announced in commentary during the live broadcasting of the match. If there is no announcement during the match, then we will settle in accordance with the man of the match award presented during the live broadcasting of the match. If there is no presentation during the broadcast, then we will settle in accordance with the player quoted as man of the match on the broadcasting channel's official website. For example, if the match was shown on Sky Sports, the official website would be www.skysports.com. If the broadcaster's official website does not quote a player as being man of the match, then we will settle on the player quoted as man of the match

on the website of the governing body for that competition. For example, the IRB for all international Rugby Union, ERC for European Club Rugby Union competitions and NRL for Australian Rugby League. If the match is shown live on two channels, then we will settle in the following way:

We will settle on the player quoted as man of the match on the website of the governing body for that competition. For example, the IRB for all international Rugby Union, ERC for European Club Rugby Union competitions and NRL for Australian Rugby League. If we are still unable to settle the market via the methods described above, then all bets on the Man of the Match market will be cancelled. Bets placed on players that take any part in the match will stand. A bet on a player that does not take any part in the match will be cancelled. We will also be able to offer a price, upon request, on any player not quoted in the market. Any unquoted player will be deemed the winner should they receive the man of the match award.

Team to be Relegated

This bet relates to the teams, which occupy the relegation places at the end of the season. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.

Season Match Betting

Bet on which side will finish higher in the table during the regular season. Performances in the play-offs are not considered for settlement purposes.

Tournament Winner (Including Playoffs)

Wager on winner of the tournament after any post-season playoff concludes. All Regular Season records are not taken into count.

Tournament Winner (Regular Season Only)

Winning bets must predict the winner of the league table at the end of the season.

Outright Markets

In the event of a shortened season due to unforeseen circumstances settlement will be based on the official result announced by the competition's governing body. Bets will stand on any team that does not complete all its fixtures.

Regular Season Markets

Wagers will be settled on outcomes after the end of the Regular Season. Any post-season matches will not count.

Top Tryscorer and Team to Win

Where there is a special price for a tournament Top Tryscorer and Team To Win, any dead heat occurring in the Top Tournament Tryscorer part of the bet will be applied to the whole special bet. For example, if Rieko loane to be Top Tryscorer and New Zealand To Win the Tournament is 12/1, and Rieko loane ties for Top Tryscorer with another player, the ½ dead heat for Rieko loane would be applied directly to the full stake of the whole special bet before subsequent settlement at 12/1. Bets placed on a player to be the top scorer 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.

Top Tryscorer/Team Tryscorer/Top Points Scorer

Dead Heat Rules apply for season long markets. If player takes no part for the whole season then bets will be cancelled, else bets will stand.

Sailing Rules

Race Rules

All bets are settled on the official classification at the time of the podium presentation. If a race is interrupted or postponed but is held within 72 hours of the original start date then all bets on the event are valid. If the race does not take place within 72 hours of the original start date then all bets will be cancelled.

Tournament Rules

All bets are settled on the official classification at the time of the podium presentations. Any subsequent disqualifications and/or appeals will not affect the settlement. When a betting event within a sporting tournament (e.g. Olympics, America's Cup etc.) is postponed within the official time allocation for the event, all transacted bets remain valid. If a betting event is unable to commence within the official time allocated, all bets are cancelled.

Antepost/Outright Winner

If a selection is disqualified for whatever reason then all bets on this selection will be settled as 'lost'. Should the race be won by an athlete/nation on which no odds had been offered then the betting option 'Any other not listed' will be the winner, except if this option is not offered – then all bets will be settled as 'lost'.

Snooker Rules

General Rules

A snooker match is deemed to have started with the break for the first frame. Unless otherwise stated, all bets will stand providing that the initial break has been taken at the beginning of the match. If a player fails to start a tournament or match, all bets on that player, or individual match, will be cancelled.

Date/Site Changes

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

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be cancelled.

Snooker Wagers

For betting purposes only "legally" potted balls count. This means that whenever there is a "foul ball" involved, the potted balls do not count. Bets will be settled accordingly.

Match Winner

In the event of a match starting but not being completed, the player progressing to the next round or deemed the winner by the governing body will be deemed the winner.

Tournament Betting

Predicting which player will win a tournament.

Handicap Betting

Who will win the match after the stated handicap is applied.

Frame Betting (Correct Score)

The bet refers to the correct final score for the offered frames.

