

# Rules for Fanatics Sportsbook

Effective Date:

## Introduction

The general betting rules set out here are subject to modification at any time at the sole discretion of Fanatics Sportsbook, subject to regulatory approval. Revisions will be binding and effective immediately on the posting out to customers of such rule changes and any bets accepted after the rule changes have been posted shall be governed by the new rules. There are exceptions or variations to these rules for certain sports. Sport-specific rules will take precedence over the general betting rules where there are exceptions or variations made. Player specific markets and same-game parlays have a unique set of rules which are also included in this document. Fanatics Sportsbook customers should make themselves aware of all of the House Rules affecting any market on which they wish to place a bet. Whilst every effort is made to offer a comprehensive rulebook, any matter that is not covered by these rules will be decided on an individual basis by Fanatics Sportsbook.

## General Betting Rules

### Customer Contacts

Players are instructed to 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 to Fanatics Sportsbook [Customer Service](#). To the extent that a player is not satisfied with Fanatics Sportsbook response, they may contact the Massachusetts Gaming Commission (MGC).

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](mailto:MGCcomments@massgaming.gov), or mailing it to: Massachusetts Gaming Commission, 101 Federal Street, 12th Floor, Boston, MA, ATTN: Sports Division.

### Prohibited Persons

Fanatics Sportsbook will not accept or payout any wagers from Prohibited Persons including:

- A person that is under 21 years old;
- Fanatics Sportsbook, its directors, officers, owners and employees or any relative living in the same household;
- An individual with proprietary or non-public information held by Fanatics Sportsbook;
- 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;
- Any individual prohibited from sports wagering pursuant to 205 CMR 250.00;
- Any individual who is self-excluded from sports wagering pursuant to 205 CMR 233.00;
- Any individual who is prohibited from or subject to limitations regarding sports wagering pursuant to 205 CMR 254.00 or 255.00;
- Any individual wagering while not in the authorized geographical 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 MGC.

Fanatics will not offer sports wagering on prohibited sporting events and wager categories pursuant to 205 CMR 247.01.

### **Anti-Money Laundering Standards**

Wagers are subject to Anti-Money Laundering (AML) standards, including triggers and requirements for filing of Currency Transaction Reports and Suspicious Activity Reports. Structuring of bets to avoid federal currency transactional reporting thresholds is strictly prohibited.

### **Funding of Wagers**

Customers may fund their Fanatics account using any of the following methods: (1) debit cards; (2) PayPal; (3) Venmo; (4) ApplePay; (5) Online Banking; (6) PaySafe Cash; (7) wire transfer; or (8) other methods as approved by MGC.

In no event may a Massachusetts account be funded through a form of credit.

### **Wager Type Calculations**

- Moneyline: The moneyline is expressed as a multi-digit number. For example, -150 means a player must bet \$150 for every \$100 they wish to win, and multiples thereof. Or, +140 means a player will win \$140 for every \$100 bet.
- Point spread: The point spread is expressed as a 3-digit number. For example, -110 means a player must bet \$110 for every \$100 they wish to win. Or, +225 means a player will win \$225 in addition to their initial stake for every \$100 bet.
- Parlay: Odds will be calculated based on the prices of the individual selections.
- Teaser: Odds are derived from a fixed payout chart.

Fanatics provides customers with the option to display odds in decimal format, which will be displayed rounded to the second decimal place. Payout amounts will be calculated based on the full decimal value of the bet and then rounded to the nearest two decimal places (cents).

### **Wager Resulting**

- All markets will be settled on the basis of official scoring providers or statistics provided by the governing body of the specified sport. In the event of any discrepancies between data of official scoring providers and that of tournament websites, the data of official scoring providers will take precedence.

### **Notification of Odds or Line Changes**

Fanatics Sportsbook displays real time-lines, current odds, and potential payouts when placing wagers. Line change notifications may occur at any time during the wager placement process. Customers will be notified within the betslip if any odds for their selection(s) change against their favor. Fanatics Sportsbook may automatically accept odds changes that occur after bet placement in the customer's favor.

Fanatics Sportsbook only accepts wagers on currently posted terms unless otherwise noted for a specific circumstance.

### **Types of Wagers Accepted**

- Moneyline & Straight Bets (Winner of Event/Tournament/Competition)
- 3-Way Winner (Includes Tie)
  - A 3-way betting market on the winner of a matchup between two participants where the option of a tie is also offered.
- Spread/Handicap (2-Way and 3-Way)

- A market where a handicap is applied to the side taken by the customer. Where a positive handicap is taken, the selection chosen will have the stated handicap added to their score before a result is determined. Where a negative handicap is taken, the selection chosen will have the stated handicap deducted from their score before a result is determined. In 3-way markets a tie will be offered in the event that scores finish level after a handicap is applied. In 2-way markets where the result is tied bets will be settled as a push.
- Totals (2-Way and 3-Way)
  - A market where the customer can bet on the total number of points (or equivalent scoring metric). The customer can choose whether they think the total will be higher or lower than the stated number. In a 3-way market, the customer can choose to bet on the exact midpoint of the total which will be offered as an integer.
- Teasers (Fixed odds parlay betting)
  - A teaser is a parlay of at least two legs, where a customer can choose to alter the point spread or total by a fixed amount for each of their selections. In exchange they will receive a fixed minimum price on their parlay, regardless of which games they select, and which side of the original spread or total they choose to tease.
- Odds Boosts (Increased odds promotions on specific selections)
  - Odds Boosts are offered as a promotional bet on specific selections or markets. Odds Boosts can be offered as a straight up single wager, or a packaged parlay of two or more selections.
- Player Specific Props
  - Player Specific Props allow the customer to bet on any of the accepted market types associated with player stats during a game. These are generally offered as 2-way Totals or Straight Bets on a stated outcome. Examples of these would be Quarterback Over/Under passing yards in a Football game, or a stated player to hit a Home Run in a Baseball game.
- Game Specific Props
  - Game Specific Props allow the customer to bet on propositions related to a specific game. These may include (but are not limited to):
    - Time Period Specific Wagers (such as 1st Quarter winner)
    - Totals for a specific stat category (such as total strikeouts in a game of Baseball)
    - Straight bets speculating on a certain event to occur during a game (such as Both Teams to score 100+ points in a game of Basketball)
- Team Specific Props
  - Team Specific Props allow the customer to bet on propositions related to a specific team within a game. These may include (but are not limited to):

- Time Period Specific Wagers (such as Team to Score in 1st Inning)
  - Totals for a team specific category (such as Total Home Team points)
  - Straight bets speculating on a certain event for a specific team to occur during a game (such as Home team to score in each quarter)
- Same Game Parlay
  - Same Game Parlay bets combine two or more selections from within a single event. They are offered as a special market given the related nature of many selections within a standard event. Same Game Parlay bets enable the customer to bet on outcomes such as (but not limited to) the following:
    - Home Team to win, over 39.5 Match Points & over 3.5 Field Goals
    - Away Team to win, under 8.5 Runs & Away Team pitcher over 5.5 Strikeouts
- Futures/Outrights
  - Futures markets allow the customer to bet on outright competition winners, as well as derivative markets such as a team to make the playoffs, or win their division.
  - Awards (as specifically approved)
    - Awards based markets allow the customer to bet on the recipient of season long or post season awards such as Most Valuable Player, or Offensive Player of the Year.
- In-game/In-play
  - In-Play markets may be made up of any of the wager types listed above, but are offered once the event is deemed to be 'live'. Odds are revised constantly based on the action occurring during the event.
  - Next Occurrence of an event (e.g Goal/Touchdown/Run)
    - 'Next' markets allow the customer to bet during a fixture on which team will be the first to complete the stated action, or what type of action will happen next. Examples of these include (but are not limited to):
      - Next Touchdown
      - Next Run Scored
- Mythical/Situational Match-Ups
  - Mythical Match-Up bets allow the customer to match up two teams (or participants) that are facing different opponents in the given matchday, based on how many points they score. An example of this would be a mythical matchup offered between Alabama Crimson Tide and Georgia Bulldogs. The winner of the market would be the team that scored a greater amount of points during their game.

- For example, if Georgia Bulldogs win 42-7 and Alabama Crimson Tide win 35-3 then the final score of the 'Mythical Matchup' would be Georgia Bulldogs 42 - 35 Alabama Crimson Tide, with Georgia Bulldogs settled as the winning selection.
- Parlay Betting
  - Parlay betting allows the customer to place a wager on two or more selections, with the odds multiplied together. If any selection within a parlay bet loses the entire bet is deemed to be a loser.
- Round-Robin Parlay Betting
  - A Round-Robin parlay allows the customer to place a series of wagers on two or more selections, from a greater amount of overall selections. For example, a customer could place three parlays covering two selections from an overall group of three selections. If two or more of these selections win then the customer would have at least one winning bet. Round Robin wagers cannot include selections from the same event. If selections from the same event are incorrectly wagered upon in a round robin, Fanatics Sportsbook may settle the wager as if only one of the selections from the event are included.
    - Example - A Customer wants to bet a Round-Robin parlay of two selections from three, meaning they bet on the following two team Parlays from the following fixtures; Team A to beat Team B, Team C to beat Team D, Team E to beat Team F:
    - The customer would have three two-team parlays as follows:
      - Team A & Team C
      - Team A & Team E
      - Team C & Team E

## **Amendments to events**

- If an event is played at a different location to the one originally specified by the organizing body, bets will stand unless a fixture takes place at the home venue of the original visiting participant or team. In this instance selections will be made void. Please see sport specific rules for further exceptions.
- If the scheduled start time of an event is moved forwards or backwards by a period of more than 48 hours, selections will be made void. Sport-specific rules will take precedence here where a different amount of time is stated.
- In a team or individual sporting event, selections will be made void where there is a change to one or more of the teams or individual participants. For events such as tournaments with more than two entrants bets will stand, although they may be subjected to a reduced payout as per sport specific rules.
- Where the eligible participants in an event are changed materially or conditions are significantly altered Fanatics Sportsbook reserves the right to void an event in its entirety. For example, if a boxing match becomes

unsanctioned and is held as an exhibition with a different rule set, or a Soccer friendly which was originally advertised as 'Team A v Team B' becomes 'Team A vs Team B Under 21s'.

- If the structure of an event is changed on an individual basis from the competition rulebook in the following ways Fanatics Sportsbook reserves the right to void selections:
  - Stated changes in advance to the number of Period/Half/Quarter or adjustments to the lengths of these.
  - Stated changes to scoring procedure, such as amendment to number of points awarded for meeting a certain criteria.
  - Stated changes to the format of a team event such as a reduced/increased number of participants per team.

### **Additional Time**

- For events that are settled by an additional period of play in the event of a tie, markets will be settled on the result at the end of the regulated period of play unless otherwise stated here, or in the Sport-specific rules.
  - All bets on any 2-way 'moneyline' market will settle on the final result of the event including additional periods of play.

### **In-Play Betting**

- If a market is not scheduled to be offered in-play but Fanatics Sportsbook fails to suspend the market at the relevant time, then:
  - Bets taken after the advertised start time, where one is made available, will be made void.
  - Where no start time is made available Fanatics Sportsbook will aim to ascertain the start time via sources including competition organizers, licensed broadcaster time stamps, official team/participant social media updates. Bets placed after this start time will be made void.
- If an in-play market is left open for betting after it has reached a conclusion or the result of the stated market has been determined then bets on this market will be made void regardless of their result.
- For the purposes of in-play betting, customers should be aware that transmissions described as "live" by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which they are receiving pictures or data. Please also be aware that, for operational reasons, bets made in-play may be subjected to a delay. If a selection is suspended or the odds change during this delay Fanatics Sportsbook reserves the right not to accept the bet.

- Fanatics Sportsbook will make every effort to ensure that accurate data is displayed in accompaniment to in-play events. However, due to some reliance on third party data and the existence of human error, Fanatics Sportsbook cannot guarantee the accuracy or timeliness of live scores, time remaining and the status of games displayed within our live betting product. Fanatics Sportsbook accepts no liability for the incorrect display of this information. This includes incorrect display of Dataviv/Metadata.

## **Market Settlement/Re-Settlement**

- Events will be settled as per the result passed directly from the governing body of the chosen sport or organization or by the official data provider. Results will be considered final 24 hours following their announcement. Fanatics Sportsbook reserves the right to await official confirmation in the event of inquiries/appeals within this 24 hour window following an event. Subsequent disqualifications or amendments to results will not count towards settlement.
- If no official result is passed by the usual sources Fanatics Sportsbook will determine a result using independent sources. This will take place within 72 hours of the event reaching a conclusion. If these sources conflict with an official result which is subsequently passed by an official data provider or governing body within 48 hours of bet settlement then Fanatics Sportsbook will resettle the market according to the official source.
- Where no reliable result can be sourced within a 12 hour timeframe of the event reaching a conclusion Fanatics Sportsbook reserves the right to make bets on the affected market(s) void.
- Where cross-event specials are offered on a group of events within a day, period of time or specified game week bets will be settled as void if one or more of the nominated events does not take place. This does not include playoff specials or any other 'best-of' formats where extra games are not needed due to an early victory for one of the participants.
- In player statistic markets offered on a single event, a player will be settled as void if they are not named to an active matchday roster/squad.
- Markets are generally settled shortly after the end of the event in question. Fanatics Sportsbook may settle (or partially settle) markets before the official result is declared purely as a customer service benefit. However, Fanatics Sportsbook reserves the right to amend the settlement of the market if:
  - The official result is different to the result on which Fanatics Sportsbook initially settled the market.



- The whole market is eventually voided for another reason such as abandonment.
- Fanatics Sportsbook reserves the right to amend the settlement of a market if it is settled in error. This can be caused by, but not limited to:
  - Human error by the Sportsbook itself.
  - Technical error.
  - Data error received from an official source.
- If Fanatics Sportsbook resettles a market this may lead to adjustments being made to a customer's balance. In some instances this may result in the deduction of funds from a customer's Account to reflect changes in market settlement.
- Fanatics Sportsbook may be required by law to seek approval with the relevant regulatory body before making any amendments to a price, settlement decision or bet status.
- Markets can be offered using 'All Bets are Action' rules. If a market is offered 'All Bets are Action', bets on this market will not be voided where a selection does not participate or is withdrawn early from an event.
- Where a market is not offered using 'All Bets are Action' rules, it will be classified as a 'No Run No Action' market. Under 'No Run No Action' rules stakes will be refunded on a player, team or other competitor that is withdrawn prior to the advertised start time of an event. If you have placed a bet on a sporting event under 'No Run No Action' rules and a player, team or other competitor (on which you did not place your bet) is withdrawn, Fanatics Sportsbook reserve the right to apply a deduction to your winnings based on the odds of the player, team or other competitor that is withdrawn as referenced in the table below.

ODDS	DEDUCTION
-900 or shorter	90%
-899 to -501	85%
-500 to -401	80%

-400 to -301	75%
-300 to -251	70%
-250 to -181	65%
-180 to -161	60%
-160 to -126	55%
-125 to -101	50%
+100 to +124	45%
+125 to +159	40%
+160 to +179	35%
+180 to +224	30%
+225 to +299	25%
+300 to +449	20%
+450 to +599	15%
+600 to +999	10%
+1000 to +1499	5%

+1500 or greater	No deduction
------------------	--------------

- If a player, team or other competitor has taken any part in a sporting event once it has officially started and then fails to complete that event for any reason, that selection will be deemed to have been an active runner in the event, and bets on such selections will not be voided as 'no-action'. Specific sport rules determine the definition of a player or team being deemed to have 'taken part' in an event. In the absence of a sport specific rule the following will apply:
  - At a team level, a team is deemed to have taken part if they compete in any organized event affiliated with the offered markets, including qualifying events.
  - In individual participation events (such as stroke play golf, singles tennis etc) a competitor is deemed to have taken part if they took any action related to participating within an event, with examples given below;
    - Playing a golf stroke.
    - Facing a serve.
    - Starting or joining a race.
  - In team events, an individual team member will be considered to have taken part if they entered the field/arena of play at any point during active game time, regardless of whether they completed an action related to the sport or competition involved.

### **Amendment/Cancellations to Futures Markets**

Where a futures market has different rules these will be referred to in the Sport-Specific Rules. In the absence of these rules the following will apply in general to all futures markets.

