

Massachusetts House Rules

1. Types of Sports Wagers Accepted

- “Moneyline” is where it is possible to bet on the (partial or definite) outcome of a match or event.
- “Correct Score” is where it is possible to bet on the exact score of a match/event, or part of it.
- “Over/Under” is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, etc.). Should the total amount of the listed occurrences be exactly equal to the betting line, then all bets on this offer will be declared void.
- A “Head-to-Head” is a competition between two or three participants/outcomes, originating from either an officially organized event, or else, as virtually defined by Betr.
- “Half time/Full time” is where it is possible to bet on the result in Half time and the outcome at the end of the listed timeframe.
- “Period betting” is where it is possible to bet on the outcome of each separate period within a match/event.
- “Draw No Bet” (aka Moneyline) is where it is possible to bet on a team to win but the wager is void if the event ends in a draw.
- “Against the Spread” is a wager on a team to win a game, or subset of a game, while adding or subtracting a set number of points from the score.
- “Double Chance” is where it is possible to bet simultaneously on two outcomes of a match or event. Example: Team USA Soccer to win or draw
- “Outright” or “Place” is selecting a participant from a contest or event to win the event outright or to place in the top set number of participants.
- “Proposition wager” is where it is possible to choose a statistical subset of a game being played, examples include “result of next drive”, “next pitch ball/strike”, “total yards rushing by a running back”.
- “Scripts” are “parlay style wagers” where it is possible to choose a number of legs. A leg is defined as one or more chosen selection in any individual event market. All script bets placed are subject to the Sportsbook rules that apply to each individual sport that relates to any leg of any script bet. If any selection in any leg is a non-runner or otherwise void under the Sportsbook Rules (e.g. an abandoned match) then the script will be voided.
- “Combo” is a “parlay style wager” where it is possible to choose a number of legs, across multiple event markets. A leg is defined as one or more chosen selection in any individual event market. All combo bets placed are subject to the Sportsbook rules that apply to each individual sport that relates to any leg of any combo bet. If any selection in any leg is a non-runner or otherwise void under the Sportsbook Rules (e.g. an abandoned match) then the voided leg will be removed, the remaining valid combo leg multipliers will be combined and recalculated.

2. Minimum and Maximum Sports Wagers

- Betr’s universal minimum wager amount is: \$0.10
- Betr’s universal maximum wager amount is: \$500,000.00
- Betr maintains the sole right and has the ability to limit the maximum bet amount for any wager placed on its platform.
- Minimum and maximum wager limits vary depending on the sport, the type of

competition and the type of bet offer.

- Should a bet contain a combination of offers from different sports/categories/matches and/or offer types, the payout will be limited to the lowest level included in the combination.
- All bet selections are subject to pre-imposed limits set solely at Betr's discretion.
- For maximum payouts, limits must only be established through limiting the amount of a Sports Wager and cannot be applied to reduce the amount paid to a patron as a result of a winning Sports Wager

3. Incorrectly Posted Events, Odds, Sports Wagers, or Results and Betr's policy for canceling or voiding Sports Wagers, including for obvious errors

- Betr reserves the right to cancel and void any bets if, in our sole and absolute discretion, there is an Error with the bet or with accepting the bet. This includes bets taken after the betting closed, where any event was resolved before the bet was taken, where the customer could have an indication of the outcome, where the customer did not have adequate funds in the Gaming Account, or other failures, errors, manipulations, or fraudulent or dishonest activities, including if We have a reasonable suspicion that Your identification or Gaming Account has been compromised.
 - Betr will not cancel or void a wager due to an "Obvious Error" without prior approval of the Massachusetts Gaming Commission. Potential obvious errors include: bets accepted during technical problems that would otherwise not have been accepted;
 - bets placed on events/offers that have already been decided;
 - bets on odds containing incorrect participants;
 - bets placed at odds that are materially different from those available in the general market at the time the bet was placed;
 - bets offered at odds which reflect an incorrect score situation; or else,
 - odds being clearly incorrect given the chance of the event occurring at the time the bet was placed.
- Should Betr void a wager for any of the reasons listed above, Betr's Customer Service team will attempt to contact you with an explanation of the decision.
- Should an error occur from an incorrect result, and the incorrect result leads to an overpayment of funds or winnings to your Gaming Account, Betr will make an adjustment to the account that may take any money from Your Gaming Account relating to such overpayment at any time. If there are insufficient funds in your Gaming Account to collect the overpayment, Betr may demand that the relevant outstanding amount is paid. Any failure to pay Betr what is owed may result in the suspension or closing of your Gaming Account and legal action.
- If Betr mistakenly accepts a wager on a market that has not been approved by the Massachusetts Gaming Commission, that wager will automatically be voided immediately upon discovery.