Frame Winner

This bet refers to winner of a specific frame. The respective frame must be completed for bets to stand.

First Four/Eight Frame Betting

This bet refers to which player will be leading after the first 4/8 frames.

Match Winning Margin

This bet refers to how many frames a player wins the match by.

Total Frames (Over/Under)

This wager refers to how many frames will be played in the match.

Length of frame/match

Bets will be settled on the time elapsed from the starting break to the end of the frame or match, whether through normal play or concession.

In the event of a re-rack in any frame the following rules apply:

Frame winner: all bets stand and will be settled on the official winner of the frame.

Completed bets: all bets that are already determined before the re-rack stand. Repeated occurrences after the re-rack will be irrelevant for betting purposes.

Uncompleted bets: Bets that are not determined before the re-rack will be settled on actions occurring after the re-rack only. Any occurrences before the re-rack will be irrelevant for betting purposes.

All bets referring to the result of the frame (e.g. totals, odd/even betting) will be settled on the official result of the frame.

Next Frame

If the frame does not take place, all bets will be cancelled, except in the event of the award of a frame for any reason in which case bets will stand.

This Frame Winner

This bet refers to who will win the current frame.

Race to X Frame

This bet refers to which player will reach "X" amount of frames first.

147 in the match

This bet refers to if a 147 will be scored in the match. A 147 break consists of 15 consecutive reds and blacks, then all the colors. Any breaks of 147 or above that have required the use of free balls will be settled as a loss unless the break was a free ball (red and color) followed by a traditional 147.

First Color Potted

This bet refers to which color will be legally potted first in the next frame. The first color legally potted scoring its own value (i.e. not taken as a free ball) will be considered the winner, irrespective of whether there are any subsequent re-racks.

Next Frame - First Player to Pot a Ball

This bet refers to the first player to legally pot a ball in the next frame. The first player potting a ball legally will be considered the winner, irrespective of whether there are any subsequent re-racks.

Mini Session/Session Winner

This bet refers to which player will win the stated mini session or session.

Mini Session Score/Session Score

This bet refers to what will the score of the stated mini session/session be.

Mini Session/Session Handicap

This bet refers to who will win the stated mini session/session after the relevant handicap is applied.

Next Frame 50 break

This bet refers to if there will be a 50-break scored in the next frame by either player.

Next Frame Century Break

This bet refers to if there will be a century break scored in the next frame. Options for this bet may include: Player A, Player B, either player or neither player.

Century Betting

The following rules apply to breaks of 100 or more

- a.) Century Betting - How many centuries will be scored in total during the match.
- b.) Player Century Betting - How many centuries will be scored during the match by the named player.
- c.) Total Match Centuries - Will the number of match centuries scored in total during the match be over or under the specified line.
- d.) Player Match Centuries - Will the number of match centuries scored by the named player during the match be over or under the specified line.

Points Markets

In the event of any re-racks, for the markets below, points are not carried over from any part-frame played prior to the re-rack. In the event of non completion of a match, all bets on any markets listed below in that match will be cancelled unless unconditionally determined:

a.) Next Frame - Race to 30

This bet refers to which player will reach 30 points first in the next frame. The first player reaching 30 points will be considered the winner, irrespective of whether there are any subsequent re-racks. Should there be a re-rack prior to either player reaching 30 points then the winner will be the first player to reach 30 points in the re-racked frame.

b.) Next Frame Total Points - How many points will be accumulated in total in the next frame.

This bet refers to the total points scored in the frame include any re-spotted blacks.

c.) Next Frame Winning Margin

This bet refers to the winning margin in points achieved by a player in the next frame.

d.) Next Frame Highest Break

This bet refers to the player to score the highest break in the next frame.

e.) Next Frame Highest Break Bands

This bet refers to how many points will the highest break consist of in the next frame.

f.) Next Frame Odd/Even

This bet refers to if there will be an odd or even number of points scored in the next frame.

Group Betting

Tournament group winners will be determined by the official rules of the respective governing body. If the selected player withdraws before the tournament begins, bets placed on this player will be cancelled. In the event any player of the group does not take part, all bets will be cancelled.

Last Color potted in Frame X

This bet refers to what the colour will be of the last legal 'colored' ball potted in the Frame. Freeballs do not count.

Will Player X make a 50 Break in the Match

This bet refers to whether a specific player will make at least one 50 break in the match.