- If a tournament which has been offered as a futures market is shortened due to unforeseen events such as (but not limited to) strike action, lockdowns due to a pandemic, cancellations due to war/terrorism Fanatics Sportsbook will settle markets according to the official result declared by the organizing body. If no announcement regarding resumption, amendment or cancellation is made by the organizing body within 60 days of the initial announcement regarding the postponement or delay of the competition then bets will be made void. If the competition resumption date is announced within this 60 day period and the competition is to be resumed and played out in full at a later date then all bets will stand.
  - If a winner (sole or joint) is declared based on current standings then this will be acknowledged and bets on these selections will be settled

as winners accordingly. Bets on other selections will be settled as losers.

- If the organizing body declares that the tournament is abandoned and no winner is declared bets will be made void.
- In markets where the full result of all available selections has already been determined settlement will be allowed to stand. For example if a 17 game NFL regular season is cut short after 13 games and a market has been offered on a team to win Over/Under 7.5 games, if that team has already won 8 games then the market will be settled in full. Similarly, if at time of postponement the same team has won a total of 1 game, the market would once again be settled in full, due to the fact that the nominated team could only possibly reach a total of 5 wins.
- In markets where the full result of available selections has not been determined bets will be made void. For example if a 17 game NFL regular season is cut short after 13 games and a market has been offered on a team to win Over/Under 7.5 games, if that team has won 6 games at the time of postponement the market will be made void.
- If changes are made to the remainder of a tournament which alters the structure of a competition resulting in a change to the number of teams able to participate in the post season/playoffs stage of a tournament then all bets placed on markets relating to post season/playoffs that were not previously determined by a definitive result will be made void. For example if before the tournament was shortened there was an expected playoff field of 14 teams and this is reduced to 8 teams, selections within markets such as 'To make the playoffs' which had been previously undetermined will be made void.
- If a bet was placed on a team to meet a certain criteria and this has already been settled as a winner based on original competition rules, Fanatics Sportsbook will honor the original settlement of a market and not seek to re-settle bets based on amended rulings by a governing body. For example, if a team had already clinched a playoff berth and markets such as 'To make the playoffs' had been settled accordingly, these markets would remain settled if the playoff field was subsequently reduced and the nominated team were removed from the competition.

### **Abandoned, Suspended, Canceled, Postponed or Forfeited Events**

These rules should be referred to in the absence of a Sport-specific ruling. Where such ruling exists it shall take precedence over the rules laid out in this section of the rulebook.

- In the event that a single fixture within a tournament, a one off event, race or similar meeting is abandoned, canceled, postponed or forfeited, bets will be

made void unless the event is scheduled to start within 48 hours of the cancellation. In the instance of events which are suspended, abandoned, canceled or forfeited after play has commenced, markets that have been determined in full will be settled as per usual rules. For example, If a baseball match is abandoned with the score at 5-4 after 5 innings, bets placed on Over/Under 8.5 runs would be settled in full given the market had already reached a definitive result. Bets placed on Over/Under 9.5 runs would be settled as void given the lack of a definitive result.

- If a competition or tournament consisting of more than a single fixture, or a multi participant tournament (such as a golf event) is abandoned, canceled, postponed or forfeited, bets will be settled according to any result passed by the organizing body, or in the absence of such a result after a period of 48 hours from cancellation bets will be made void. In the instance of events which are abandoned, canceled or forfeited after play has commenced, markets that have been determined in full will be settled as per usual rules. For example, if a golf tournament is canceled during the third round of play after the cut has already been made, bets on players to make or miss the cut would be settled in full.
- In circumstances where no definitive winner is named at the end of play due to a tied score or other stalemates, where no option has been provided to bet on a 'tie', 'draw' or equivalent outcome bets will be settled as follows;
  - In two-way markets both selections will be settled as a void, also referred to as a 'push'.
  - In multi-runner markets where joint winners are declared, any participant who is awarded a share of the victory will be settled as a winner with a dead heat reduction based on the number of other winners. Other selections would be settled as losers.
  - In multi-runner markets where no winner is declared all selections will be settled as void.
  - In markets where no winner was possible no losers will be settled, regardless of whether any of the selections definitively has no chance of winning the event. For example, if a 7 game playoff series is shortened by the governing body to a 5 game series with the current score at 1-1, bets on 4-0 would not be settled as losers, despite the fact they had already lost at the point where market changes were made.

### **Dead Heat Settlement**

- Where a market has concluded and there are more winners than were expected given the market name and terms, where no tie break exists to determine a sole winner, bets will be settled as 'dead heat' with stakes divided by the number of winners.

- Dead Heat Calculation is as follows:  $(\text{Original Stake} * (\text{Number of Expected Winners} / \text{Number of Actual Winners})) * \text{Original Odds}$ .
  - For example, if a customer places a \$10 stake at odds of +1500 (16.0) on the futures market 'Passing Touchdowns Leader' and their chosen selection finishes in a three way tie, the stake would be divided by the number of winners (three in this instance) and settled accordingly. The customer would receive a return of \$53.33 on the bet (\$3.33 at odds of +1500).
  - If one or more legs of a parlay is affected by a "Dead-Heat" then the original parlay stake is reduced accordingly. For example, if one leg of a three-leg parlay is affected by a dead heat with four players tied for one place, the original parlay stake would be divided by four and the returns calculated using the original parlay odds.

## Obvious Errors

Fanatics Sportsbook makes every effort to ensure that it does not make any obvious errors when accepting bets. However, if as a result of technical failure or human error, a bet is accepted in obvious error, Fanatics Sportsbook reserves the right to either:

- Correct any obvious errors by settling winning bets at the 'correct price,' as reasonably determined by Fanatics Sportsbook
- Void any bet placed where such errors have occurred.

Fanatics Sportsbook will not cancel or void a wager due to an "obvious error" without prior approval of the Commission.

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 at odds being clearly incorrect given the probability of the event occurring;
- Instances of human error in the placement of the wager;
- Wagers offered or placed at odds that are materially different from those available on the public betting market; or
- Wagers offered or placed on a market where the incorrect teams are listed and/or listed in the incorrect order (i.e. Home Team listed as Away).
- Wagers that have been placed on markets that contain selections where an impossible outcome or impossible combination of events could lead to the wager not having a chance to win. Ex: A customer being able to back 2 selections as First Touchdown scorer in a same game parlay.

## Duplicated Events/Selections

Fanatics Sportsbook will endeavor to prevent customers from betting on duplicated versions of the same selection, whether these are housed within one event or across multiple events. For example, if the same selection is offered simultaneously in both the pre-match and in-play section of the product offering, it will normally be placed under a restriction to ensure that these two selections cannot be placed in a parlay together, preventing customers from receiving greater odds for placing the same bet twice at an increased price. Similarly, opposite outcomes from the same event will be placed under the same restriction, preventing customers from placing bets that have no logical chance of winning as selections are in conflict with each other.

- Duplicate selections will be classified as any selection requiring the same outcome, for example in Basketball: a team to win the first quarter and the same team -0.5 handicap in the first quarter.
- Should any of these events be left open inadvertently, Fanatics Sportsbook reserves the right to cancel any related wagers that combine the duplicated selection. If the wager contains further unduplicated selections then the duplicated selection with the highest odds will be voided from the bet and the remainder of the bet will be allowed to stand.

## **Maximum Payouts**

For all events the maximum payout limits apply on a per day basis. The maximum payout limits refer to the total returns on your bets, excluding your original stake. The maximum payouts shown below are shown in U.S. Dollars. If bets are placed in another currency, the maximum payout will be converted using the applicable exchange rate on the day of settlement of the bets. The maximum payout limit applies on a personal basis, but where Fanatics Sportsbook has reason to believe that a customer has acted as a group to circumvent these limits and produce multiple accounts or retail tickets, we reserve the right to limit this customer or group of customers to a single maximum payout.

The maximum payout for all events is currently **\$1,000,000**, provided that this limit will be established through limiting the amount of a sports wager. This policy will not preclude any customer from collecting a payout more than these limits if Fanatics Sportsbook allows the customer to place a valid wager that pays more than the stated maximum amounts. Exceptions will be listed within this section of the rulebook where appropriate.

## **Odds Boosts**

Odds Boosts are offered as a promotional bet on specific selections or markets. Odds Boosts can be offered as a single wager or as a packaged parlay consisting of two or more selections.

If any selection within an Odds Boost is void under our Sportsbook House Rules or Sport-Specific Rules, the entire Odds Boost will be settled as Void.

## **Parlays**

A parlay bet consists of two or more legs. A leg is defined as a chosen selection in any individual event market.

- Fanatics Sportsbook reserves the right to prevent the placement of certain selections within parlay bets in instances such as (but not restricted to):
  - A belief that the selections contain related contingency. If a bet of such nature is accepted in error Fanatics Sportsbook may take the decision to settle such bets as singles.
  - Where certain special markets are considered to be too complex to offer in multiples due to Fanatics Sportsbook being unable to block related contingency multiples.
  - Where a trading decision is taken that the business does not wish to offer parlay betting on a certain event/market/selection.
- Where one or more legs of a parlay is void for any reason, the bet will be settled using the remaining selections, which will become a new parlay, or a single wager in the event that only one leg remains. Potential payout will be reduced to reflect the combined odds of the revised wager.

## **Same Game Parlay**

A Same Game Parlay bet consists of two or more legs within the same event, allowed only on eligible Same Game Parlay events, or offered as a pre-packaged selection within the event by Fanatics Sportsbook. Same Game Parlay prices reflect the fact that some outcomes within an event are related, and therefore odds offered may be different to the full multiplied odds of all outcomes.

- Each sport has its own specific Same Game Parlay rules which should be referred to when querying the specific rules within a sport or event type.
- Where two or more Same Game Parlays bets are combined into a parlay bet (sometimes referred to as 'Same Game Parlay Stack) the rules refer to each specific Same Game Parlay within the bet. For example, if one of the Same Game Parlays has a selection that is void due to a player not taking any part in the bet, the remainder of the Same Game Parlay and the entire parlay will be settled according to the general sportsbook Parlay rules.
- If any selection within a Same Game Parlay is void under our Sportsbook House Rules or Sport-Specific Rules, the remaining selections will be used to determine the outcome of the wager and the odds will be adapted accordingly to reflect this.



## Teasers

A teaser bet consists of two or more legs offered at predetermined odds, where a spread or total market is moved to an alternate line. A leg is defined as one or more chosen selections in any individual event market.

- If one or both legs in a two leg teaser are voided or settled as a push then the bet will be settled as a void.
- If one or more legs in any other teaser bet are voided or settled as a push, the teaser will be recalculated and settled at the odds that were offered at the reduced number of legs. If the total legs are reduced to one or less the entire bet will be made void.

## Cash Out

Cash Out is a feature which is offered on selected singles and parlays. Cash Out allows you to amend your original bet by settling your bet (or a portion of your bet) early, without having to wait for the event to finish.

- For a variety of reasons (including, but not limited to, technical issues, suspicions of fraud or other improprieties and/or other issues outside of our control), Fanatics Sportsbook cannot guarantee the availability at all times of the Cash Out functionality, even where the functionality has been advertised in connection with a particular event. Please be aware and accept, therefore, that unless Cash Out is available and successfully exercised in connection with a particular bet, your initial bet will, unless otherwise provided in accordance with these Sportsbook House Rules, stand as originally placed.
- Upon cashing out a message will be shown to acknowledge the successful Cash Out and your bet (or the relevant portion of your bet) will be settled immediately and any returns added to your account equal to the Cash Out offer previously accepted. This return includes the original stake (or portion of stake in the instance of a partial Cash Out). For a full Cash Out, the bet is settled and any subsequent events will have no impact on the amount returned to your account; this including the voiding of an abandoned event. For a partial Cash Out, part of your bet is settled and any subsequent events will only impact on the portion of your bet which you have not Cashed Out.
- Cash Out is not currently available on all markets. Fanatics Sportsbook will endeavor to signpost the markets that support Cash Out.
- Several promotions which require a qualifying bet to be placed are considered disqualified if the qualifying bet is cashed out. Please check individual terms and conditions for a promotion before bet placement for confirmation.
- Cash Out values are reflective of current odds and are therefore bound by the sportsbook rules relating to technical or human error. These can be found in

the rulebook section entitled '**Obvious Errors**'. If an incorrect Cash Out offer is presented to a customer due to a technical fault and then subsequently accepted, Fanatics Sportsbook reserves the right to resettle the bet using the correct Cash Out offer.

## Miscellaneous

- Fanatics Sportsbook maintains the right to refuse any bet, or to offer a revised stake to a customer.
- If a wager is placed on an offered market that is non-compliant by that states' regulatory body, the wager will be voided and the stake returned, subject to regulatory approval of MGC.
- If a wager is placed on an offered market that has not already occurred or is in process and that market is subsequently deemed non-compliant by that states' regulatory body or emergency order, the wager will be voided and the stake returned.
- The minimum bet on all sports events is \$0.10 and the maximum bet on all sports events is \$500,000. Fanatics Sportsbook reserves the right to set a lower or higher maximum bet amount per customer for any offered event and/or wager type. Any bet limitations will be implemented at the time of bet placement.
- All references within the rulebook to times of day will refer to the local time zone where the match is taking place. All start times displayed will be displayed in the time zone chosen by the customer, or a default time zone presented by Fanatics Sportsbook.
- Customers have the ultimate responsibility for placing their bet on the intended selection. For example, if players with the same first (forename) and last (surname) are held on the site simultaneously, the customer should ensure that their chosen player is listed under the correct event and market name. Where Fanatics Sportsbook has failed to reasonably distinguish between players with similar or identical names both within the event itself and in the selection name within the betslip, it will be acknowledged that the customer had no way of determining which selection they were betting on, and bet settlement will take this into account for multi-selection markets, such as Anytime Touchdown Scorer. For example, in an NFL game featuring players Tyreek Hill and Taysom Hill, were a selection offered in touchdown scorer markets under the name "T.Hill", Fanatics Sportsbook will consider this bet to have action on both of the aforementioned players. A reasonable distinction would be considered as "Tay.Hill" and "Ty.Hill".
- Fanatics Sportsbook may, in its sole and absolute discretion, decide to suspend betting on a market at any time. In the interests of maintaining integrity and fairness in the markets, Fanatics Sportsbook may also void certain bets in a market or void a whole market in its entirety.

## Sport-Specific Rules

As stated in the general rules section, these rules are to take precedence over the general rules where there is duplication. For example, if a general rule states that results will be considered official after 24 hours, but the Sport-specific rule uses a time period of 48 hours, then the sport-specific 48 hour ruling will be used.

## Football

### General Football Rules

- All bets include overtime unless otherwise stated.
- Games must start in the same scheduling week of the league for bets to have action.
  - For the NFL, the scheduling week is Thursday-Wednesday.
  - For the NCAA, the scheduling week is Tuesday-Monday.
  - For all other Football leagues the scheduling week will be considered as Monday-Sunday.
- If a non-playoff game is paused before the indicated time has been played, and not completed within 48 hours of the scheduled start date, bets will be void except where the specific market outcome is already determined.
- In the instance of a halted playoff game, all bets will remain open until completion of the game as determined by the league's governing body. If either team is awarded the win without resumption of the game, non-playoff games rules will be referred to when determining bet settlement.
- If a game is halted and then replayed in full rather than being resumed, all bets on the original game will be made void.
- If a game venue is changed to a neutral site and the home team remains designated as such, bets will stand.
- If a game venue is changed to the away team's home stadium or a site where the away team are now listed as the home team, bets placed on the original game will be void.
- In 2-way markets, push rules apply unless otherwise stated.
- Games which are forfeited without play will not count as a game played or completed (or any other similar term) for settlement purposes. Wins or losses accrued from forfeits will count towards criteria in futures markets (such as playoff qualification, futures outright betting etc)
- For markets related to instances of scoring (e.g. Next Scoring Play, Anytime Scorer), extra point and 2 point conversions after touchdowns are not considered, unless otherwise stated.
- In touchdown scorer markets, the player who is considered to possess the ball when the ball is initially on, above, or behind the plane of the opponents'

goal line as determined by the on-field officiating crew (and subsequent replay reviews) will be considered the winning selection. For example, if a passing touchdown is scored, the receiver of the ball will be considered the winner, the player completing the pass will not be settled as a winner.