4. Methods for the calculation and payment of winning Sports Wager

- Each wager placed on the Betr platform has a "Multiplier" of odds starting from 1.01X with no maximum. A user's wagered dollar figure will be multiplied times the Multiplier to determine the final payout of winning wagers. For example, if a user places a \$100 wager at a Multiplier of 1.50X, and the wager wins, the wager will profit \$50 and return \$150 to the player. If the Multiplier is 5X, a \$100 winning wager will profit \$400 and return \$500 to the player.

5. Effect of schedule changes including the handling of Sports Wagers with multiple selections, such

as parlays, where one or more of these selections is canceled

- When an event is cancelled prior to starting, all related bets will be void and accounts refunded.
- If any game is abandoned due to injury, bad weather, crowd trouble etc. all bets that have already been settled up until the time of abandonment will stand.
- A bet made as a parlay shall remain valid notwithstanding a game or an event which is part of the parlay bet being void.
- Events or competitions which are not held, get postponed and/or rescheduled for a time/date longer than 12 hours from the last scheduled time issued by the governing body due to bad weather, crowd trouble or similar scenarios will be declared void with the following exceptions where bets will remain valid:
 - Events which starting times have not been officially confirmed yet by the governing body at time of bet placement.
 - Events which are moved due to scheduling conflicts/tv broadcasts but remain scheduled to be played within the same matchday/game week/round (as applicable) and the change does not change the order of official fixtures for any of the participants in the offer.
 - Events which start times are anticipated (brought forward) but remain scheduled to be played within the same matchday/game week/round (as applicable) and, without prejudice to past-posting and similar occurrences the change does not modify the order of official fixtures for any of the participants in the offer.

6. Methods of notifying patrons of odds or proposition changes

- All odds offered are subject to variation. Such fluctuation is determined solely at Betr's discretion. Bets are accepted only at the odds available in the betting grid at the time the bet was accepted by Betr, irrespective of any other claim or previous publication present on the website or any other media detailing otherwise. Any change in odds while placing a wager will result in a notification to the patron within the sports wagering platform.

7. Acceptance of wagers at other than posted terms:

- Wagers will be managed following the site's general Game Rules. Unless stated otherwise in the application at the time of bet placement, all other rules in Betr's House Rules and Game Rules will apply. Any modifying features of the rules relating to a wager will be included on screen at the time of bet placement.

8. Procedures related to pending winning Sports Wagers

- All winning wagers will be settled automatically on the Betr platform with winnings returned to your wagering account.
- Wagers will settle within 24 hours of the events completion unless the results of the wager is disputed or an sports wagering integrity complaint has been filed on the event. If these cases, Betr will contact you to inform you of the reason for the delay in wager settlement.

9. Methods of contacting the Sports Wagering Operator for questions and complaints

- Any claim or dispute arising from any transaction past or present on Betr Sportsbook should be first directed to Betr by contacting our Customer Support Team via all available channels:
 - Support@Betr.app
 - Live Chat functionality
- Betr's Customer Services team will respond to any complaint or dispute received from

within a maximum of ten (10) calendar days from the day the complaint is received.

- 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.

10. Description of prohibited persons

- A prohibited person refers to:
 - Any individual under 21 years of age;
 - Betr, its directors, officers, owners and employees or any relative living in the same household;
 - An individual with proprietary or non-public information held by Betr;
 - 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 participate;
 - Any individual prohibited from Sports Wagering pursuant to 205 CMR 250.00: Protection of Minors and Underage Youth from Sports Wagering;
 - Any individual who is self-excluded from Sports Wagering pursuant to 205 CMR 233.00: Sports Wagering Voluntary Self-exclusion;
 - Any individual who is prohibited from or subject to limitations regarding Sports Wagering pursuant to 205 CMR 254.00: Temporary Prohibition from Sports Wagering, and regulations pertaining to play management and limit setting;
 - Any individual Wagering while not in the authorized geographic boundaries within the Commonwealth;
 - Any individual placing Sports Wagers as agents or proxies for others;
 - Any restricted patron Wagering in violation of their restrictions established in 205 CMR 238.32;
 - Any individual Wagering in violation of state, local or federal law; or
 - Other prohibited Persons as determined by the Commission.