Number of 50 Breaks in the Match

This bet refers to whether the total number of 50 Breaks scored in the match is over or under a specific number.

Will either player win X Successive Frames

This bet refers to whether either player will win a specific number of frames consecutively.

Will there be a Deciding Frame

This bet refers to whether the match will go to a final Frame decider.

Highest Match Break

This bet refers to which Player will make the highest Break in the Match. Bets will be cancelled if both players have the same highest break

Highest Match Break (Over/Under)

This bet refers to whether the Highest Break scored in the match will be over or under a specific number.

Tournament Winner

If a player fails to start a tournament or match all bets on that player or individual match will be cancelled.

Total Balls (Over/Under)

If the match is abandoned before its completion then all bets will be cancelled, unless the highest possible total to bet on has been attained in which case all bets stand. The "Cue" ball does not count for betting purposes. For betting purposes, only "legally" potted balls count. This means that whenever there is a "foul ball" involved, the potted balls do not count. Bets will be settled accordingly.

Snowboarding Rules

Race Rules

This rule applies to World Cup races. For Tournaments, (e.g. World, European or National Championships, Olympics etc.) Tournament Rules (below) apply. All bets are settled on the official classification at the time of the podium presentation. If a race is interrupted or postponed but is held within 80 hours after the original start date then all bets on the event are valid. If the race does not take place within 80 hours after the original start date then all bets will be cancelled.

Tournament Rules

All bets are settled on the official classification at the time of the podium presentation (flower ceremony). When a betting event within a sporting tournament (e.g. World, European or National Championships, Olympics etc.) is postponed within the official time allocated for the event, all transacted bets remain valid. If a betting event is unable to commence within the official time allocated, all bets are cancelled.

Snowboarding Wagers

Antepost/Outright Winner (others on request)

If a selection is disqualified for whatever reason then all bets on this selection will be settled as "lost". Should the race be won by an athlete/nation on which no odds had been offered then the betting option "Any other not listed" will be the winner, except if this option is not offered - then all bets will be settled as "lost".

In case there is an option for "Others on Request", odds can be offered on athletes that do not appear in the original list of participants on customers' request.

Finish in Top 3 (others on request)

This rule applies to various numbers of "Top"-rankings (e.g. Top 5, Top 10). If a selection is disqualified for whatever reason then all bets on this selection will be settled as "lost". Should one or more of the respective "Top"-rankings be occupied by an athlete/nation on which no odds had been offered then only bets on athletes/nations that finish in the "Top"-rankings and that odds had been offered on will be settled as "won."

In case there is an option for "Others on Request", odds can be offered on athletes that do not appear in the original list of participants on customers' request.

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 noted in the specific sports rules section or the inventory game page within the mobile application or web browser application. 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, e.g. when Tottenham Hotspur played their Champions League home games at Wembley Stadium.

BetMGM will always try to identify matches played at a neutral venue. For matches played at a neutral venue (whether indicated or not), bets will stand regardless of which team is listed as the home team. If an official fixture lists different team details to our scheduled match, then bets will be cancelled, e.g. Reserves/U21s/Development team. This does not apply to instances where we list a scheduled match without the term 'XI' in the team name or Club Friendlies where all bets stand regardless of the players used to complete regular play, whereby prices are subject to fluctuation. If there is a change of venue, all bets will be deemed cancelled.

Specific extra time bets will stand regardless. This is defined as any scheduled period of play, normally 2 halves of 15 minutes, between the end of regular play and the end of the game. Hence, if any other time period is played these bets will be settled accordingly regardless of the periods played (e.g. 2 halves of 10 minutes).

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.

Abandoned matches: Any scheduled match abandoned before the completion of regular play will be cancelled, except for all bets where the outcome has already been determined at the time of abandonment. If a match commences but for whatever reason, including any suspension of play, does not conclude on the same day (local time), all bets on that match will be deemed cancelled except where settlement has already been determined. For example, where the first goal has been scored by a named player, the First Goalscorer and Time of First Goal markets, amongst others, will stand. Where the match is concluded on the same day that it commenced (local time), all bets will stand, regardless of any suspension of play. Please see Soccer Same Game Parlay Abandoned Matches Rule.