- In the absence of a statistical result being provided by the official organizing body for any market that is required for settlement, Fanatics Sportsbook will seek a reputable independent source for bet settlement.

## **Football Market Rules**

### **Moneyline**

Generally a 2-way market based on the outcome of the game. The 2-way Moneyline is inclusive of Overtime and is a bet on the winner of the event.

- Where a 2-way market is offered listing each team as betting options, bets will be settled according to the winner at the end of play, including (where required) any period of overtime. If no winner is determined and the game is considered a tie, bets will be considered and the market will be graded a push and made void.
- Where a 3-way market is offered listing each team and the 'tie' as betting options, bets will be settled according to the result;
  - At the end of overtime in a regular season game.
  - At the end of regulation time in a postseason game.
- Where the period of play is referred to in the name of the market (For example '60 Minute Moneyline', or 'Regulation Moneyline') the market name will determine at which point the market will be settled.

### **1st/2nd Half & 1st/2nd/3rd/4th Quarter Moneyline**

Generally a 2-way market based on the outcome of a nominated portion of the game. All markets are exclusive of overtime with the exception of Match and 2nd Half markets, both of which include overtime.

- Where a 2-way market is offered listing each team as betting options, bets will be settled according to the winner at the end of the nominated time period of play. If no winner is determined and the period of play is considered a tie, bets will be considered a push, and the market will be made void.
- Where a 3-way market is offered listing each team and the 'tie' as betting options, bets will be settled according to the result at the end of the nominated period of play.

## **Point Spread/Handicap (Including 1st/2nd/3rd/4th Quarter & 1st/2nd Half Point Spread/Handicap)**

A point spread/handicap bet allows the customer to bet on whether a team with a minus spread will win by more than a specific number of points, or a team with a plus spread will win outright or lose by less than a specific number of points.

A point spread or handicap bet applies the stated spread to the chosen selection and considers this number to be added or subtracted from the final score. All markets are exclusive of overtime with the exception of Match and 2nd Half markets, both of which include overtime.

- For 2-way markets where a whole point number is used as the specified spread the outcome will be considered a push and the market voided when the scores finish tied after the spread is applied. For example if a customer were to bet Team A (-3.0) versus Team B and the final score was 24-21 to Team A, then the market would be considered a push.
- Unless otherwise stated all handicaps and spreads are to be calculated based on the result from the start of the listed period to the end of the specified period. For example, a 3rd quarter spread would only reference the points that were scored within the 3rd quarter of play. In this example, if the score is 14-14 at the start of the 3rd quarter and 21-17 at the end of the 3rd quarter, then the scoreline referenced in the 3rd quarter spread bet would be 7-3.
- In a 3-way spread market, the tie is also offered, giving the customer 3 options to place their bet on. In these markets if the scores would be tied after the spread is applied to either selection then the tie would be considered the winning selection. For example if a market was offered with Team A (-4) versus Team B including the option of a tie and the final score was 28-24 to Team A, then the tie would be considered the winning selection in this market.

## **Total Points & Total Team Points (Including 1st/2nd/3rd/4th Quarter & 1st/2nd Half Total Points)**

A total points bet provides an opportunity to bet on whether the number of points scored in the game or by a team (within a stated time period) will be less than or greater than the number offered. All markets are exclusive of overtime with the exception of Match and 2nd Half markets, both of which include overtime.

- For 2-way markets where a whole point number is used as the specified total the outcome will be considered a push and the market voided when the score finishes exactly as the offered total. For example if a customer were to bet on 'Over 45.0 Points' and the final score was 24-21 then the market would be considered a push.

- Unless otherwise stated all total points bets are calculated based on the result from the start of the listed period to the end of the specified period. For example, a 3rd quarter total points bet would only reference the points that were scored within the 3rd quarter of play. In this example, if the score is 14-14 at the start of the 3rd quarter and 21-17 at the end of the 3rd quarter, then the 3rd quarter total points would be 10.
- In a 3-way Total Points market, an option to bet on the exact number of points scored is also offered, giving the customer 3 options to place their bet on. In these markets if the total points finishes on the selection entitled 'Exactly X Points' then this selection would be settled as a winner. For example if a market was offered containing the selections 'Under 49 Points' 'Exactly 49 Points' and 'Over 49 Points' and the final score was 28-21, then the selection 'Exactly 49 Points' would be settled as a winner, with the other selections settled as losers.

### **Winning Margin**

This market offers the customer the chance to bet on what the margin of victory will be, choosing from a selection of points bands, for example 1-9 points, 10-19 points etc. The market can be offered with either team specific or general game based selections. Overtime will count towards the settlement of this market.

### **Double Result (Also referred to as Half-Time/Full-Time)**

This market offers the customer the chance to bet on what the result of the game will be at Half-Time and the end of Regulation time. Overtime does not count towards the settlement of this market. The tie is offered on both the half-time and full-time element of the bet, meaning all combinations within the regulation period of play are offered. If the game is suspended before the completion of regulation time, then the market will be resulted as a void.

### **Correct Score**

This market offers the customer the chance to bet on what the exact score of the game will be at the end of play, including overtime where necessary. Selections can be offered without being attributed to a specific team, or with the named teams being allocated one of the two totals each. For example, a selection such as "24-21" would be a winner if either team won by such a scoreline, whereas "Team A 24- 21 Team B" would require the exact score to be achieved by each team.

### **Will There Be Overtime**

A 2-way market offering the options of 'Yes' or 'No' as to whether the match will result in a tie at the end of regulation, resulting in a period of overtime.

- This market will be settled as 'Yes' if at the end of regular time the match finishes in a tie, regardless of whether the overtime period is played.

### **Make New First Down on Current Drive**

All new 1st down markets are resulted on the listed drive. Results are graded as follows:

- **Yes** occurs when the offensive team earns a new set of downs
- **No** occurs when the offensive team does not earn a new set of downs.

A first down shall be credited on each touchdown resulting from rushes or forward passes, regardless of the distance covered.

### **Make X Yard Line on the Current Drive**

All Make X Yard line on current drive markets are resulted on the listed drive. Yard line is determined at the end of each play. Results are graded as follow:

- **Yes** occurs when the offense gets to the X+ yard line on the listed drive
- **No** occurs when the offense does not get to the X+ yard line on the listed drive.

### **Rushing Yards/Passing/Receiving Yards to get on the Current Drive**

Results are graded as follows at the end of each drive, negative yards will be included

- X+ occurs when the offense gains X+ rushing/passing/receiving yards on the listed drive.

### **Team Rushing Yards/Passing Yards/Receiving Yards to get in X half/ X quarter**

Results are graded as follows at the end of each quarter/half, negative yards will be included

- X+ occurs when the offense gains X+ rushing/passing/receiving yards on the listed quarter/half.

### **Next Play Yards Gained**

All next play yards gained markets are resulted on the listed play. As an example, this market would be graded as follows:

- **Over 2.5 yards** occurs when the selected player gains 3 yards or more
- **Under 2.5 yards** occurs when the selected play gains 2 yards or less

### **Player to Catch a Pass on Current Drive**

All player to catch a pass on current drive markets are resulted on the listed drive. Any reception negated by a review or challenge will not count. All player to catch a pass on current drive markets are action regardless of whether or not the selected player takes part in the drive. Results are graded as follows:

- **Yes** occurs when the selected player catches a pass on the listed drive.

### **Touchdown Scorer In Current Drive (will one of the listed players score an offensive touchdown in the current drive?)**

- Market is action regardless of whether or not the selected player takes part in the drive. If an unlisted player scores a touchdown, no offensive touchdown is scored, or if a Defensive or Special Teams touchdown is scored, then all selections will be losers.

### **What Will Happen In Current Drive (will the listed outcomes take place on any play in the listed drive?)**

- If none of the listed outcomes occur, all selections will be losers.
- “Rush/Reception greater than” applies to 1 rush or reception on any play in the listed drive, not the total.

### **Highest Scoring Half**

A 2-way market offering the option to bet on which half will contain the most points scored. The market will be deemed a dead-heat and settled as void if the scores are equal in each half.

- This market is resulted at the end of regulation time and overtime is not included
- If the game is suspended before the completion of regulation time, the market will be resulted as a void.

### **Highest Scoring Quarter**



A 4-way market offering the option to bet on which quarter will contain the most points scored. The market will be settled using dead-heat rules if two or more quarters are tied for the highest score.

- This market is resulted at the end of regulation time and overtime is not included
- If the game is suspended before the completion of regulation time, the market will be resulted as a void.

### **Defensive/Special Teams Touchdown Scored**

A market offering the option to bet on whether a touchdown will be scored by the Defense or Special Teams unit.

- Touchdowns resulting from fake punts & fake field goal attempts will count as Special Teams Touchdowns. These will be settled according to the official Game Book provided by the organizing body.
- A return by the defense on a Two-Point conversion will not count as a touchdown.

### **First Team to Score**

A 2-way market offering the option of which team will score first in the game.

- If either team has scored and the game is suspended/abandoned after this point then the market is settled accordingly as a win/loss.
- If the game is suspended before either team has scored then the market is resulted as a void.
- If neither team has scored before the completion of the game, the market is resulted as a void.

### **Last Team to Score**

A 2-way market offering the option of which team will score last in the game

- Resulted at the end of the game (including overtime)
- If the game is suspended before it is completed, then the market is resulted as a void.
- If neither team has scored before the completion of the game, the market is resulted as a void.

### **First Team to Score Wins Game**

A 2-way market offering the option of which team will score first and win the game.

- Resulted at the end of the match (including overtime)
- If the game is suspended before completion then the market will be resulted as a void.
- If neither team has scored before the completion of the game and the game results in a tie, the market is resulted as a void.

### **Race to X Points (Offered in Match, 1st/2nd Half & 1st/2nd/3rd/4th Quarter)**

A 3-way market offering the option to bet on which team will be the first to reach a stated total number of points, with a third option provided for neither team to reach the stated total.

### **First Offensive-Play**

A 2-way market offering the option of whether the first offensive play from scrimmage will be a running or passing play.

- If the first play from scrimmage is a pre-snap whistled dead due to a penalty such as a false start, the next play from scrimmage will be used to determine the winning selection.
- A sack will be considered a pass play for NFL matches and a rush play for NCAA matches for the settlement of this market. Any other competitions will be settled according to whether the sack is recorded as a running or passing play per the competition rules or game book.

### **First Punt/Field Goal**

A 2 or 3-way market offering the option of which team will record the first punt/field goal.

- Will be graded on the official game results of nfl.com
- If there is no punt/field goal in the game, then all wagers will be voided in 2-way markets. For 3-way markets, the Tie Option will be the winner
- .

### **First Turnover Type/First Team to commit a Turnover**

A 2-way market offering the option of what the first turnover of the game will be, or which team will commit the turnover.

- The only accepted turnover types that will be listed are interception and fumble.
- All other turnovers will not count towards the settlement of this market.

### **Drive To Cross X Yard Line**

A market offering the option to bet on whether a nominated offensive drive will advance past a stated yard line on the field. In the event of time expiring in the 2nd or 4th quarter during the drive any positive scrimmage yards credited for the final play will count towards settlement. For example if the ball is snapped from the opponent 40 yard line with 3 seconds remaining in the 2nd quarter and a pass is completed for 23 yards, the ball will be considered to have advanced to the opponent 17 yard line.

- Positive penalty yards will count towards settlement, even if a subsequent offensive penalty is applied pre-snap ahead of the next play. For example, if a defensive team receives a 15 yard penalty moving the placement of the ball from the 50 yard line to the 35 yard line, but the offensive team then receives a pre-snap false start penalty and is moved back to the 40 yard line, the furthest recorded advance of the ball will be taken as the 35 yard line.

### **Offensive Score on 1st Drive of the Game**

A market offering the option to bet on whether the first offensive possession of the game will result in a touchdown or field goal.

- An opening kickoff return touchdown by the returning team would not count as a winning selection. The market commences when the offensive unit of either team takes the field for their initial possession.

### **Team To Win/Score in/Lead in Each Quarter/Half**

A market offering the option to bet on whether a team will satisfy the stated criteria between the commencement of play and before the expiration of time in each of the given periods of play. These markets are exclusive of overtime. For example, for a team to be considered to have won each quarter, they must outscore their opponent in each independent quarter of play.

### **Next Play Result Markets**

A market offering the option to state which of the predetermined criteria the nominated play will satisfy.

- If the ball is not snapped to start the play due to time expiring or a penalty with a run-off of the clock then the market will be voided, but will still be included in the drive count.

- If there is a penalty that results in no-play per nfl.com statistics, all wagers on that play will be void.

Results will be graded as follows:

**First Down** occurs when the offense successfully gains enough yards to earn a new set of downs, not including a touchdown.

**Short of First Down** occurs when the play fails to achieve a first down or after a turnover on down.

**Turnover** occurs when the play results in a punt, interception, fumble recovered by the opposition, missed field goal, or a touchdown/safety by the defensive team.

**Offensive score** occurs when the offensive team scores a touchdown or field goal.

### **Opening/Next/Xth Kickoff to be a Touchback**

A 2-way market offering the option to bet on whether the nominated kickoff will result in a touchback. Competition specific rules vary for which actions result in a touchback, and customers should refer to these rules before placing a bet in the event of uncertainty.

- If any post-kick penalty is called on the play the market will be voided.
- An onside kick resulting in a recovery in the field of play by either team will be deemed to be not a touchback and bets placed on 'No' will be settled as winners.

### **Extra Point To Be Made/Missed**

A 2-way market offering the option to bet on whether a nominated kicked extra point will be successful following a touchdown. Alternatively, this market may be offered to provide the option to bet on whether any Extra Point attempt will be missed during the game. For this market to have action at least one Extra Point must be attempted during play.

- If a team opts to attempt a two point conversion the market will be settled as a void.
- If a penalty is called on the play the market will be made void, with the exception of a declined penalty where the result is a successful extra point.

### **Field Goal To Be Made/Missed**

A 2-way market offering the option to bet on whether a nominated Field Goal attempt will be successful. Alternatively, this market may be offered to provide the option to bet on whether any Field Goal attempt will be missed during the game. For this market to have action at least one Field Goal must be attempted during play.

## **2 Point Conversion To Be Attempted/Successful/Unsuccessful**

A 2-way market offering the option to bet on whether a nominated 2 Point Conversion attempt will be successful. Alternatively, this market may be offered to provide the option to bet on whether any 2 Point Conversion attempt will be successful (or attempted) during the game. For this market to have action at least one Touchdown must be scored during play.

## **Will there be a Safety Scored?**

A 2-way market offering the option to bet on whether a defensive safety will be scored. This market is inclusive of overtime. Any 2 point safety awarded during play will result in the 'Yes' selection being settled as a winner, otherwise 'No' will be settled as a winner.

- A safety awarded as a result of a penalty such as 'Intentional Grounding' in the endzone will result in the 'Yes' selection being settled as a winner.

## **Fair Catch**

A 2-way market offering the option to bet on whether a nominated kick or punt will result in a fair catch. For the market to be settled as 'Yes' a fair catch must be signaled for and the catch must be completed by the receiving player. 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.

## **Football Lightning Bet Markets**

### **Next Play**

All next play result markets are settled based on the listed play only, excluding kickoffs. If there is a penalty no play, all selections on that play will be voided but the play will still be included in the drive count. Results are graded as follows:

- First Down occurs when the offense successfully gains enough yards to earn a new set of downs, not including a touchdown.
- Short of First Down occurs when the play fails to achieve a first down or after a turnover on downs.
- Turnover occurs when the play results in a punt, interception, fumble recovered by the opposition, missed field goal, or a touchdown/safety by the defensive team.

- Offensive Score occurs when the offensive team scores a touchdown or field goal.

If there is a penalty on the play which subsequently results in a no-play (per NFL.com statistics) all wagers on that play will be void.