11. Methods of funding a Sports Wager

- Your Betr wagering account can be funded via debit card, PayPal, or online banking transfer. Note: credit cards are not accepted on the Betr Sportsbook.

12. Parlay-Wager-related rules

- Betr reserves the right to not accept certain parlay bets, limit the number of parlays due to what is known as outcome dependency/related contingencies, and also other factors, and scale back stakes solely at its own discretion.
- Parlay wagers have various minimum and maximum wager amount depending on the wagers selected, number of combinations, and other risk mitigating factors

Game Rules

Football

General Rules

- Games must start in the same scheduling week of the league (for NFL, the scheduling week is Thursday-Wednesday, local stadium time; for NCAA, the scheduling week is Tuesday-Monday, local stadium time) for bets to have action.
- If a game is halted before the minimum time has been played, and not completed within 48 hours of the scheduled start date, bets will be void, unless the specific market outcome is already determined (unless otherwise stated, i.e., playoff game rule).
- If a game is halted at any time, and replayed in full, all bets will be void.
- If a game venue is changed, and the home team remains designated as such, bets will stand.
- If a game venue is changed, and the home and away team's listings are reversed, bets placed on the original listing will be void.
- In 2-way markets, push rules apply unless otherwise stated.
- All bets include overtime unless otherwise stated.
- Forfeited games, whether won or lost, will not count as a game played or completed (or any other similar term) for settlement purposes.
- For markets related to instances of scoring (e.g. Next Scoring Play), extra point and 2 point conversions after touchdowns are not considered, unless otherwise stated.

Specific Market Rules

- The entire game must be played for bets to have action unless the result is already determined. Push rules apply.
- **1st Offensive Play from Scrimmage** – Kick-off return and false start do not count as an offensive play.
- **Offensive Score on 1st Drive of the Game** – Field Goals count as an offensive score.
- **Result of Drive Markets** - All result of drive markets start on the first offensive snap of the ball. Any drives which are completed due to the end of the half or game, and do not explicitly result in one of the outcomes listed, will be void. The outcomes are as follows:
 - Interception or Fumble Lost (note, if the defense recovers and then fumbles back to the offense during the same play, a new drive will begin and the previous drive will be settled as a Turnover)
 - Defensive touchdown (except when a blocked punt results in a touchdown)
 - Turnover on downs
 - Offensive Touchdown
 - Field Goal Attempt – Field Goal Attempt is deemed the winner if the kicker kicks the ball. Blocked, scored, missed, or returned field goals will all be settled as a field goal attempt. Botched/fake field goals are not considered a field goal attempt.
 - Punt – Punt is deemed the winner if the punter kicks the ball. All punts returned for a touchdown will be settled as a Punt. Muffed/Blocked punts will be settled as a Punt, and a new drive will begin with the next snap of the ball.
 - Turnover or Turnover on Downs or Safety - A turnover is classified as the defense gaining possession of the ball. The following will all be deemed as a turnover for settlement purposes: Interception, fumble recovery by the defense, defensive team scores a safety, or the offensive team fails to make a first down or score a touchdown on 4th down and gives possession to the opponent.
- **Drive Crosses X Yard Line Markets** – In the event of time expiring, the final spot of the ball, which could either be the forward progress of the ball during a play while time expires, or the line of scrimmage of a play that is not ran due to time expiring, will be considered the final yard

line. If the ball is fumbled, settlement is determined on the yard line of fumble. The line of scrimmage must be established past the yard line stated. The yard line crossed markets will result before halftime and when the game ends even if the drive isn't completed. Other markets, however, will not result at halftimes and end of games.