Suspended matches: Bets on any scheduled match suspended before the completion of regular play will be cancelled if the match is not restarted on same day (local time) and played to completion, even if the governing body declares the result of the shortened match to stand for competition purposes. Bets on which the outcome has already been determined at the time of suspension will stand. For example, where the first goal has been scored by a named player, the First Goalscorer and Time of First Goal markets, amongst others, will stand. Where the match is concluded on the same day that it commenced (local time), all bets will stand, regardless of any suspension of play. Where markets are cancelled we will endeavor to make new betting markets on the event available as and when governing bodies confirm details.

Example: Real Madrid v Barcelona is 1-0 and is suspended due to a crowd disturbance after 47 minutes.

Match does not continue on same day but is played to a conclusion (48-90) a week later. Any bets already determined are settled e.g. First Goalscorer, Half-Time, First Goal etc. All other bets are cancelled.

Example: Real Madrid v Barcelona is 1-0 and is suspended due to a crowd disturbance after 47 minutes. Match continues 2 hours later on the same day and is played to a conclusion (48-90). All bets are settled as normal.

Postponed matches: For any cancelled or postponed match, any bets placed prior to the scheduled kick-off will be cancelled. All bets stand on any match that is delayed prior to the scheduled kick-off time and takes place on the same day. Matches played in a tournament finals, e.g. World Cup Finals, European Championship Finals, or Copa America Finals (but not qualifiers for these finals) will not be cancelled if postponed and will stand for the new date they are played.

For any bet placed on a match that is played prior to the date or kick-off time originally stated, the bet stands if the bet was placed before the new time, if not, the bet will be deemed cancelled. Please see Soccer Same Game Parlay Rules for Same Game Parlay Postponed Matches Rule.

Soccer Wager Rules

Soccer wagers are accepted in the following manner:

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. 90-Minute wagers do not include periods of extra time or penalty shootouts. 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 cancelled. If any team starts a match with less than 11 players, all bets on that match will be cancelled. If a match is postponed or cancelled, any bets placed prior to the scheduled start of the match will be cancelled.

To Advance/To Lift the Trophy

Wager on a team in a soccer match to advance to the next level or round of competition. 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.

Three Way

A wager in which there are three (3) possible outcomes in a soccer match. 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. 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.

First/Last Goalscorer

Wager on which player will score first/last in a soccer match. Wagers are cancelled on player who does not take part in the match or who comes on as a substitute after the first goal has been scored. Own goals do not count for first Goalscorer bets and are ignored for settlement purposes. 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. Please see Soccer Same Game Parlay Rules for =Same Game Parlay Last Goalscorer Rule.

Anytime Goalscorer

Wagers are accepted on regular play only. This market will be settled on all players who score a legal goal. If a player doesn't enter the field of play during the game at all, then this player is deemed a "non-runner" and all bets on this player are cancelled. If the game is abandoned at any time, all bets remain valid if already determined, except bets on players who have not entered the field of play during the match.

Double Result

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 cancelled if the match is abandoned prior to the completion of 90 minutes play plus injury time.

Top Goalscorer/Top Team Goalscorer

Wager on the player to be the top Goalscorer in a tournament, league or cup. 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. Goals scored in penalty shoot-outs do not count. 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.

Time of First Goal

Wagers on the time of the first goal in a match. 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. 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.

Spread and Total

Wagers are settled on outcome of the period the markets relate to. If the outcome is exactly equal to the betting line, then bets will be cancelled.

Total Goals Odd/Even

Resulted on the score at the end of regulation. No goals counts as even in this market.

Penalty Shootout Winner

Wager on the outcome of the Penalty Shootout. Should a shootout not take place then bets will be cancelled.

Correct Score

Wager on the final score. The match must be completed or bets will be cancelled.

Double Chance

Wager on whether either of the two named teams will be declared the winner for the named market.

Team to Score First

Settled on the first score of the game. Bets stand even if game is not completed. Any periods of extra time do not count.

Team to Score Last

Settled on the last team to score. Game must be completed. Extra time is not included unless stated

otherwise.

Highest Scoring Half

Wager on which half will produce the most goals. Dead Heat Rules apply if Tie is not an option. Game must be completed for bets to stand. Extra time is not included unless stated otherwise.

Race to X Goals

Wager on which team/player will reach the specified goals tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.