### **Result of Current Drive**

All current drive markets are resulted on the listed drive. Wagers on drive which are not completed at the end of either half will be void. Any drive which does not result in a Touchdown, Field Goal Attempt, Turnover (interception, fumble, or downs), punt or safety is deemed incomplete. Kickoff return touchdowns and fumbled kickoffs recovered by the kicking team (muffed kicks) are considered to be drives. If the first half ends with a kickoff only, this will not be considered a drive. Results are graded as follows:

- Field Goal Attempt occurs when the offensive team attempts a field goal on the listed drive.
- Offensive Touchdown occurs when the offensive team scores a touchdown on the listed drive.
- Punt occurs when the offensive team punts the ball to end the listed drive. This includes an attempted punt that is blocked.
- Other occurs when any other result (interception, fumble recovered by defense, turnover on downs, defense or special teams touchdown, or safety). Drives which are not completed at the end of either half will be voided.

### **Make New 1st Down on Current Drive**

All new 1st down markets are resulted on the listed drive. Results are graded as follows:

- Yes occurs when the offensive team earns a new set of downs.
- No occurs when the offensive team does not earn a new set of downs.

### **Make X Yard Line on Current Drive**

All Make X Yard Line on Current Drive markets are resulted on the listed drive. Yard line is determined at the end of each play. Results are graded as follows:

- Yes occurs when the offense gets to the X+ yard line on the listed drive.
- No occurs when the offense does not get to the X+ yard line on the listed drive.

### **Rushing Yards To Get on Current Drive**

The settlement of this market will account for negative yardage plays.

- X+ occurs when the offense gains X+ rushing yards on the listed drive.

### **Passing Yards To Get On Current Drive**

The settlement of this market will account for negative yardage plays.

- X+ occurs when the offense gains X+ passing yards on the listed drive.

### **Next Play Yards Gained**

All next play yards gained markets are resulted on the listed play. Results are graded as follows:

- Over 2.5 yards occurs when the selected play gains 3 or more yards.
- Under 2.5 yards occurs when the selected play gains 2 yards or less.

### **Player to Catch a Pass on Current Drive**

All Player to Catch a Pass on Current Drive markets are resulted on the listed drive. Results are graded as follows:

- Yes occurs when the selected player catches a pass on the listed drive.

Any reception negated by a review or challenge will not count. All selections in this market will be considered active irrespective of the participation of the chosen player in the named drive.

### **Touchdown Scorer in Current Drive**

A market offering the opportunity to bet on a selected player to score an offensive touchdown in the current drive. This market is action regardless of whether or not the selected player takes part in the named drive. If an unlisted player scores the relevant touchdown all selections will be settled as losers.

### **What Will Happen in Current Drive**

A market offering the opportunity to bet on which listed outcome occurs on any play in the listed drive. If none of the listed outcomes occur, all selections will be losers. 'Rush/Reception greater than' applies to one rush or reception on any play in the listed drive, not the total.

## **Football Player Market Rules**

### **General Player Prop Rules**

For any player related market, player(s) must play at least one snap (including special teams snaps) for bets to have action. If a player is listed as “inactive” or “did not play” for the relevant game, bets on that player/market will be void.

The exception to the above rule is in NFL events exclusively, where Fanatics Sportsbook will consider any selections made on Match Player Props void if the selected player is active for the game but leaves the game with injury during the 1st Quarter, without returning to the game. Any selections that have already been unequivocally determined will be settled as such - for example, a player to score a touchdown and they have already achieved this. Wagers placed on the under option will be settled as winners in the case of a player having less than a specified total of any Match Player Prop before leaving the field in the 1st Quarter. In this same example, selections on the over option will be settled as void.

Player statistic markets will primarily be settled based on the box score statistics when the game reaches the end of regulation, or overtime in the result of a tie. Fanatics Sportsbook may settle (or partially settle) markets prior to their conclusion if that market is unequivocally determined at the time of settlement.

### **Anytime Touchdown Scorer & Player To Score X+ Touchdowns**

Markets that offer the chance to bet on the chosen player to score a touchdown or multiple touchdowns subject to the criteria specified in the market name.

- In touchdown scorer markets, the player who is considered to possess the ball when the ball is initially on, above, or behind the plane of the opponents' goal line as determined by the on-field officiating crew (and subsequent replay reviews) will be considered the winning selection. For example, if a passing touchdown is scored, the receiver of the ball will be considered the winner, the player completing the pass will not be settled as a winner.
- This market can be offered specifically for specified quarters/halves i.e. '1st Quarter Anytime Touchdown Scorer.' This will be outlined in the market name.

### **1st/Last/Next/Xth Touchdown Scorer**

A market offering the chance to bet on the chosen player to score a touchdown subject to the criteria specified in the market name.

- In touchdown scorer markets, the player who is considered to possess the ball when the ball is initially on, above, or behind the plane of the opponents' goal line as determined by the on-field officiating crew (and subsequent replay reviews) will be considered the winning selection. For example, if a passing touchdown is scored, the receiver of the ball will be considered the winner, the player completing the pass will not be settled as a winner.



- Defensive players are not typically named individually, a selection will be offered for “Team X Defense”, “Any Defensive Player” or “Defensive/Special Teams Player”.
  - Where a Special Teams touchdown is scored by an offensive player who is also named in the betting, if the selection “Defensive/Special Teams Player” has been offered then both this selection and the named player selection will be settled as winners.
- Where the option of ‘No Touchdown Scorer’ is included in markets, this selection will be the winner if no player satisfies the criteria specified in the market name. If such selection is not included in the market then bets will be made void if no player satisfies the criteria specified in the market name.

### **Defensive Player Props (Tackles/Assists, Sacks, Interceptions, Forced Fumbles)**

A market offering the customer the chance to bet on both the chosen player to record under or over the specified total of defensive actions and which player will successfully record an action.

- Markets will be settled according to the official game book, or the official competition stats offered by the organizing body.
- For 2-way markets where a whole point number is used as the specified total the outcome will be considered a push and the market voided when the final stat line finishes exactly as the offered total. For example if a customer were to bet on ‘Player X Over 4.0 Tackles/Assists’ and the player was deemed to have recorded 4 tackles then the market would be considered a push.
- Individual Sacks can be awarded in increments of 0.5 if shared between multiple players. Therefore it is possible for a push to occur even if a half point line was offered. For example if a customer were to bet on ‘Player X Over 1.5 Sacks’ and the player was deemed to have recorded 1.5 Sacks then the market would be considered a push.
- Only tackles made on defense will count towards tackles/assists markets. Special teams tackles will not be counted.
- For markets such as ‘Which player will make a sack’ – a player must record 1 or more sacks for the selection to be a winner. Any player finishing the match with 0.5 sacks would be settled as a losing selection in this market.

### **Passing Props (Yards, Completions, Attempts, Interceptions Thrown, Passing Touchdowns)**

A 2-way market offering the chance to bet on the chosen player to record under or over the specified total of passing actions in the specified timeframe.

- Markets will be settled according to the official game book, or the official competition stats offered by the organizing body.

### **Rushing & Receiving Props (Yards, Completions, Rush Attempts, Receptions, Rushing Touchdowns, Receiving Touchdowns, Scrimmage/Rushing & Receiving Yards)**

A 2-way market offering the chance to bet on the chosen player to record under or over the specified total of rushing, receiving or combined actions in the specified timeframe.

- Markets will be settled according to the official game book, or the official competition stats offered by the organizing body.
- Scrimmage/Rushing & Receiving Yards will be settled by combining the sum of the rushing and receiving yardage of the nominated player. Negative yardage will also be applied here, for example if a player has 76 receiving yards and -2 rushing yards their total Scrimmage/Rushing & Receiving Yards will be settled as 74.
- In NCAA Football sacks are credited to the quarterback as negative rushing yards. These negative yards will count towards player rushing props.

### **Most Passing, Rushing or Receiving Yards in a game (by an individual player)**

Multi-player markets offer the opportunity to bet on a selected player to achieve the most passing, rushing, or receiving yards in an individual game or as a head-to-head market against another player. These are all-in markets where a listed player must lead in these statistical categories.

- This can be offered as a head-to-head market i.e. Most Passing Yards market offering Team A QB vs. Team B QB as selections.
- In the absence of an “Any Other/Any Other Player” selection, all selections will be graded as a loss.
- In markets where joint winners are declared, any participant who is awarded a share of the victory will be settled as a winner with a dead heat reduction based on the number of other winners. Other selections will be settled as losers.

### **Kicking Props (Combined FG Yardage, Combined Punt Yardage, Kicking Points, Field Goals Made)**

A 2-way market offering the chance to bet on the chosen player to record under or over the specified total of kicking actions.

- Markets will be settled according to the official game book, or the official competition stats offered by the organizing body.
- Punt yardage totals will specify whether this is the total kicking distance or the net yardage which includes returns by the receiving team.

### **Yards On First Pass Completion/Rush Attempt/Reception**

A 2-way market offering the chance to bet on the yardage total of the first nominated action by a specified player.

- If the specified player fails to complete an instance of the nominated action then the market will be settled as a void.

### **Longest Completion/Rush Attempt/Reception**

A 2-way market offering the chance to bet on the longest individual yardage total of a nominated action by a specified player.

- If the specified player fails to complete an instance of the nominated action then the market will be settled as “under” the specified total. For example, if a market on ‘Longest Reception’ is offered at Over/Under 12.5 yards and the nominated player has no receptions during the game, the longest reception achieved would be considered to be zero yards and the “Under 12.5 yards” selection would be considered the winner.

### **Daily/Weekly Cross Match Player Props/Team Specials**

A variety of special markets are offered for events, including those across a slate of games within a specified competition over a certain period of time or at a particular time. These markets may encompass, but are not limited to, player prop parlays across multiple games or combined totals of points, wins, etc., involving various combinations of named teams and/or players.

- For any cross-game markets, such as ‘Team A to score the most points in the day/time band’, markets are void if any game involved is abandoned or postponed, unless unequivocally determined.
- Where a market or selection offers a proposition for the first player to perform an action (For example; 1st Player to score a TD in the 1pm ET Games) the bet will be settled based on the Game Clock of all games with the same advertised kickoff time. The winning selection will be the player to perform the requested action with the least amount of time expired in their game. Inactive players will be settled as void.

- Most/least statistical categories, in which one or more of the games do not take place, will be settled based on the results of the other games played in the specified time period (e.g., Most TDs scored in Sunday Games).
- A selection must be a clear outright winner of this market. In the event of a tie, dead-heat rules will apply.
- All specials markets will be settled based on the results of the league's governing body, nfl.com
- A player must participate in the game and play at least one snap for bets to stand.
- The number of games (or a list of the relevant games) applicable to the Daily specials will be mentioned in the market name or market notes. If this number of games does not take place then any special market which depends on action from all games (e.g 'Each game to have 40+ points' or '400+ combined points across all games') will be made void.
- Where markets are offered such as 'Highest Scoring Game' or 'Lowest Scoring Game' dead heat rules will apply.
- For player specific markets, if any player named in the bet is inactive or does not play the entire selection will be made void.

### **Season Long Player Props**

A variety of season long props may be offered based on a nominated player (or players) achieving any recorded stat category that is also offered in the standard single game player prop offering.

- Props will apply to the regular season only unless otherwise specified

For any season long prop to have action the following criteria must be met:

- The player must be on their team's active roster when the next scheduled game (not including pre-season) from the bet being placed is played.
- The player's team at the time of the bet being placed must complete their scheduled number of remaining games. If the player is traded to another team at any point after the bet is placed the bet will still have action, and the player's new team must complete their scheduled number of regular season games.
  - The exception to this rule would be if a player had already surpassed the specified total at the point that a team's season was shortened. In this case, bets would be settled in full, with "Over" being the winner and "Under" being the loser.
- For rushing, receiving, kicking or defensive players props the nominated player must play at least one snap during the season.

- For passing props the nominated player must start at least one game at Quarterback during the season.

## **Season Long Player/Coach Futures Markets**

A variety of markets offered on the nominated list of players/coaches to receive a specified award or lead a certain statistical category.

- Bets are settled 'All Bets are Action'. See general rules for more information.
- If an award is canceled or not awarded then bets will be void.
- If an award or statistical category lead is shared then bets will be settled using 'Dead Heat' rules. See general rules for more information.

## **Football Futures Market Rules**

### **General Football Futures Rules**

Bets will be settled based on official standings or rulings provided by the organizing body. For bets to stand, the number of games where a result is passed must equal the number of games scheduled when the season begins, unless the outcome has already been determined. Any forfeited game that is considered an official result will count towards season long bets. Any player involved statistical markets where there is a tie at the end of the regular season will be subject to the dead heat rule.

### **Outright/Conference/Division Winner Markets**

If a result is passed by the organizing body for any of the above markets it will be deemed final irrespective of whether the season has been amended in any way to achieve this result. If a team is withdrawn, suspended or otherwise removed from the competition they will be deemed a participant if they have started at least one fixture.

- For avoidance of doubt in the NFL conference winner markets, the conference winner is the team that advances to the Super Bowl, not the team that is awarded the number 1 seed in the playoffs.
- Division winner markets follow the tie break rules set out by the organizing body.

### **Regular Season Wins**

A 2-way market which offers the customer the opportunity to bet whether a team will win more or less than the specified total number of wins. In the result of a whole number being offered and that outcome being achieved, bets will be settled as a

push. For example, if a team is offered at Over/Under 8.0 wins and finishes the season with 8 wins the market will be deemed a push and settled as void.

- For the purposes of regular season win total markets, games that result in ties do not count towards the number of wins, and therefore count as equal to a loss.
- Bets will be void if the nominated team or teams do not achieve an official result for all scheduled regular season games (using the schedule produced before Week 1 of the regular season) unless the total has already been passed or cannot possibly be achieved in the remaining number of games.
- Any forfeited game that is considered an official result will count towards Regular Season Wins regardless of whether it is a win or a loss.

### **Number 1 Seed/Team Awarded 1st Draft Pick/Team to Make or Miss Playoffs/Team to be awarded a Wildcard**

These markets offer the customer the opportunity to bet on specific seedings/standings that are awarded to teams in the final standings.

- The 'Team Awarded 1st Draft Pick' market is settled based on the team that finishes with the worst record in the NFL in a given season, regardless of whether that pick has already been traded, or is subsequently traded to another team.
- Tie-break rules set by the organizing body will be used to determine winners in each of these markets.
- If the number of playoff teams is changed after creation of the 'Make or Miss Playoffs' market, then Fanatics Sportsbook reserves the right to make the market void.

### **NCAA Conference Regular Season Winner/Conference Tournament Winner/National Championship Winner**

- If an unquoted and/or impermissible selection wins, all selections will be void. If multiple teams are deemed regular season champions, the winner would be the team awarded the top conference seed in the stated conference tournament.

## **NFL Draft Market Rules**

### **General Draft Rules**

A player's position will be determined by the listing on the NFL draft website. In the absence of such information, the position called out at the time of the pick

announcement will be used for settlement. A player given the designation of EDGE will be categorized as a defensive lineman.

### **Draft Pick Number Props**

A market that allows betting on where the nominated player will be taken in the draft. For example, if a player's draft position is set at 'Over/Under 2.5' they would need to be drafted 1st or 2nd for the 'Under' selection to be a winner. If a player is undrafted then the 'Over' selection is settled as a winner.

### **Xth Player Drafted (Overall, Position, College, NCAA Conference)**

A market that allows betting on the draft position of a player when pitted against a list of others, based on the criteria specified in the market name.

- Positions are determined by listings on the NFL draft website.
- If the player selected was not offered for wagering, then all players will be settled as void.
- College is determined by the last college team that the player was a member of before the draft.
- For NCAA conference markets, the conference that the specified school belonged to in the prior NCAA Football season will be used.
  - Notre Dame is considered an independent college for settlement purposes.

### **Player To Be Picked In The Xth Round**

A market offering the customer the opportunity to select which round the nominated player will be drafted in.

- If no option for 'Player to go undrafted' (or similar language) is given then the market will be void in the instance that the named player is not selected.
- Compensatory and Resolution JC-2A selections added to the end of rounds are counted within that round for settlement purposes and should be referenced via the official NFL draft order on the NFL website.

### **Football Same Game Parlay Specific Rules**

Same Game Parlay bet legs follow the individual rules determined by the market they are selected from. For the avoidance of doubt a Same Game Parlay bet will be considered to be void if:

- The entire event is voided under Fanatics Sportsbook Abandoned, Canceled, Postponed or Forfeited Events ruling.