- If an actionable yard line is crossed but there is a fumble or a penalty on the play, it does not count as crossing the yardline.
- **Next Play Total Yards/Next Play First Down/Next Play Touchdown/Next Play Attempt Type** – Any play which does not occur due to the end of the half or game will be void. A sack will be settled as a pass attempt in NFL matches and a rush attempt for NCAA matches. Touchdown scored will be settled as First Down “Yes”. All bets are void in the instance of an accepted, post-snap, penalty that negates the specified play bet on.
 - **Kickoff Touchback** – All bets are void if an onside kick is attempted. All bets are void if a penalty is called on the play.
 - **Extra Point Made** – All bets are void if a 2-point conversion is attempted. All bets are void if a penalty is called on the play.
 - **Field Goal Made** – All bets are void if no field goal is attempted. All bets are void if a penalty is called on the play.
 - **Punt Fair Catch** – “Fair Catch” must be completed for bets to settle as “Yes”. All bets are void if a pre or post snap penalty is called on the play and the play negated. If a penalty occurs after the play is completed, all bets stand. All bets are void if there is a fair catch interference penalty.
 - **2 Point Conversion** – All bets are void if an extra point is attempted. All bets are void if a pre or post snap penalty is called on the play and the play negated.
 - All play markets get voided when a penalty is committed on the play.
 - All play markets get voided if a field goal or punt is kicked on the designated play, e.g., a field goal is attempted on 3rd down at the end of a half, 3rd down play markets void.
 - Punt Fair Catch markets will void when a punt is not kicked on the play.
 - Field Goal Make markets will void when a field goal is not attempted on the play.
 - Kickoff Touchback markets will void if an onside kick is attempted.
 - In NCAA Football, if a fair catch is called inside the 25 yard-line on a kickoff and the ball is placed on the 25, the Kickoff Touchback market will result as Yes.
 - Two Point Conversion market will void if an extra point is attempted.
 - Extra Point market will void if a two point conversion is attempted.
- **Yards on First Completion/Reception/Rush** – If the specified player does not record a completion/reception/rush, bets on that market will be void.
- **Yards on Longest Completion/Reception/Rush** – If the specified player does not record a completion/reception/rush, “under” will be the winner for settlement purposes.
- “Score this drive” only means offensive score (that pick-6 doesn't count).
- Aborted snaps count as a rush play.
- At different points in the game, selections or markets may become unavailable.
- Drive markets void if the offense does not run a play.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final, and

when the necessary statistics are readily available on the league's official website, or by the official statistical provider of the league. Any subsequent statistic changes after these markets are settled will not result in a re-settlement.

- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

Baseball

General Rules

- Game must start on the scheduled day (local stadium time) for bets to have action.
- Bets on games suspended after they have started will have action as long as the game is resumed within 36 hours of the original start time. If a suspended game is scheduled to be resumed more than 36 hours after the original start time, all bets will be void, unless the wager has been unequivocally determined prior to the game's suspension. This applies unless otherwise stated (i.e., playoff game rule).
- If a game is terminated before becoming official, and is not scheduled to resume from where it was halted, all bets will be void, unless the wager was already determined (e.g., if a game is terminated in 3rd inning, settlement of the 1st inning over/under stands).

MLB Wagers

- **Listed Pitchers Bets** – 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 do not start, the wager is void. Note - any Listed Pitchers wagers will not be available for Cash Out when the game is live.
- **Live Betting** – If the live prop specifies the pitcher, the bet will stand only if the listed pitcher remains on the mound until the determination of the wager.

Specific Market Rules

- All plate appearance and pitch predictions will void when the plate appearance (batter vs. pitcher match-up) does not occur in the listed inning (e.g., the 4th plate appearance of an inning doesn't occur as the first three resulted in outs).
- All plate appearance and pitch predictions will void if the batter or pitcher is substituted out prior to the plate appearance beginning. In either scenario, that prediction will void and a new one will be created with the correct context at the correct time.
- Pitch result predictions will void if an intentional walk is called prior to the pitch being thrown.
- The "plate appearance reach base" prediction will result as "No" if the batter reaches base safely but is tagged out before the play concludes. For example, hitting a single then getting thrown out while trying to advance to second in the same play will result in "No."
- The plate appearance "hit, out or walk" prediction will void on Error, error out, failed fielder's choice or catcher interference.
- The 3-Batter Reach Base prediction will void when an inning ends before the first 3 batters have a plate appearance (e.g., walk-off prior to the 3rd batter appearing).
- Anywhere we refer to "at-bat," we are using the colloquial term for a plate appearance.