Team to Qualify for Next Round

If a game offered within a specific round of a competition is postponed, 'Team To Qualify' bets still stand, irrespective of the length of the delay. If a team qualifies for the next round but no match is played (opposition withdraws/is disqualified), all bets on the To Qualify market will be cancelled. When a price is quoted for a team to qualify for the next round of a given tournament over two legs, bets placed on that market will be settled immediately on completion of the second match based upon the events that occur during both matches. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, away goals if applicable, and penalty shoot-outs; should the tie progress as such. Matches where one leg of the tie is no longer played at the venue advertised, bets will stand as long as the venue remains in the same country and is not switched to the opponent's ground/another country. Should this occur, all bets will be cancelled. Matches originally set to be played in a Neutral country will stand if moved to another country. If a tie is reduced from 2 legs to 1 leg then all Team to qualify bets will be deemed cancelled.

Corner Markets

All markets that involve the occurrence of a corner or number of corners refer to corners taken. If a corner is awarded, but not taken, it will not count for settlement purposes.

Soccer Props

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, extra time/overtime does not count for settlement of wagers. Wagers that relate to the number of occurrences, such as total corners or number of throw-ins, are settled based on the number taken and not the number awarded.

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.

Soccer Same Game Parlay Rules

Soccer Same Game Parlay rules are the same as Soccer rules stated above, with the following exceptions. All Same Game Parlay Soccer bets will be settled based on official results supplied by OPTA.

Abandoned Matches (For Same Game Parlay):

If an event is abandoned, any selections where the outcome has already been decided e.g. halftime result or first team to score, will stand. All other selections will be cancelled regardless of the score-line at the time of abandonment. Abandoned matches will be deemed to be matches which do not reach their natural conclusion within 48 hours of the original stated kick-off time. Matches where a referee removes the players from the field of play for a temporary period, but the remaining minutes of play take place within 48 hours of the original kick-off time, will not be deemed as abandoned.

Non Participants (For Same Game Parlay):

If a player in the bet does not take any part in the match, then the whole bet will be cancelled, regardless of the rest of the selections within the bet. This rule refers to any player related markets involving goals.

Postponed Matches (For Same Game Parlay):

If an event is postponed before the kickoff and subsequently rescheduled to be played less than 48 hours from the original kick off, all bets will stay active and will be settled upon the result of the rescheduled event. If an event is postponed before the kick-off and subsequently rescheduled to be played more than 48 hours from the original kick off, all bets will be cancelled.

Last Goalscorer Rule (For Same Game Parlay):

In relation to 'Which player will score last', If your player has participated in the match before or during the time the last goal is scored related selections will stand.

Penalty Taken (For Same Game Parlay):

Whether a penalty will be taken. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection. Only a completed penalty outcome is applicable.

Penalty Missed (For Same Game Parlay):

Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick. Missed penalties that are then re-taken do not count. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.

Penalty Scored (For Same Game Parlay):

Whether a penalty will be scored by the nominated team. If a penalty rebounds from either the woodwork

or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. If a penalty is scored, but ordered to be retaken, then the original penalty will not count.

Free Kick Goal (For Same Game Parlay):

Whether a free kick will be scored by the nominated team. Any bets involving free kick goals must be scored directly from a free kick. Penalties do not count.

Header Goal (For Same Game Parlay):

Whether a header will be scored. A headed goal is a goal that is classed as coming off the player's head, whether it is intentional or not. Own goals are excluded.

Outside Box Goal (For Same Game Parlay):

Whether a goal will be scored from outside of the 18-yard box/penalty area by the nominated team. Own goals are excluded. Free kicks are included.

Same Game Parlay Plus:

The general SGP and SGP+ settlement rules outlined above apply to all SGP wagers on Soccer events within the SGP+ wager. Wagers within the SGP+ on other sports follow that sport's house rules.

If any selection (either SGP or Single wager) within an SGP+ is settled as a loss, then the entire SGP+ is settled as a loss.

If any leg in a SGP is void or cancelled, then the entire SGP is void. If all other SGP or Single wagers within a SGP+ are winners, the SGP+ will be paid out at a re-calculated price using the remaining legs.

Softball Rules

Date/Site Changes

If a match is not played on the scheduled date and at the listed venue, then all bets are cancelled.

Minimum Length of Play

If the match is abandoned at any time, then all bets are cancelled, except bets that were already decided at the time of abandonment.

Softball Mercy Rule

If the game ends by the relevant league's mercy rule, then all wagers will be settled according to the results at the time the mercy rule is applied.

Softball Wagers

Extra Innings

Unless otherwise stated, wagers are settled on the official result including any extra innings.