## **Basketball**

### **General Basketball Rules**

- All bets include overtime unless otherwise stated.
- Games must start before midnight local time for bets to have action.
- Where a non-playoff game is called early or abandoned with no intention to resume play there must be 2 minutes or less of time remaining on the game clock for bets to have action except where the specific market outcome is already unconditionally determined. In instances such as this, the score at the time the game is halted will be considered to be the final score referred to for all wagers. The exception to this would be tournaments with Elam Ending® Rules – At the first stoppage at or under 4:00 of the 4th quarter, the game clock stops and timed play ends. At this juncture, a target score shall be set, equal to the leading team's score plus eight (8). After returning from the media timeout, play shall resume without a game clock but with the shot clock, until one team matches or exceeds the target score. During the untimed portion (the Elam Ending®), any foul on the floor (i.e. any non-offensive, non-shooting foul) while in the bonus shall result in one free throw and the fouled team's continued possession of the ball.
- If a non-playoff game is paused before the indicated time has been played, and not completed within 48 hours of the scheduled start date, bets will be void except where the specific market outcome is already determined.
- In the instance of a halted playoff game, all bets will remain open until completion of the game as determined by the league's governing body. If either team is awarded the win without resumption of the game, non-playoff games rules will be referred to when determining bet settlement.
- If a game is halted and then replayed in full rather than being resumed, all bets on the original game will be made void.
- If a game venue is changed to a neutral site or switched to the home venue of the designated away team all bets placed before the venue change will be made void.
- Games which are forfeited without play will not count as a game played or completed (or any other similar term) for settlement purposes. Wins or losses accrued from forfeits will count towards criteria in futures markets (such as playoff qualification, futures outright betting etc)
- In the absence of a statistical result being provided by the official organizing body for any market that is required for settlement, Fanatics Sportsbook will seek a reputable independent source for bet settlement.



## **Basketball Market Rules**

### **Moneyline**

Generally a 2-way market based on the outcome of the game. The 2-way Moneyline is inclusive of Overtime and is a bet on the winner of the event.

- Where a 2-way market is offered listing each team as betting options, bets will be settled according to the winner at the end of play, including (where required) any period of overtime. If no winner is determined and the game is considered a tie, bets will be considered a push, and the market will be made void.
- Where a 3-way market is offered listing each team and the 'tie' as betting options, bets will be settled according to the result at the end of regulation time.

### **1st Half & 1st/2nd/3rd/4th Quarter Moneyline**

Generally a 2-way market based on the outcome of a nominated portion of the game. All markets are exclusive of Overtime.

- Where a 2-way market is offered listing each team as betting options, bets will be settled according to the winner at the end of the nominated time period of play. If no winner is determined and the period of play is considered a tie, bets will be considered a push, and the market will be made void.
- Where a 3-way market is offered listing each team and the 'tie' as betting options, bets will be settled according to the result at the end of the nominated period of play.

### **Point Spread/Handicap (Including 1st/2nd/3rd/4th Quarter & 1st/2nd Half Point Spread/Handicap)**

A point spread/handicap bet allows the customer to bet on whether a team with a minus spread will win by more than a specific number of points, or a team with a plus spread will win outright or lose by less than a specific number of points.

A point spread or handicap bet applies the stated spread to the chosen selection and considers this number to be added or subtracted from the final score. Bets on the outcome of the whole game are inclusive of overtime, bets placed on the 4th quarter are exclusive of overtime.

- For 2-way markets where a whole point number is used as the specified spread the outcome will be considered a push and the market voided when

the scores finish tied after the spread is applied. For example if a customer were to bet Team A (-3.0) versus Team B and the final score was 103-100 to Team A, then the market would be considered a push.

- Unless otherwise stated all handicaps and spreads are to be calculated based on the result from the start of the listed period to the end of the specified period. For example, a 3rd quarter spread would only reference the points that were scored within the 3rd quarter of play. In this example, if the score is 50-50 at the start of the 3rd quarter and 72-69 at the end of the 3rd quarter, then the scoreline referenced in the 3rd quarter spread bet would be 22-19.
- In a 3-way spread market, the tie is also offered, giving the customer 3 options to place their bet on. In these markets if the scores were to be tied after the spread is applied to either selection then the tie would be considered the winning selection. For example if a market was offered with Team A (-4) versus Team B including the option of a tie and the final score was 108-104 to Team A, then the tie would be considered the winning selection in this market.

### **Total Points & Total Team Points (Including 1st/2nd/3rd/4th Quarter & 1st/2nd Half Total Points)**

A total points bet provides an opportunity to bet on whether the number of points scored in the game or by a team (within a stated time period) will be less than or greater than the number offered. Bets on the outcome of the whole game are inclusive of overtime, bets placed on the 4th quarter are exclusive of overtime.

- For 2-way markets where a whole point number is used as the specified total the outcome will be considered a push and the market voided when the score finishes exactly as the offered total. For example if a customer were to bet on 'Over 205.0 Points' and the final score was 104-101 then the market would be considered a push.
- Unless otherwise stated all total points bets are calculated based on the result from the start of the listed period to the end of the specified period. For example, a 3rd quarter total points bet would only reference the points that were scored within the 3rd quarter of play. In this example, if the score is 50-50 at the start of the 3rd quarter and 73-71 at the end of the 3rd quarter, then the 3rd quarter total points would be 44.
- In a 3-way Total Points market, an option to bet on the exact number of points scored is also offered, giving the customer 3 options to place their bet on. In these markets if the total points finishes on the selection entitled 'Exactly X Points' then this selection would be settled as a winner. For example if a market was offered containing the selections 'Under 209 Points' 'Exactly 209 Points' and 'Over 209 Points' and the final score was 109-100, then the selection 'Exactly 209 Points' would be settled as a winner, with the other selections settled as losers.

## **Winning Margin**

This market offers the customer the chance to bet on what the margin of victory will be, choosing from a selection of points bands, for example 1-9 points, 10-19 points etc. The market can be offered with either team specific or general game based selections. Overtime will count towards the settlement of this market.

## **Double Result (Also referred to as Half-Time/Full-Time)**

This market offers the customer the chance to bet on what the result of the game will be at Half-Time and the end of Regulation time. Overtime counts towards the settlement of this market. The tie is offered on the half-time element of the bet, meaning all combinations following any required additional period of play are offered.

## **Highest Scoring Half**

This market is resulted at the end of the regular time. In the event that both halves have the same highest score then a push shall apply. If the match is suspended before the completion of regular time, then the market will be resulted as void.

## **Highest Scoring Quarter**

This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then a push shall apply. If the match is suspended before the completion of regular time, then the market will be resulted as void.

## **First Team to Score**

This market is resulted at the end of regular time. If the match is suspended before a point is scored, then the market is resulted as a void. If the match is suspended after the first team has scored, then the first team who scored will be the winner.

- Free throws count for this market.

## **Last Team to Score**

This market is resulted including overtime. If the match is suspended before completion, then the market will be resulted as a void.

## **Race to X Points (Offered in Match, 1st/2nd Half & 1st/2nd/3rd/4th Quarter)**

A 3-way market offering the option to bet on which team will be the first to reach a stated total number of points, with a third option provided for neither team to reach the stated total.

### **Correct Score**

This market offers the customer the chance to bet on what the exact score of the game will be at the end of play. This market will be settled based on the final score of the game and will include overtime. Selections can be offered without being attributed to a specific team, or with the named teams being allocated one of the two totals each. For example, a selection such as "114-101" would be a winner if either team won by such a scoreline, whereas "Team A 114-101 Team B" would require the exact score to be achieved by each team.

### **Quarter Correct Score**

This market offers the customer the chance to bet on what the exact score of the game will be at the end of each quarter. This market will be settled based on the final score at the end of each quarter. This market will not include overtime, only points scored when regulation ends will count towards this market. Selections can be offered without being attributed to a specific team, or with the named teams being allocated one of the two totals each. For example, a selection such as "25-20" would be a winner if either team won by such a scoreline, whereas "Team A 25-20 Team B" would require the exact score to be achieved by each team.

## **Basketball Player Market Rules**

### **General Player Prop Rules**

For any player related market, player(s) must enter the court and receive at least 1 second of playing time for bets to have action. If a player is listed as "inactive" or "did not play" for the relevant game, bets on that player/market will be void.

The exception to the above rule is in NBA/WNBA Regular Season, NBA/WNBA Playoffs & NBA In-Season Tournament exclusively, where Fanatics Sportsbook will consider any selections made on Match Player Props void if the selected player is active for the game but leaves the game during the 1st Quarter, without returning to the game. Any selections that have already been unequivocally determined will be settled as such - for example, a player to make a 3 pointer and they have already achieved this. Wagers placed on the under option will be settled as winners in the case of a player having less than a specified total of any Match Player Prop before leaving the court in the 1st Quarter. In this same example, selections on the over option will be settled as void.

Player statistic markets will primarily be settled based on the box score statistics when the game reaches the end of regulation, or overtime in the result of a tie. Fanatics Sportsbook may settle (or partially settle) markets prior to their conclusion if that market is unequivocally determined at the time of settlement.

- 4th Quarter & 2nd Half specific player props markets do not include Overtime.
- Free throws do not count as Field Goals.

### **Total Player Points/Rebounds/Assists/Threes Made/Blocks/Steals (Including Markets Specific To 1st/2nd Half and 1st/2nd/3rd/4th Quarter)**

A 2-way market offering the chance to bet on the chosen player to record under or over the specified total number of the nominated stat category.

- Markets will be settled according to the official game book, or the official competition stats offered by the organizing body.
- A player must enter the court and receive at least 1 second of playing time in the stated quarter or half for quarter/half specific markets to have action.
- Offensive and Defensive rebounds will count in the instance of Total Rebounds
- Fanatics Sportsbook may choose to offer combinations of these markets such as 'Total Player Points + Rebounds'. These markets will be settled based on the sum total of the listed categories.

### **Player To Record A Double-Double/Triple-Double**

A market offering the chance to bet on whether the nominated player will record 10 or more instances in two or more (Double-Double) or three or more (Triple-Double) of the five main statistical categories. For avoidance of doubt these statistical categories are;

- Points
  - Rebounds
  - Assists
  - Steals
  - Blocks
- 
- Markets will be settled according to the official game book, or the official competition stats offered by the organizing body.
  - A player must enter the court and receive at least 1 second of playing time in the stated quarter or half for quarter/half specific markets to have action.

- Offensive and Defensive rebounds will count in the instance of Total Rebounds

### **Player to Record 1+ Points, Rebounds, Assists, Blocks, Steals, and Turnovers**

A market offering the chance to bet on whether the nominated player will record 1 or more instances in all 6 of these statistical categories

- Points
  - Rebound
  - Assists
  - Blocks
  - Steals
  - Turnovers
- Markets will be settled according to the official game book, or the official competition stats offered by the organizing body.
  - A player must enter the court and receive at least 1 second of playing time in the stated quarter or half for quarter/half specific markets to have action.
  - Offensive and Defensive rebounds will count in the instance of Total Rebounds

### **First Field Goal/Rebound/Assist/Three Made – Full Game/Away Team/Home Team (Rules are inclusive of any other Player statistic category not here listed)**

A market offering the chance to select from a list of players which one will be the first to achieve the stated statistic.

- All wagers are action, if a non-listed player has the first listed specified statistic in the specified game, then all listed selections will be settled as a Loss.
- Free throws do not count as Field Goals

### **Most Points/Rebounds/Assists/Threes Made – Full Game/Away Team/Home Team (Rules are inclusive of any other Player statistic category not here listed)**

A market offering the chance to select from a list of players which one will achieve the highest total of the stated statistic.

- Any listed player who plays at least 1 second of game time will be considered to have action.
- All wagers are action, if a non-listed player achieves the highest total of the stated statistic in the specified game, then all listed selections will be settled as a Loss.

- Dead Heat rules apply where two or more players are tied for the lead in a statistical category.

### **Block Milestones**

A market offering the chance to bet on a specific player achieving the stated number of Blocks in the match.

- A player must play at least 1 second of game time to be considered to have action. If the player does not play, bets will be void.

### **Steal Milestones**

A market offering the chance to bet on a specific player achieving the stated number of Steals in the match.

- A player must play at least 1 second of game time to be considered to have action. If the player does not play, bets will be void.

### **Player Turnovers**

A market offering the chance to bet on a specific player achieving the stated number of Turnovers in the match.

- A player must play at least 1 second of game time to be considered to have action. If the player does not play, bets will be void.

### **Top Points Scorer**

A market offering the chance to bet on the highest points scorer in a specific match.

- In the event of a tie in this market (2 or more players), all selections tied with the most points will be settled per the dead heat rule.
- A player must play at least 1 second of game time to be considered to have action. If the player does not play, bets will be void.

### **Basketball Lightning Bet Markets**

#### **Next Minute Both Teams to Score**

- This is a bet on whether or not both teams will score 1 point, or more, in the specified minute.

#### **Next Minute 3 Point FG Scored**

- This is a bet on whether or not a three-point field goal will be scored in the listed minute.

### **Next 4 Minutes Result**

- This is a three-way market on the result of the listed time period. If both teams score the same number of points, bets placed on Draw would be a winner.

### **Next 4 Minutes Total Points**

- This is an over/under bet on the total number of points scored in the listed time period.

### **Team to Score X Point**

- This is a bet on which team will score the listed point.

### **Type of Next Field Goal - 4 Way**

- This is a bet on what type and what team scores the next field goal
  - Home Team 2 Pointer
  - Home Team 3 Pointer
  - Away Team 2 Pointer
  - Away Team 3 Pointer

### **Season/Series Long Player Props**

A variety of season long props may be offered based on a nominated player (or players) achieving any recorded stat category that is also offered in the standard single game player prop offering.

- Props will apply to the regular season only unless otherwise specified

For any season long prop to have action the following criteria must be met:

- The player must be on their team's active roster when the next scheduled game (not including pre-season) from the bet being placed is played.
- The player's team at the time of the bet being placed must complete their scheduled number of remaining games
  - The exception to this rule would be if a player had already surpassed the specified total at the point that a team's season was shortened. In this case, bets would be settled in full, with "Over" being the winner and "Under" being the loser.



- For bets to have action the nominated player must receive playing time in at least 1 game during the regular season/playoff series dependent on bet type.

### **Season Long Player/Coach Futures Markets**

A variety of markets offered on the nominated list of players/coaches to receive a specified award or lead a certain statistical category.

- Bets are settled 'All Bets are Action'. Refer to the General Rules for more information.
- If an award is canceled or not awarded, bets will be void.
- If an award or statistical category lead is shared, selections will be settled using 'Dead Heat' rules. Refer to General Rules for more information.

For the player futures markets the minimum requirements (as per NBA rules) to win are listed below:

- Scoring: Player must play 70% of his team's games (58 out of 82).
- Rebounds: Player must play 70% of his team's games (58 out of 82).
- Field Goal Percentage: 300 field goals made.
- Free Throw Percentage: 125 free throws made.
- 3-Point Percentage: 82 three point field goals made.
- Assists: Player must play 70% of his team's games (58 out of 82).
- Steals: Player must play 70% of his team's games (58 out of 82).
- Blocked Shots: Player must play 70% of his team's games (58 out of 82).
- Minutes: Player must play 70% of his team's games (58 out of 82.)
- Assist/Turnover Ratio: 200 Assists.
- Steals/Turnover Ratio: 82 Steals.

If a player does not hit the minimum requirements for the relevant statistic, bets on this player will be losers.

### **Daily Cross Match Player Props/Team Specials**

A variety of special markets offered on events to occur across the daily slate of games within a specified competition. These may include (but are not limited to) player prop parlays across multiple games, or combined totals of points, wins etc by various combinations of named teams and/or players.

- The number of games (or a list of the relevant games) applicable to the Daily specials will be mentioned in the market name or market notes. If this number of games does not take place then any special market which depends on action from all games (e.g 'Each game to have 200+ points' or '1000+ combined points across all games') will be made void.

- Where markets are offered such as 'Highest Scoring Game' or 'Lowest Scoring Game' dead heat rules will apply.
- For player specific markets, if any player named in the bet does not receive at least 1 second of playing time the entire selection will be made void.