- Fielder's choices result as an "out" even if the batter reaches base.
- A dropped 3rd strike counts as a strikeout for the batter but doesn't count as an out if he reaches base safely.
- 'Reach on error' and 'Hit by pitch' voids the "hit, out or walk" market.
- If a pitch results as a hit batter, it is resulted as a "Ball."
- Catcher's interference results as a "Reach on Error."
- Intentional walks void the pitch count and future pitch markets.
- All upcoming or live predictions will void when a prediction cannot be resulted due to a postponement or weather delay and the game does not resume on the day it was originally scheduled.
- For any pre-live props to have action, the game must go at least 9 innings (8.5 innings if home team is ahead), or 7 innings (6.5 innings if home team is ahead) in a 7-inning game, unless settlement has already been determined from an official, shortened, game.
- **Next Plate Appearance Markets**
 - The official ruling made by Major League Baseball on what constitutes a plate appearance for a given player will be used for settlement purposes when determining whether the plate appearance was recorded in the inning specified in the bet. The plate appearance must be in the specified inning for the listed batter and against the listed pitcher, in each case as stated in the bet, otherwise the bet will be void. If a plate appearance is incomplete at the end of an inning, bets will be void.
 - Live Plate Appearance/Pitch Result/Pitch Count markets will all be void in the instance of an intentional ball/walk.
 - The "No" selection in this market is settled as "any other result" besides a hit, walk, or hit by pitch.
 - Interference, obstruction, or sacrifice bunt/fly will be settled as "No".
 - A batted ball that is caught in foul territory to record an out will be settled as "In-Play".
 - For settlement purposes, "Strike" only includes swinging strikes and called strikes.
 - "Reach on Error" includes: on error, failed fielder's choice, catcher interference, and dropped third strike (where the batter beats the throw to 1st base).
 - All bets on the specific market will be void in the following scenarios: error, failed fielder's choice, and catcher interference
 - "Yes" will be settled as the winner if the specified player hits a home run or the result of the player's plate appearance ends with that player being on any base or reaching home plate (including reaching base in scenarios such as an error or fielder's choice, but excluding reaching via an intentional walk).
 - "No" will be settled as the winner if the specified player does not hit a home run or the result of the player's plate appearance ends with that player not being on base (including scenarios such as the player recording a hit but being thrown out trying to stretch a single into extra bases).
 - Hit by pitch and pitch out are included in the settlement for "Ball".
 - "In Play" includes any type of hit (single, double, etc.) in addition to any batted ball which results in an out(s) being recorded.
 - Predict the result of the plate appearance for each of the first three batters due in a half inning. The bet is whether each batter will reach base or not (e.g., "no|yes|no" means that the first and third batter of that half inning will not reach base, and the second batter will reach base).
 - "Yes" will be settled as the winner if the specified player hits a home run, or the result of the player's plate appearance ends with that player being on any base (excluding reaching via an intentional walk) or reaching home plate.

- All bets have action regardless of any pinch hitters or pitching changes.
- General Rules
- Next Plate Appearance (2 Way)
- Next Plate Appearance Next Pitch Result
- Plate Appearance Result Exact (Listed Pitcher)
- Plate Appearance Result Grouped (Listed Pitcher)
- Plate Appearance Result Reach Base (Listed Pitcher)
- Pitch Result (Listed Pitcher)
- 3-Batter Reach Base

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final, and when the necessary statistics are readily available on the league's official website, or by the official statistical provider of the league. Any subsequent statistical changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

Basketball

General Rules

- The game must start on the scheduled day (local stadium time) for bets to have action.
- If a game is halted at any time, and replayed in full, all bets will be void.
- If a game venue is changed and the home team remains designated as such, bets will stand.
- If a game venue is changed and the home and away team's listings are reversed, bets placed on the original listing will be void.
- In 2-way markets, push rules apply unless otherwise stated.

Specific Market Rules

- An offensive rebound continues a possession. So if a player misses a FG, the team grabs an offensive rebound and scores a two pointer, the result of the possession is a Score/Two Pointer.
- A jump ball in which the defensive team comes up with the possession counts as a turnover.
- Next possession bet is available during timeouts, quarter (or "half" if NCAA basketball) breaks and free throws and suspends when play resumes.

- If a quarter (or “half” if NCAA basketball) ends with a missed shot at the buzzer and no team rebounds that miss, all bet on that possession result will be voided.
- Blocked shots that get rebounded by the defensive team count as a Missed FG.
- Non-shooting fouls (technical, clear path, defensive 3 in the key) that lead to free-throws count as Free Throws.
- Basket interferences count as Turnovers.
- If a player does not play in a quarter (or “half” if NCAA basketball), all bet associated with that player gets voided.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league’s governing body, or league’s official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final and when the necessary statistics are readily available on the league’s official website or by the official statistical provider of the league. Any subsequent statistic changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.