Run Line

Wagers are settled on the official result after 7 innings (6 ½ innings if the home team is leading) including extra innings.

Swimming Rules

Date/Site Changes

Swimming Meets must take place in the calendar year they are scheduled, else will be cancelled. Meet must take place in the same city, but not restricted to a specific arena or venue.

Minimum Length of Play

If an event does not conclude after the first heat begins, all bets will be cancelled. Any heats where winners/qualifiers had been determined will be settled as normal.

Swimming Wagers

Bets will be settled on the podium position result, regardless of any subsequent disqualifications. If there is no podium ceremony, bets will be settled on the result immediately declared by the official governing body, irrespective of any subsequent enquiry.

If a competitor or team does not start a race or tournament then bets placed on that competitor or team are considered to be losing bets.

The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

Head to Head betting

Where both competitors reach the final, settlement will be based on their finishing positions in the final. If both competitors are eliminated in the same round of a competition before the final, bets will be cancelled. Where competitors are eliminated in different rounds of a competition, the competitor progressing furthest will be the winner for settlement purposes. For example, where one competitor is eliminated in a heat, and the other competitor is eliminated in the semi-final, the competitor reaching the semi-final will be deemed the winner.

Table Tennis Rules

Date/Site Changes

All events must take place on the scheduled calendar day (local time) otherwise, all bets on the game will be cancelled. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony. Event(s) must take place in the same city, but not restricted to a specific venue or arena.

Minimum Length of Play

In the event of a match not taking place or if a player/team is given a walkover, bets on that match are cancelled. In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be cancelled, except for those markets (e.g. race to 10 points or winner of a specific game) that have been unconditionally determined.

Table Tennis Wagers

Match Winner

Wager on who will win the match.

Set Betting (Correct Score)

Wager on the correct final score in sets.

Set Winner

Wager on the winner of a specific set. The respective set must be completed for bets to stand.

Lead after X points

Wager on who will have most points after the listed number of points have been played. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be cancelled.

Race to X Points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.

Who Will Win nth Point

Wager on who will win the named point. Should the point not take place, bets will be cancelled.

Tournament Winner

Wager on which team/player will win the named tournament. Should a participant take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

Tennis Rules

Date/Site Changes

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

Minimum Length of Play

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

Tennis Wagers

Tennis wagers are accepted in the following manner:

Match betting

Wager on one or more specified players(s) versus one or more other specified players(s) in a designated match. If one player withdraws (retires) or is disqualified after the first set has been completed, the player progressing to the next round or who is awarded the match by the umpire will be considered the winner. If the first set has not been completed, all match bets will be cancelled.

If a match does not reach a natural conclusion, any markets (besides match betting) that are not

unconditionally determined will be cancelled. In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all bets stand.

Set betting

The full number of sets required to win the match must be completed. If a player is awarded the match prior to the full number of sets being completed, all set betting on that match will be cancelled.

Bet In Play, Game by Game betting

A game is defined as an ordinary game (not a tie break) which is completed on the same day that it commenced. If a game is completed after an interruption for any reason that game shall be deemed to be complete for betting purposes. If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However if a game is completed by the awarding of a penalty game by the umpire, the game shall be cancelled, and all stakes shall be returned.

If a player retires from a match while a game is in progress, but before that game has been completed, that game shall be deemed to be incomplete and all stakes shall be returned. Bets on a game which subsequently becomes a tie break will be settled as cancelled.

Current Set Betting

If a player retires from a match while a set is in progress, but before that set has been completed, that set shall be deemed to be incomplete and all stakes shall be returned.

Handicap betting

This bet is based on the number of games each player wins in a given match. e.g. a player given a 3.5 game start on the handicap who loses 7-6, 7-6, 7-6, would be the winner for handicap betting purposes. If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all handicap bets on that match will be cancelled unless, at the time of the withdrawal, the result of the handicap betting is already determined.

Total games

Bets on the total number of games in a match will be over/under a particular number, e.g. 21.5 games. In the event of a retirement, bets will be cancelled unless at the time of the withdrawal the result of the total games is already determined e.g. If a match is abandoned at 6-4 4-4, bets on Over/Under 19.5 games or fewer in the match are settled as winners/losers respectively, since any conclusion to the match would have to have had at least 20 games.