### **Daily Player Props - Player Most Points/Rebounds/Assists/3 Point Shots Made/Any Player to Score X Points**

A variety of special player prop markets offered on events to occur across the daily slate, or specified group within the day, of games within a specified competition.

- In the case of a tie, dead heat rules will apply for settlement.
- 90% or more of all games scheduled for that date must be completed for bets to stand.
- Should a player listed not take part in the game, all bets on the player selected will be void, otherwise all bets are action.
- If a non-listed player scores the first field goal in the specified game then all listed selections within that market will be settled as a loss.

### **Daily Team Props- Largest Scoring Run by Either Team/ Team Total Threes Made**

- 90% or more of all games scheduled for the specified date must be completed for bets to stand
- In the case of a tie, dead heat rules will apply for settlement.

## **Basketball Futures Market Rules**

### **General Basketball Futures Rules**

Bets will be settled based on official standings or rulings provided by the organizing body. For bets to stand, the number of games where a result is passed must equal the number of games scheduled when the season begins, unless the outcome has already been determined. Any forfeited game that is considered an official result will count towards season long bets.

### **Outright/Conference/Division Winner Markets**

If a result is passed by the organizing body for any of the above markets it will be deemed final irrespective of whether the season has been amended in any way to achieve this result. If a team is withdrawn, suspended or otherwise removed from the competition they will be deemed a participant if they have started at least one fixture.

- For avoidance of doubt in the NBA conference winner markets, the conference winner is the team that advances to the Championship Series, not the team that is awarded the number 1 seed in the playoffs.
- Division winner markets follow the tie break rules set out by the organizing body.

### **NCAA Conference Regular Season Winner/Conference Tournament Winner/National Championship Winner**

- If an unquoted and/or impermissible selection wins, all selections will be void. If multiple teams are deemed regular season champions, the winner would be the team awarded the top conference seed in the stated conference tournament.

### **Regular Season Wins**

A 2-way market which offers the customer the opportunity to bet whether a team will win more or less than the specified total number of wins. In the result of a whole number being offered and that outcome being achieved, bets will be settled as a push. For example, if a team is offered at Over/Under 60.0 wins and finishes the season with 60 wins the market will be deemed a push and settled as void.

- Bets placed on Regular Season Wins will be void if the chosen team or teams do not achieve an official result for 98% or more of all scheduled regular season games (using the schedule produced before Week 1 of the regular season) unless the total has already been passed or cannot possibly be achieved in the remaining number of games. In an 82 game season, 81 games must be played by the nominated team for bets to stand except in the case where the outcome of the bet has already been determined.
- Any forfeited game that is considered an official result will count towards Regular Season Wins regardless of whether it is a win or a loss.

### **Number 1 Seed/Team to Make or Miss Playoffs**

These markets offer the customer the opportunity to bet on specific seedings/standings that are awarded to teams in the final standings.

- The NBA Playoff tournament is determined as the final 8 team (per conference) tournament to decide the finalist from each conference. Teams competing in play-in games or tiebreakers will only be determined to have reached the playoffs if they have achieved this as a result of the play-in tournament.
- Tie-break rules set by the organizing body will be used to determine eventual winners in each of these markets.

- If the number of playoff teams is changed after creation of the 'Make or Miss Playoffs' market, then Fanatics Sportsbook reserves the right to make the market void.

### **Series Markets**

These markets offer the customer the opportunity to bet on the exact outcome of a playoff series of games.

- For bets to have action the playoff series must reach a natural conclusion. This means one of the teams must reach the required number of wins as stated before the series commenced. For example, in a best of 5 series if the series is cut short and one team wins by 2 games to 1 the entire series market will be made void.

### **Regulation Time Result/Moneyline 3 Way Markets**

- Does not include overtime.

### **2nd Half Markets**

- Include overtime unless otherwise stated. The entire 2nd half must be played for bets to stand unless the result of the bet has been unequivocally determined.

### **4th Quarter Markets**

- Do not include overtime. The entire 4th quarter must be played for bets to stand unless the result of the bet has been unequivocally determined.

### **Half Time/Full Time**

- Settles on the result at half time and full time, including overtime.

### **Margin Markets**

- Excludes overtime when the draw/tie option is offered. If no draw/ties option is offered and in the event of draw/tie at the completion of the game, including overtime if played, all bets are settled as a loss. For settlement purposes, draw/tie counts as a winning margin of 0.

### **Tribet Markets**

- In the event of a draw/tie at the completion of the game, including overtime if played, "Either Team By X or Less" will be settled as a winner.

### **Highest Scoring Half/Quarter**

- Does not include overtime

### **Will There Be A Fourth Quarter Comeback?**

- Settles as a winner only if a team wins the game after trailing at the end of the 3<sup>rd</sup> quarter time.

### **Player Markets**

- For all markets, the relevant player must take the court (for at least one second) and play in the relevant period, for bets to stand.

### **Player Head To Head/Line/Trio/Group Matchups**

- All listed players must take the court and play (enter the court as an active player) for all bets on the market to stand.

### **Player Most Points**

- An all in market that includes all players for settlement purposes.

### **Player Most Points Handicap**

- All listed players must take the court and play (enter the court as an active player) for all bets on the market to stand.

### **Double-Doubles**

- A double-double refers to a specific player recording 10 or more in two or more of the following categories: points, rebounds, assists, blocks, and steals.

### **Triple-Doubles**

- A triple-double refers to a specific player recording 10 or more in all three or more of the following categories: points, rebounds, assists, blocks, and steals.

### **Player Foul Markets**

- This market does not include technical fouls.

## **Player Shooting Percentages Markets**

- For any under/over bet on a player's FT, FG or 3pt %, the player must have a minimum of one attempt of each for any bet to stand. All percentages are calculated to two decimal points. Includes Overtime.

## **First to X Points**

- All bets, unless otherwise stated, become void if neither option is offered, and neither team reaches the nominated number of points.

## **First Basket Markets**

- Includes all listed players for settlement purposes, if a player is not in the starting lineup when the first basket is made, they will be voided. This is the first made "field goal", free throws do not count for this market.

## **Player Multiplier Markets**

- Specified player must participate in the match. Final totals are inclusive of overtime.

## **Daily Totals**

- For bets across multiple daily NBA matches where any match is canceled, all markets will be void.

## **Team Time to Reach**

- On any markets asking to predict the time it will take for a team to reach any specific milestone in a match the time will be calculated to one decimal point. If the team does not reach the selected target the market will be determined at the number of minutes scheduled in regulation regardless of any overtime played.

## **Team to Score X Point**

- Which team will score the listed point.

## **NBA Draft Market Rules**

### **General Draft Rules**

A player's position, measurables and other stats will be determined by the listing on the NBA draft website. In the absence of such information, the position called out at the time of the pick announcement will be used for settlement.

### **Draft Pick Number Props**

A market that allows betting on where the nominated player will be taken in the draft. For example, if a player's draft position is set at 'Over/Under 2.5' they would need to be drafted 1st or 2nd for the 'Under' selection to be a winner. If a player is undrafted then the 'Over' selection is settled as a winner.

### **Xth Player Drafted (Offered on an Overall, Position, College, NCAA Conference basis)**

A market that allows betting on the draft position of a player when pitted against a list of others, based on the criteria specified in the market name.

- Positions are determined by listings on the NBA draft website.
- College is determined by the last college team that the player was a member of before the draft.
- For NCAA conference markets, the conference that the specified school belonged to in the prior NCAA Basketball season will be used.

### **Player To Be Picked In The Xth Round**

A market offering the customer the opportunity to select which round the nominated player will be drafted in.

- If no option for 'Player to go undrafted' (or similar language) is given then the market will be void in the instance that the named player is not selected.

### **Basketball Same Game Parlay Specific Rules**

Same Game Parlay bet legs follow the individual rules determined by the market they are selected from. For the avoidance of doubt a Same Game Parlay bet will be considered to be void if:

- The entire event is voided under Fanatics Sportsbook Abandoned, Canceled, Postponed or Forfeited Events ruling.

## **Baseball**

## General Baseball Rules

- All bets include extra innings played unless otherwise stated.
- Games must start before midnight local time of the originally scheduled day of the game for bets to have action. If a game is postponed and subsequently not played on that same scheduled day, all bets will be void.
- Where a playoff game is halted, all bets will remain open until completion of the game as determined by the league's governing body. If either team is awarded the win without resumption of the game to completion, non-playoff game rules will be referred to when determining bet settlement.
- If a non-playoff game is suspended after start, due to any reason including weather related, and resumes within 48 hours of the originally scheduled start time (local time) all wagers will stand. If a game is suspended after start but resumes more than 48 hours after the originally scheduled start time (local time), all existing wagers will be void unless they have been determined prior to the game's suspension.
- If a game is halted and then replayed in full, rather than being resumed, outstanding bets on the original game will be made void where the market outcome was not already determined.
- In competitions where a 'Mercy Rule' is used, the result at the time of the rule enforcement will be referenced as the final score of the game and used for settlement in accordance with the below listed rules.
  - The team that wins via Mercy Rule, will be settled as a winner in the Moneyline market.
  - Any markets where a winning selection cannot be determined (such as inning winners for any innings that aren't completed) will be made void.
  - All other markets (included but not limited to) Run Line and Total Runs will be made void if not already determined.
- If a game venue is changed to a neutral site and the home team remains designated as such, bets will stand.
- If a game venue is changed to the away team's home stadium or a site where the away team are now listed as the home team, bets placed on the original game will be void.
- In 2-way markets, push rules apply unless otherwise stated.
- Games which are forfeited without play will not count as a game played or completed (or any other similar term) for settlement purposes. Wins or losses accrued from forfeits will count towards criteria in futures markets (such as playoff qualification, futures outright betting etc)
- In the absence of a statistical result being provided by the official organizing body for any market that is required for settlement, Fanatics Sportsbook will seek a reputable independent source for bet settlement.

## Baseball Pitcher Action Rules



Baseball markets can be offered using different naming conventions, which can influence whether the action for the bet is linked to the named pitcher(s).

- Betting opportunities that specify the starting pitchers for both teams or either team are known as a 'Listed Pitchers' bet. The name(s) of the listed pitcher(s) who are associated with the bet will be included in the market name. If one (or both) of the starting pitchers listed do not start, the bet is made void.
- All betting opportunities that do not specify the starting pitchers will have action regardless of which pitchers start the game. These bets will stand unless events during the game such as abandonment give cause for markets to be made void.
- In live betting markets where a pitcher is named the bet will stand only if the listed pitcher remains on the mound until the market reaches a conclusion. If the pitcher is not specified in the market name, then all bets have action regardless of pitcher changes.

## Baseball Market Rules

### Moneyline

A 2 or 3-way market based on the outcome of the game. The 2-way Moneyline is inclusive of Extra Innings and is a bet on the winner of the event. All 3-way moneyline markets are resulted at the end of 9 innings.

- Where a 2-way market is offered listing each team as betting options, bets will be settled according to the winner at the end of play, including (where required) any extra innings played. If no winner is determined and the game is called a tie, bets will be considered a push, and the market will be made void.
- Where a 3-way market is offered listing each team and the 'tie' as betting options, bets will be settled according to the result at the end of the regular number of expected innings as per the rulebook of the organizing body.
- In the result of a game being called early and a result being declared by the officiating crew and/or organizing body the following rules will apply;
  - If less than 4.5 full innings are played then all bets will be made void.
  - If 4.5 full innings or more have been played and the home team is in the lead then bets will be settled in full with the home team settled as the winner.
  - If 5 full innings or more have been played and the away team is in the lead then bets will be settled in full with the away team settled as the winner.
  - If the bottom of the 5th inning is in progress and the away team is in the lead then bets will be made void.

- If the scores are tied at the time of abandonment bets will be made void.
- If a moneyline market is offered as Listed Pitchers, bets are void if either pitcher does not start.

### **Total Runs & Total Team Runs (Including Innings Specific Totals)**

A total runs bet provides an opportunity to bet on whether the number of runs scored in the game or by a team (within a stated time period) will be less than or greater than the number offered, within a scoring band and/or exact totals. Bets on the outcome of the whole game are inclusive of extra innings, bets placed on specific innings apply to that inning only and will not include runs scored in any extra period of play.

- For 2-way markets where a whole number is used as the specified total the outcome will be considered a push and the market voided when the score finishes exactly as the offered total. For example if a customer were to bet on 'Over 9.0 Runs' and the final score was 8-1 then the market would be considered a push.
- Unless otherwise stated all total runs bets are calculated based on the result from the start of the listed period to the end of the specified period. For example, a 3rd Innings Total Runs bet would only reference runs that were scored within the 3rd Inning of play. In this example, if the score is 1-0 at the start of the 3rd Inning and 2-2 at the end of the 3rd Inning, then the 3rd inning total runs would be 3.
- In a 3-way Total Runs market, an option to bet on the exact number of runs scored is also offered, giving the customer 3 options to place their bet on. In these markets if the total runs finishes on the selection entitled 'Exactly X Runs' then this selection would be settled as a winner. For example if a market was offered containing the selections 'Under 9 Runs' 'Exactly 9 Runs' and 'Over 9 Runs' and the final score was 7-2, then the selection 'Exactly 9 Runs' would be settled as a winner, with the other selections settled as losers.
- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined. In the event that the game does not go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), bets will be void unless the result of the market is already determined.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official. In the event that the game does not go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), bets will be void unless the result of the market is already determined.

## **Run-Line/Spread (Including Innings Specific)**

A Run-Line bet provides an opportunity to bet on whether a team with a minus spread will win by more than a specific number of runs, or a team with a plus spread will win outright or lose by less than a specific number of runs.

A Run-Line (or spread) bet applies the stated spread to the chosen selection and considers this number to be added or subtracted from the final score. Bets on the outcome of the whole game are inclusive of extra innings, bets placed on specific innings apply to that inning only and will not include runs scored in any extra period of play

- For 2-way markets where a whole run number is used as the specified spread the outcome will be considered a push and the market voided when the scores finish tied after the spread is applied. For example if a customer were to bet Team A (-3.0) versus Team B and the final score was 5-2 to Team A, then the market would be considered a push.
- Unless otherwise stated all Run-Line/Handicap bets are to be calculated based on the result from the start of the listed period to the end of the specified period. For example, an '8th Inning Run-Line' would only reference the runs that were scored within the 8th Inning of play. In this example, if the score is 5-5 at the start of the 8th Inning and 7-5 at the end of the 8th Inning, then the scoreline referenced in the 8th Innings Run-Line bet would be 2-0.
- In a 3-way spread market, the tie is also offered, giving the customer 3 options to place their bet on. In these markets if the scores would be tied after the spread is applied to either selection then the tie would be considered the winning selection. For example if a market was offered with Team A (-1) versus Team B including the option of a tie and the final score was 6-5 to Team A, then the tie would be considered the winning selection in this market.
- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.

## **Correct Score**

This market offers the customer the chance to bet on the exact score of the game/inning.

- Selections can be offered without being attributed to a specific team, or with the named teams being allocated one of the two totals each. For example, a selection such as “4-1” would be a winner if either team wins the match 4-1, whereas “Team A 4- 1 Team B” would require the exact score to be achieved by each team.
- By default this market will not include extra innings unless stated otherwise in the market name.

### **Most Hits/Total Hits/Team Hits (Including Innings Specific)**

A 2 or 3-way market giving the customer the opportunity to bet on action related specifically to the ‘Hits’ category of the scoring column, which typically appears in the boxscore alongside the runs and errors by each team. Bets are offered on which team will have the most hits, as well as the total number of game or team hits. This will be offered for (bands) markets.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
- In the instance of Inning/Half Inning Specific markets, the stated period must be completed for bets to have action unless the result has already been determined.

### **Innings Specific & Innings Grouped Moneyline Bets (E.g 2nd Inning Moneyline or 1st 5 Innings Moneyline)**

These markets give the customer the opportunity to bet on the winner of a condensed portion of the game, whether that is a specific inning, or a group of innings within the game. Markets can be offered for after 3, 5, or 7 innings.

- Where scores are tied in a 2-way market bets will be voided. In a 3-way market bets will be settled in full with the ‘Tie’ selection being settled as the winner.
- The specified number of full innings must be completed for bets to have action unless the home team is ahead with 0.5 innings remaining.