To Win / Lose First Set and Win the Match

If either player withdraws from the match before the first set finishes, then bets will be cancelled. If the first set has been completed, then the match part of the bet will be determined by the player awarded the match.

Match Tiebreaks

In some competitions, an extended tie-break (Match Tiebreak – sometimes referred to as a “Super Tiebreak”) is played in place of a final deciding set. For settlement purposes, this Match Tiebreak will be considered as one set (for set-related markets) and one game (for game-related markets). For example, in a ‘Best of three sets’ match, if Team A won the first set 6-0, Team B won the second set 6-0 and then Team B went on to win the Match Tiebreak, then the market Set Betting would be settled as 2-1 in Team B’s favor. The market Total Games would be settled against a total of 13 games. For tennis matches that

use the Match Tiebreak (in place of a final set), in the event that the next game turns out to be a Match Tiebreak, bets on the following markets will all be settled as cancelled

Game/Point Related Markets

If the wrong player has been set as the server for any individual game (Current or Next Game) then all markets relating to the outcome of that specific game will be cancelled, regardless of the result. In the event of a game not being completed, all bets on the game will be cancelled with the exception of Game to Deuce if the result has already been determined.

Lead after X points

Wager on who will have most points after the listed number of points have been played. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be cancelled

Race to X points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.

Who will win nth point

Wager on who will win the named point. Should the point not take place, bets will be cancelled.

Tournament Winner

Wager on which team/player will win the named tournament. Should a participant take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

Quarter Winner

Team/Player to win the Quarter of the Draw they are in. Should a participant take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

IPTL (International Premier Tennis League) Substitute Players

If during a set a player is substituted, ALL bets including "bet in play" will stand. If a set doesn't start with the players indicated, all bets on that set will be cancelled.

Volleyball Rules

Date/Site Changes

All events must take place on the scheduled calendar day (local time) otherwise, all bets on the game will be cancelled. However, if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony. Event(s) must take place in the same city, but not restricted to a specific venue or arena.

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be cancelled except for those markets that have been already determined.

Volleyball Wagers

Match Winner

Wager on who will win the match. In the event of a match not taking place or if a player/team is given a walkover, bets on that match are cancelled.

Set Betting (Correct Score)

Wager on the correct final score in sets.

Set Winner

Wager on the winner of a specific set. The respective set must be completed as per the rules of the individual competition for bets to stand.

Nominated Finalists

The finalists are the teams that participate in the final regardless of how they get there, including decisions made by any governing bodies.

Team to be Relegated

This bet refers to the teams which occupy the relegation places at the end of the season. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.

Lead after X points

Wager on who will have most points after the listed number of points have been played. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be cancelled.

Race to x points

Wager on which team/player will reach the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.

Who will win nth point

Wager on who will win the named point. Should the point not take place, bets will be cancelled.

Tournament Winner

Wager on which team/player will win the named tournament. Should a participant take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

Enhanced Odds Specials:

For all bets that refer to the results of more than 1 event, each involved event has to be started within 72 hours after its scheduled time of beginning for the bets to be valid.

In case at least one of the involved events is not started in time or not finished providing an officially declared winner, all bets for the respective 'enhanced odds specials' will be cancelled.

This rule does not apply for any bets that are placed as multi bets.

All Futures Rules

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

1. On all future wagers the winner, as determined by the league commissioner, chairman, or other authoritative officer at the conclusion of set event will be declared the winner for wagering purposes. If a Massachusetts collegiate team or individual competing through a Massachusetts collegiate program (a "prohibited collegiate participant") finishes as the winner of a futures market that does not involve a collegiate tournament, the second-place team in that market (or highest placing team that is not prohibited) will be considered the winner for purposes of settling the futures market (i.e. Boston College wins the ACC regular season title, the highest finishing team that is not a prohibited collegiate participant will be considered the winner).
2. Future wagers that are originally offered seven (7) days or less from the start of the specified event may allow refunds on specific non-starters.
3. Future wagers that are originally offered more than seven (7) days from the start of the specified event will have NO refund (such said event may have specific rules).
4. All future wagers are action regardless of team name changes or relocation, suspension, sanctions, and/or exclusions to participate.
5. Bets on futures markets which have been unconditionally determined will be settled as such, unless otherwise specified in the specific sport's betting rules.

Bet Types

What type of bets are there?

You can choose from three different types of bets. Starting with one pick, you can use the Straight bet option (single), with two or more picks you can place a Parlay bet, and with three or more picks you can place a Round Robin bet.