### **Odd/Even Total Runs (Including Innings Specific and Team Totals)**

These markets give the customer the opportunity to bet on whether the total number of runs scored in the stated time period and/or by team will be odd or even.

- Any markets where the result is zero will be settled as 'Even'.
- For the entire game Odd/Even market the game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.

### **1st 5 Innings & Moneyline Double Result**

This market gives customers the opportunity to bet on which team will be leading at the conclusion of the 5th inning combined with the winning team according to the Moneyline market.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game).
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game).

### **Winning Margin**

This market offers the customer the chance to bet on what the margin of victory will be, choosing from a selection of run bands, for example 1 run, 2 runs or 3+ runs etc. The market can be offered with either team specific or general game based selections. Extra Innings will count towards the settlement of this market.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
- In competitions where a tie is possible and this option is not offered within the market, bets will be void if scores finish tied.

### **When Will The First Run Be Scored?**

This market offers customers the opportunity to bet on which inning will be the first to have a run scored in.

- Settled on the first run of the game (irrespective of whether or not a full game, or a certain number of innings, have been completed).
- If the game is not played in full (i.e. abandoned), and the score remains 0-0 at the time. Undetermined wagers on this market will be made void.
- Selections for wagering are first, second, third, or any other inning

### **First To Score X Runs/Race to X Runs**

These markets offer customers the opportunity to bet on which team will be the first to reach a stated total of Runs. Where the option to bet on 'Neither Team' is offered then markets will be settled in full provided the market has reached a conclusion.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
- If a tied game is called/suspended early in a competition where a tie is not an accepted result and a winner has not yet been determined for the market, 'Neither Team' will be settled as a winner, with remaining selections made void.

### **Team to Score "X" Run**

This is a 2-way market where customers have the opportunity to bet on who will score the listed run.

### **Both Teams to Score "X" Runs**

This market offers the customer the chance to bet on whether both teams will reach a stated total of runs.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.

## **Race to “X” Hits**

These 2 or 3-way markets offer customers the opportunity to bet on which team will be the first to reach a stated total of Hits. Where the option to bet on ‘Neither Team’ is offered then markets will be settled in full provided the market has reached a conclusion.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.

## **Highest Scoring Inning/Group of Innings**

These markets offer customers the opportunity to bet on which Inning (or group of innings) will see the highest total number of runs scored. Dead heat rules apply where there are multiple winners. If the highest scoring inning is an extra inning of play markets will be made void.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.

## **Team with the Highest Scoring Inning**

This market offers customers the opportunity to bet on which team will have the highest scoring Half-Inning of the game. If both teams finish tied and the tie is offered as a betting option the market will be settled in full with ‘Tie’ settled as the winner. If no tie is offered bets will be made void.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.

## **Team To Win The Most Innings**

This market offers customers the opportunity to bet on which team will outscore their opponent in the most individual Innings. Settlement is calculated by summing up the winners of each individual inning. If both teams finish tied and the tie is offered as a betting option the market will be settled in full with 'Tie' settled as the winner. If no tie is offered bets will be made void.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
- If the home team (or team batting at the bottom of the inning in a neutral venue game) is able to outscore their opponent before 3 outs are recorded then they will be deemed to have 'won' that particular inning.
- Extra Innings will not count towards the settlement of this market.

## **Last Team To Score**

A 2-way market allows betting on which team will score the last run of the game. Where no run is scored during play bets will be made void.

- The game must go at least 5 full innings (4.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.

## **1st Hit/Home Run/Single/Double/Triple/Error/Stolen Base of the Game**

A market allows betting on which team will be the first to complete the stated action during the game. Where a 2-way market is offered and the stated action does not occur, bets will be void. Where a 3-way market is offered and the stated action does not occur, the selection referring to no instances of the stated action (Such as 'No Home Run') will be settled as the winner.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end



of the game), unless the result of the market is already determined, and the game result is declared official.

- The official scorer's decision will be used for all statistical categories and is final.

### **Will A Team Throw A No-Hitter/Perfect Game?**

A 2-way market offering the customer the opportunity to predict whether the stated event will occur during the game.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
- The official scorer's decision will be used for all statistical categories and is final.
- A team can achieve this with multiple pitchers in the same game.

### **Will Extra Innings be Played?**

This is a 2-way market offering the options of 'Yes' or 'No' as to whether the game will result in a tie at the end of regulation, resulting in extra innings.

- In the event the game does not complete or is abandoned, all wagers will be void.

## **Baseball Futures Market Rules**

### **General Baseball Futures Rules**

Bets will be settled based on official standings or rulings provided by the organizing body. For bets to stand, the number of games where a result is passed must equal the number of games scheduled when the season begins, unless the outcome has already been determined. Any forfeited game that is considered an official result will count towards season long bets.

### **Outright/League/Division Winner Markets**

If a result is passed by the organizing body for any of the above markets it will be deemed final irrespective of whether the season has been amended in any way to achieve this result. If a team is withdrawn, suspended or otherwise removed from the competition they will be deemed a participant if they have started at least one fixture.

- For avoidance of doubt in the MLB league winner markets, the league winner is the team that advances to the World Series, not the team that is awarded the number 1 seed in the playoffs.
- Division winner markets follow the tie break rules set out by the organizing body.

### **Regular Season Wins**

A 2-way market which offers the customer the opportunity to bet whether a team will win more or less than the specified total number of wins. In the result of a whole number being offered and that outcome being achieved, bets will be settled as a push. For example, if a team is offered at Over/Under 60.0 wins and finishes the season with 60 wins the market will be deemed a push and settled as void.

- Bets placed on Regular Season Wins will be void if the chosen team or teams do not achieve an official result for 98% or more of all scheduled regular season games (using the schedule produced before Week 1 of the regular season) unless the total has already been passed or cannot possibly be achieved in the remaining number of games. In a 162 game season, 159 games must be played by the nominated team for bets to stand except in the case where the outcome of the bet has already been determined.
- Any forfeited game that is considered an official result will count towards Regular Season Wins regardless of whether it is a win or a loss.

### **Number 1 Seed/Team to Make or Miss Playoffs/Team to be awarded a Wildcard**

These markets offer the customer the opportunity to bet on specific seedings/standings that are awarded to teams in the final standings.

- Tie-break rules set by the organizing body will be used to determine winners in each of these markets.
- If the number of playoff teams is changed after creation of the 'Make or Miss Playoffs' market, then Fanatics Sportsbook reserves the right to make the market void.

### **Series Markets**

These markets offer the customer the opportunity to bet on the exact outcome of a playoff series of games.

- For bets to have action the playoff series must reach a natural conclusion. This means one of the teams must reach the required number of wins as stated before the series commenced. For example, in a best of 5 series if the

series is cut short and one team wins by 2 games to 1 the entire series market will be made void.

## **Player Award/Category Leader Markets**

A variety of markets offered on the nominated list of players to receive a specified award or lead a certain statistical category.

- Bets are settled 'All Bets are Action'. See general rules for more information.
- If an award is canceled or not awarded then bets will be void.
- If an award or statistical category lead is shared then bets will be settled using 'Dead Heat' rules. See general rules for more information.

## **Baseball Player Market Rules**

### **General Player Prop Rules**

For pre-event player related markets, pitchers must start and throw at least one pitch for bets to have action. Hitters must start and record at least one plate appearance for bets to have action.

For in-play player related markets, pitchers must throw at least one pitch after the time of bet placement for bets to have action. Hitters must record at least one plate appearance after the time of bet placement for bets to have action.

The above action rules dictate whether or not a player prop selection will be active. The exception(s) to this rule is in the MLB Regular Season, MLB Playoffs, and MLB World Series exclusively, where Fanatics Betting & Gaming will consider any selections made on Player Props void in the following scenarios:

- A pitcher starts the game and throws at least one pitch, then leaves the game with an injury before recording three outs.
- A batter starts the game and records at least one plate appearance, then leaves the game for any reason before the start of their second plate appearance.

Any selections that have already been unequivocally determined will be settled as such. For example, a player to hit a home run and they have already achieved this. Wagers placed on the under option will be settled as winners in the case of a player having less than a specified total of any Match Player Prop before leaving the field. In this same example, selections on the over option will be settled as a void.

Player statistic markets will primarily be settled based on the official box score statistics when the game reaches its conclusion. Fanatics Sportsbook may settle (or partially settle) markets prior to their conclusion if that market is unequivocally determined at the time of settlement.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
  - For games that are scheduled over 7 innings the game must go at least 7 full innings (6.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.

For player match bets (such as Pitcher v Pitcher total strikeouts) both players must start the game and throw at least one pitch (or record one plate appearance in the case of hitters) for bets to have action.

### **Total Bases/Hits/Stolen Bases/RBIs/Runs/Singles/Doubles/Triples/Home Runs**

These 2-way prop markets offer the customer the opportunity to bet on whether a hitter will go under or over a stated total of the relevant batting category statistic. All markets will have action if the nominated player is in the starting lineup and has at least 1 plate appearance.

- Total Bases are only awarded for hits and are awarded as follows:
  - Single = 1 Base
  - Double = 2 Bases
  - Triple = 3 Bases
  - Home Run = 4 Bases
- Walks, hit-by-pitches, reached on errors, and fielder's choices do not count as total bases.
- Stolen Bases are not awarded for Defensive indifference and will be settled according to the official scorer's record.
- A player will not be credited for a run scored if he is replaced by a 'Pinch Runner'.
- Runners who start extra innings on 2nd base are treated as pinch runners, as such they would not be credited with a run scored or any total base toward the settlement of any base prop.

### **Total Strikeouts/Outs/Runs Allowed/Earned Runs Allowed/Walks Allowed**

These 2-way prop markets offer the customer the opportunity to bet on whether a pitcher will go under or over a stated total of the relevant pitching statistic. All markets will have action if the nominated pitcher makes the start and throws at least 1 pitch.

- Runs allowed include earned and unearned runs.
- Walks allowed does not include 'Hit by Pitch' but does include Intentional Walks credited to a pitcher.

### **First Hit/Home Run/RBI/Run Scored**

These player markets will feature a list of players and give customers the option to bet on who will be the first to achieve a certain statistical goal.

- Where a "No Player to X" option is offered (Where X is the chosen achievement offered in the market name), this selection will be settled as the winner in the event there are no instances of the stated action. Where this selection is not offered markets will be made void if there are no instances of the stated action.
- Players who are not included in the starting lineup will be made void unless they have made at least one plate appearance before the stated action is achieved. Once a player has been substituted into the game they are deemed a runner in the market.

### **Result of First Plate Appearance**

This player market will give customers the option to bet on the leadoff batter of the game to achieve stated selections for this statistical goal.

- Listed players must be in the starting lineup and make the relevant plate appearance for wagers to have action. If the listed player does not start the game, the wager will void.

### **Pitcher Wins Yes/No**

This 2 way prop market offers the customer the opportunity to bet 'Yes' or 'No' on whether a starting pitcher will be awarded the win statistically in the game log. A win will be categorized as follows:

- A starting pitcher will be awarded the win if he is the recorded pitcher when his team takes the lead and does not surrender this lead for the remainder of the game.
- A starting pitcher must complete 5 innings to be awarded a win.

## **Result of First Pitch**

This market is settled based on the first pitch thrown in the listed half inning.

- A change to the status of either listed pitcher, or to either line-up, will have no bearing on the settlement of this market.
- For settlement purposes, a reach on error, catcher's interference, or a foul ball that results in an out will be ruled as "other outcome".
- Batted balls that result in the plate appearance ending (hits/outs) will not be regarded as strikes for the purpose of settlement.
- If a pitcher or batter violation results in an automatic ball or strike to begin the at-bat, the market will be settled off the outcome of the violation. (for example, if a pitcher violation results in an automatic ball to start the at-bat, "Ball" will be settled as the winning selection.)

## **Will A Player Throw A No-Hitter/Perfect Game?**

A 2-way market offering the customer the opportunity to predict whether the stated event will occur during the game.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
- The official scorer's decision will be used for all statistical categories and is final.
- The individual pitcher must start and complete the entirety of the game.

## **Player to Record a Save**

A 2-way market offering the customer the opportunity to predict whether the stated event will occur during the game.

- A change to the status of either listed starting pitcher, or to either line-up, will have no bearing on the settlement of this market.
- The official scorer's decision will be used for this statistical category and is final.
- This is an all-in market, so if the player does not participate in the game, the selection will still settle as a loss.

## **Batter Plate Appearance Betting**

These markets will allow the customer to bet on a specific outcome of a chosen plate appearance for the name player. The market will detail the specific inning and the specific listed pitcher that the batter will face, and both of these conditions must be

met in order for the bet to have action. For example, if a player is at the plate and his team-mate is caught stealing bringing an end to the current inning, bets will be made void.

### **Plate Appearance Exact Result/Plate Appearance Inning X Exact Result**

The in-play batter markets offer the customer the opportunity to bet on which type of hit the batter will record in their next/current plate appearance. Markets may be offered in a 2-way format (e.g To Hit Single with 'Yes' and 'No' options) or a multiway format with all listed options.

- In multiway format the customer will be presented with other outcomes which could complete the plate appearance, such as the batter to be out.

### **Player To Record A Hit**

A 2-way market allows betting on whether the outcome of the plate appearance will be a hit.

- 'Yes' will be settled as a winner if the batter records a Home Run, Triple, Double or Single.
- 'No' will be settled as a winner if the plate appearance results in any other outcome, other than Intentional Walk, or the conclusion of the inning meaning that the plate appearance is not completed (for example if a runner is caught stealing), in which case selections will be made void

### **Plate Appearance (Reach Base)/Plate Appearance – Inning X – Reach Base**

A 2-way market offering the customer the opportunity bet if the listed player will reach base at a given plate appearance. Results are graded as follows:

- **Yes** occurs when the listed player's plate appearance concludes with them being on any base or the player hits a home run. Includes hits, walks, errors, fielders' choice, and hit by pitch.
- **No** occurs when the listed player's plate appearance concludes with them not being on base.
- Markets will be void in the case of an intentional walk.
- If a plate appearance is incomplete at the end of an inning, bets will void except where the result is already determined.
- If a player is substituted in the middle of a plate appearance then bets will void unless the result is already determined.
- Bets will stand regardless of any pitching change.
- Only the first plate appearance per player per inning will count toward settlement.

## **Will A Player Hit For The Cycle/Will A Player Hit a Grand Slam?**

A 2-way market offering the customer the opportunity to predict whether the stated event will occur during the game.

- The game must go at least 9 full innings (8.5 innings if the home team is ahead resulting in the end of the game), unless the result of the market is already determined, and the game result is declared official.
- The official scorer's decision will be used for all statistical categories and is final.
- If the player is not in the starting lineup when the game begins, all wagers are voided.

## **Player To Record An In-Play Out**

A 2-way market allows betting on whether the batter will be out via an in-play fielding method.

- 'Yes' will be settled as a winner if the batter is out via the following methods:
  - Batter hits the ball and it is caught without bouncing by a fielder in the field of play or in foul territory
  - Batter hits a fair ball and is out via a force out, 'tagged out' or fielder's choice before reaching first base.
- 'No' will be settled as a winner if the plate appearance results in any other outcome, other than Intentional Walk, or the conclusion of the inning meaning that the plate appearance is not completed (for example if a runner is caught stealing) in which case selections will be made void

## **Batter To Record A Strikeout**

A 2-way market allows betting on whether the batter will be out via strikeout.

- 'Yes' will be settled as a winner if the batter is out via the following methods:
  - With two strikes, the batter swings at a pitched ball and misses.
  - With two strikes, the batter does not swing at a pitch that the umpire judges to be in the strike zone, and the catcher catches the ball.
  - With two strikes, the batter foul tips a pitch directly back into the catcher's mitt, and the catcher catches the ball.
  - With two strikes, the batter bunts a pitch into foul territory.
  - On a dropped strike by the catcher where the batter is thrown out running to first base.
  - On any third strike if a base runner is on first and there are fewer than two outs.
  - On any third strike, a pitch clock violation is called.