Please note: If you opt for more than two picks, the system proposes the Parlay mode by default. If you would prefer to place single or Round Robin bets, you need to select the desired option.

What is a Round Robin Bet?

As soon as you have entered at least three or more picks (up to eight) on the bet slip, you can place a Round Robin bet. To do so, click on the "Round Robin" tab at the top of the bet slip. The number of possible Round Robin bets depends on the number of predicted outcomes. The bets possible with your picks will be displayed automatically. The main difference between Round Robin bets and Parlay bets is that you can win a Round Robin bet even if not all your picks are correct. For example, in the case of a 2/3 Round Robin bet, you win even if only two of your three predictions turn out to be correct. Please note that the amount of potential returns displayed when you place your bet corresponds to the maximum return, i.e. in the above example, they payout if all three of picks are correct. In a Round Robin bet, combinations of picks are formed. An example is as follows: You have selected four different picks and opted for a 2/4 Round Robin bet. This means that you will be placing a total of six bets, since there are six possible winning pairs based on those four predictions.

What is an Each-Way Bet?

An Each-Way consists of two wagers of equal stake on the same selection. One wager is placed on the selection to finish first and one wager is placed on the selection to finish in one of the place positions. Each component wager will have different listed odds, and the payout for a winning wager is determined by the finishing position (e.g., a payout for a first-place finish will be based on the listed odds for the selection to win, and a different payout for finishing in a place position will be based on the listed odds for the selection to place).

Other Bet Type Names

A **Trixie** consists of 4 bets which transpire from 3 picks. Three 2-pick Parlays and one 3-pick Parlay

A **Patent** consists of 7 bets which transpire from 3 picks. One Straight bet per pick, three 2-pick Parlays and one 3-pick Parlay

A **Yankee** consists of 11 bets which transpire from 4 picks. Six 2-pick Parlays, four 3-pick Parlays and one 4-pick Parlay

A **Lucky 15** consists of 15 bets which transpire from 4 picks. One Straight bet per pick, six 2-pick Parlays, four 3-pick Parlays and one 4-pick Parlay

A **Canadian** consists of 26 bets which transpire from 5 picks. Ten 2-pick Parlays, ten 3-pick Parlays, five 4-pick Parlays and one 5-pick Parlay

A **Lucky 31** consists of 31 bets which transpire from 5 picks. One Straight bet per pick, ten 2-pick Parlays, ten 3-pick Parlays, five 4-pick Parlays and one 5-pick Parlay

A **Heinz** consists of 57 bets which transpire from 6 picks. Fifteen 2-pick Parlays, twenty 3-pick Parlays, fifteen 4-pick Parlays, six 5-pick Parlays and one 6-pick Parlay

A **Lucky 63** consists of 63 bets which transpire from 6 picks. One Straight bet per pick, fifteen 2-pick Parlays, twenty 3-pick Parlays, fifteen 4-pick Parlays, six 5-pick Parlays and one 6-pick Parlay

A **Super Heinz** consists of 120 bets which transpire from 7 picks. Twenty-one 2-pick Parlays, thirty-five 3-pick Parlays, thirty-five 4-pick Parlays, twenty-one 5-pick Parlays, seven 6-pick Parlays and one 7-pick Parlays

A **Goliath** consists of 247 bets which transpire from 8 picks. Twenty-eight 2-pick Parlays, fifty-six 3-pick Parlays, seventy 4-pick Parlays, fifty-six 5-pick Parlays, twenty-eight 6-pick Parlays, eight 7-pick Parlays and one 8-pick Parlay

Bankers are possible only with Round Robin bets. If you are really sure about the outcome of a game (e.g. if there is a clear favorite), you can select that game as a banker in your wager. In this case, you win the bet if the banker is right and the corresponding Round Robin criterion has been satisfied. The amount of the winnings on a Round Robin bet with a banker once again depends on how many of your picks are correct. If the banker is incorrect or the Round Robin bet criterion is not satisfied, you lose the bet. If you choose a 2/3 Round Robin bet with a banker, you win only if two picks of your bet and your banker are correct. The amount of the winnings depends on the odds of the picks you won. The maximum returns from your bet (banker correct and all other picks of the Round Robin bet are correct) will be displayed to you when you place your bet. It is also possible to include several bankers within a single Round Robin bet.