- 'No' will be settled as a winner if the plate appearance results in any other outcome, other than Intentional Walk, or the conclusion of the inning meaning that the plate appearance is not completed (for example if a runner is caught stealing) in which case selections will be made void

### **Batter To Record A Walk**

A 2-way market allows betting on whether the batter will reach first base via a walk.

- 'Yes' will be settled as a winner if the batter is awarded first base via a walk or intentional walk.
- 'No' will be settled as a winner if the plate appearance results in any other outcome, other than the conclusion of the inning meaning that the plate appearance is not completed (for example if a runner is caught stealing) in which case selections will be made void.

### **Next Pitch Result**

A market offering the customer to the opportunity to bet on whether the next pitch will be a strike, a ball, a foul ball or 'In-Play' if the batter makes contact with the ball and it remains in-play to result in a fielding out, a hit, or any other 'in-play' outcome.

- 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.
- Bets will be made void if during the dead-ball time before the next pitch the inning is concluded meaning that the plate appearance is not completed (for example if a runner is caught stealing).

### **Plate Appearance (Pitch Count)/Pitcher X – Pitches Thrown against Player X – Inning X**

A 2-way market offering the customer the opportunity to bet on the number of pitches thrown in the next plate appearance. Markets are resulted on the listed plate appearance and graded as follows:

- 'Over' occurs when the listed at bat has over the listed number of pitches thrown.
- 'Under' occurs when the listed at bat has under the listed number of pitches thrown
- If a batter is intentionally walked after a ball or a strike is thrown, all bets will be void except those that are unequivocally determined
- Pitch clock violations will not count towards settlement.

## Daily Cross Match Player Props/Team Specials

A variety of special markets offered on events to occur across the daily slate of games within a specified competition. These may include (but are not limited to) player prop parlays across multiple games, or combined totals of runs, wins etc by various combinations of named teams, games, and/or players.

- The market name or market notes will specify the number of, or a list of, all games applicable to the Daily Special markets. 90% or more of all scheduled games (at least 8.5 innings played) must be played in any special market depending on action from all games (e.g., 'Each game to have 6+ runs' or '50+ combined runs across all games'). If less than 90% of all game are played all wagers will be voided, unless the market outcome has already been determined.
- Where markets are offered such as 'Highest scoring game' or 'Lowest scoring game' dead heat rules will apply.
- For player specific markets, if any player named in the bet does not start the entire selection will be made void.
- Where markets such as 'Team to score most runs' and 'Highest scoring game' are offered, which are dependent on action from each of the day's games, 90% or more of all scheduled games must be played and go at least 8.5 innings for bets to have action, unless the winning team in the offered special took part in an official shortened game and all other games went at least 8.5 innings. Teams involved in double headers will generally be excluded from these specials, but where offered they will be added to market name or notes.

Where markets are offering betting on whether a certain event such as a perfect game, no hitter, player to hit for the cycle etc will occur – 90% or more all scheduled games must be played (defined as at least 8.5 innings played) for bets to have action.

### Daily Strikeout Leader

A market offering customers the opportunity to wager on which listed pitcher has the most strikeouts in any given day's slate of games Any listed pitcher who does not start will be voided. In the case of ties, wagers will be graded per the Dead Heat Rule.

### First Pitcher to Record a Strikeout

A 2-way market offering customers the opportunity to wager on which starting pitcher will record the first strikeouts of the game.

- If one of the listed starting pitchers does not start the game, all selection will be voided.

- If neither of the listed starting pitchers records a strikeout, and the first strikeout is recorded by a relief pitcher, all selections will be voided.

### **Each Pitcher to Record 1+ Strikeouts in the 1st Inning**

A 2-way yes/no market offering customers the opportunity to bet on each specified pitcher to throw 1, or more, strikeouts per inning across specified matches. Any listed pitcher who does not start will be voided.

- If a listed pitcher starts but does not complete the 1st inning of play (3 outs), all wagers on this market will be voided, unless the market has already been determined by the listed pitcher obtaining a strikeout.

### **Perfect Start**

A game-by-game market where you can bet on a pitcher to only face 3 batters in their first inning.

### **Pitcher to Strike Out the Side in the 1st Inning**

A game-by-game market where you can bet on a pitcher to record 3+ strikeouts in the first inning.

## **Baseball Same Game Parlay Specific Rules**

Same Game Parlay bet legs follow the individual rules determined by the market they are selected from. For the avoidance of doubt a Same Game Parlay bet will be considered to be void if:

- The entire event is voided under Fanatics Sportsbook Abandoned, Canceled, Postponed or Forfeited Events ruling.

## **Ice Hockey**

### **General Ice Hockey Rules**

- All bets include overtime/shootouts unless otherwise stated. Markets that exclude overtime will be listed in the rules or will contain indicative language within the market name such as 'Excluding Overtime', 'Regulation Only' or '60 Mins Only'
- Where an event is postponed before the scheduled puck-drop time and subsequently rescheduled to be played less than 48 hours from the original puck-drop time, all bets will stay active and will be settled upon the result of

the rescheduled event. If an event is postponed before the original start time and subsequently rescheduled to be played more than 48 hours from the original puck-drop, all bets will be made void.

- Where a non-playoff game is called early or abandoned with no intention to resume play there must be 2 minutes or less of time remaining on the game clock for bets to have action except where the specific market outcome is already unconditionally determined. In instances such as this, the score at the time the game is halted will be considered to be the final score referred to for all wagers.
- If a non-playoff game is paused before the indicated time has been played, and not completed within 48 hours of the scheduled start date, bets will be void except where the specific market outcome is already determined.
- In the instance of a halted playoff game, all bets will remain open until completion of the game as determined by the league's governing body. If either team is awarded the win without resumption of the game, non-playoff games rules will be referred to when determining bet settlement.
- Period Handicap/Total Points markets are resulted based on the period score respectively. If the game is suspended and subsequently abandoned before the completion of the respective period then the market will be voided, unless the outcome has already been determined.
- If a game venue is changed to a neutral site or switched to the home venue of the designated away team all bets placed before the venue change will be made void.
- Games which are forfeited without play will not count as a game played or completed (or any other similar term) for settlement purposes. Wins or losses accrued from forfeits will count towards criteria in futures markets (such as playoff qualification, futures outright betting etc)
- In Period specific markets the entire period of play must be completed for bets to stand.
- Where a game is won by shootout, a goal will be added to the score of the winning team. This will be considered the final score for settlement purposes.
- In the absence of a statistical result being provided by the official organizing body for any market that is required for settlement, Fanatics Sportsbook will seek a reputable independent source for bet settlement.

## **Ice Hockey Market Rules**

### **Moneyline**

Generally a 2-way market based on the outcome of the game. The 2-way Moneyline is inclusive of Overtime and Shootouts and is a bet on the winner of the event.

- Where a 2-way market is offered listing each team as betting options, bets will be settled according to the winner at the end of play, including (where required) any period of overtime. If no winner is determined and the game is considered a tie, bets will be considered a push, and the market will be made void.
- Where a 3-way market is offered listing each team and the 'tie' as betting options, bets will be settled according to the result at the end of regulation time.

### **1st/2nd/3rd Period Moneyline**

Generally a 2-way market based on the outcome of a nominated portion of the game. All markets are exclusive of Overtime. The entire period of play must be concluded for bets to have action.

- Where a 2-way market is offered listing each team as betting options, bets will be settled according to the winner at the end of the nominated time period of play. If no winner is determined and the period of play is considered a tie, bets will be considered a push, and the market will be made void.
- Where a 3-way market is offered listing each team and the 'tie' as betting options, bets will be settled according to the result at the end of the nominated period of play.

### **Spread/Handicap/Puck Line (Including Period Specific)**

A spread bet allows the customer to bet on whether a team with a minus spread will win by more than a specific number of goals, or a team with a plus spread will win outright or lose by less than a specific number of goals.

The bet applies the stated spread to the chosen selection and considers this number to be added or subtracted from the final score. Bets on the outcome of the whole game are inclusive of overtime and shootouts unless stated in the market name, and the winning team from the shootout will have a goal added to their score in line with competition rules. Bets placed on the 3rd period spread are exclusive of overtime and shootouts.

- For 2-way markets where a whole goals number is used as the specified spread the outcome will be considered a push and the market voided when the scores finish tied after the spread is applied. For example if a customer were to bet Team A (-2.0) versus Team B and the final score was 3-1 to Team A, then the market would be considered a push.
- Unless otherwise stated all handicaps and spreads are to be calculated based on the result from the start of the listed period to the end of the specified period. For example, a 2nd period spread would only reference the goals that

were scored within the 2nd period of play. In this example, if the score is 1-1 at the start of the 2nd period and 3-2 at the end of the 2nd period, then the scoreline referenced in the 2nd period spread bet would be 2-1.

- In a 3-way spread market, the tie is also offered, giving the customer 3 options to place their bet on. In these markets if the scores would be tied after the spread is applied to either selection then the tie would be considered the winning selection. For example if a market was offered with Team A (-2) versus Team B including the option of a tie and the final score was 3-1 to Team A, then the tie would be considered the winning selection in this market.

### **Total Goals & Total Team Goals (Including 1st/2nd/3rd Period Total Goals)**

A total goals bet provides an opportunity to bet on whether the number of goals scored in the game or by a team (within a stated time period) will be less than or greater than the number specified. Bets on full game selections within this market are inclusive of overtime and will include the goal added to the team winning a shoot-out, where it is to happen. Bets placed on the 3rd period do not include overtime.

- For 2-way markets where a whole goal number is used as the specified total the outcome will be considered a push and the market voided when the score finishes exactly as the offered total. For example if a customer were to bet on 'Over 5.0 goals' and the final score was 3-2 then the market would be considered a push.
- Unless otherwise stated all total goals bets are calculated based on the result from the start of the listed period to the end of the specified period. For example, a 3rd period total goals bet would only reference the goals that were scored within the 3rd period of play. In this example, if the score is 2-2 at the start of the 3rd period and 3-3 at the end of the 3rd period, then the 3rd period total goals would be 2.
- In a 3-way Total goals market, an option to bet on the exact number of goals scored is also offered, giving the customer 3 options to place their bet on. In these markets if the total goals finishes on the selection entitled 'Exactly X Goals' then this selection would be settled as a winner. For example if a market was offered containing the selections 'Under 6 Goals' 'Exactly 6 Goals' and 'Over 6 Goals' and the final score was 4-2, then the selection 'Exactly 6 Goals' would be settled as a winner, with the other selections settled as losers.

### **Total Goals Odd/Even (Including 1st/2nd/3rd Period Specific Markets)**

A 2-way market offering customers the chance to bet on whether the final number of goals scored in the game will be odd or even. Goals scored in overtime will be included in this market and the resulted total will include the goal added to the team winning a shoot-out, where it is to happen.

- Where a game ends 0-0 after regulation, markets which are exclusive of overtime will be settled with 'Even' as the winning selection as zero is considered an even number for settlement purposes.

### **Race to X Goals (Including 1st/2nd/3rd Period Specific Markets)**

A 3-way market offering the option to bet on which team will be the first to reach a stated total number of goals, with a third option provided for neither team to reach the stated total. This market does not include overtime/shootouts unless stated differently in the market name.

### **Time of 1st Goal**

A 2-way market offering the option to bet on whether the first goal will be scored before or after a stated time period. If regulation time is completed without a goal being scored, bets on the "over" will be the winner.

### **Highest Scoring Period**

A market offering the option to bet on which of the three regulation periods will contain the most goals. In the event that two or more of the periods are tied as the highest scoring period then bets will be settled as follows:

- Where a betting option for 'Draw' or 'Tie' is offered this will be settled as the winner in this market.
- Where the market only contains options for '1st Period', '2nd Period' and '3rd Period' dead heat rules will apply for settlement.

### **Winning Margin**

This market offers the customer the chance to bet on what the margin of victory will be, choosing from a selection of bands, for example 1 goal, 2 goals or 3+ goals etc . The market can be offered with either team specific or general game based selections. Overtime and Shootouts will not count towards the settlement of this market.

### **Both Teams To Score**

This market offers the customer the chance to bet on whether both teams will score a goal during regulation play.

### **First Team to Score Wins Game**

A 2-way market offering the option of which team will score first and win the game.

- Resulted at the end of the match (including overtime)
- If the game is suspended before completion then the market will be resulted as a void.
- If neither team has scored before the completion of the game and the game results in a tie, the market is resulted as a void.

### **Team To Win With A Shutout/Team To Win To Nil**

This market offers the customer the chance to bet on whether the nominated team will win without conceding a goal during regulation play.

### **Correct Score**

This market offers the customer the chance to bet on what the exact score of the game will be at the end of play. Selections can be offered without being attributed to a specific team, or with the named teams being allocated one of the two totals each. For example, a selection such as “4-1” would be a winner if either team won by such a scoreline, whereas “Team A 4- 1 Team B” would require the exact score to be achieved by each team.

- By default this market will not include overtime/shootouts unless stated otherwise in the market name.

### **1st Goal/Xth Goal/Next Goal**

This market allows betting on a team to score a nominated goal within the regulation period of play.

- If the market is offered in play on ‘Next Goal’ and no further goals are scored then ‘No Goal’ will be settled as the winner.

### **60 minute markets (Double Result)**

- Where indicated 60 minute markets exclude overtime and shootout goals. If the game goes to overtime, the “tie” selection will be the winner.

### **Wire to Wire**

- A market offered for a given team to be leading a game at the end of each period of that game. Provided the selected team leads at the end of each



period, the relevant bet will be successful even if, during any such period, the selected team temporarily ceases to lead the scoring.

- 'Any Other Selection' will be deemed the winner if either team does not lead the game after each period.

## **Grand Salami**

This market offers the option to bet on a "Grand Salami" which is on the total number of listed occurrences (i.e. total goals) happening during a timeframe (usually 1 scheduled day of events). All relevant events must be completed for bets to stand unless settlement has already been determined.

- Away Team Goals vs Home Team Goals is a moneyline bet where you pick either the home teams or away teams to score more goals
- Total Goals is an over/under bet on the total number of goals scored by all teams combined.

In a 2-way market, one of the selections must win. In the event of a tie, all wagers will be settled as push.

In a 3-way market where "tie" is a bettable option, in the event of a tie this market will be the winning selection. The other two selections will be settled as losers.

## **Ice Hockey Player Market Rules**

### **General Player Prop Rules**

For any player related market, player(s) must enter the ice and receive at least 1 second of playing time for bets to have action. If a player is listed as "inactive" or "did not play" for the relevant game, bets on that player/market will be void.

The exception to the above rule is in NHL Regular Season, Play-Offs and Stanley Cup Final events exclusively, where Fanatics Sportsbook will consider any selections made on Match Player Props void if the selected player is active for the game but leaves the game with injury during the 1<sup>st</sup> Period, without returning to the game. Any selections that have already been unequivocally determined will be settled as such – for example, a player to score a goal and they have already achieved this. Wagers placed on the under option will be settled as winners in the case of a player having less than a specified total of any Match Player Prop before leaving the field in the 1<sup>st</sup> Period. In this same example, selections on the over option will be settled as void.

Player statistic markets will primarily be settled based on the box score statistics when the game reaches the end of regulation, or overtime in the result of a tie. Fanatics Sportsbook may settle (or partially settle) markets prior to their conclusion if that market is unequivocally determined at the time of settlement.

For goalie specific player props the nominated goalie must start the game for bets to have action.

- 3rd Period specific player props markets do not include Overtime.
- All stats accrued in Shootouts will not count towards player prop markets unless stated in the market name or notes.

### **First/Last/Anytime Goalscorer**

A market offering the chance to bet on the chosen player to score a goal subject to the criteria specified in the market name.

- Players must be dressed/active for bets to stand (as per official competition source)
- Where no goals are scored, all player selections in these markets will be settled as losers.
- 'In-Play' wagers will be deemed void if the player does not record 1 second of playing time after the wager is placed.
- Where the selection 'Any Other' is not quoted within the market but the market notes stated language such as 'Other Scorers Available on Request' then all selections will be settled as losers in the event that the winning scorer was not specifically offered.
- Own goals do not count for settlement purposes. If the only goals scored are own goals, then 'No Goalscorer' will be settled as the winner where offered and all other selections will be settled as losers.
- Goals scored in shootouts will not count towards settlement of this market.

### **Player Total Points/Assists/Shots/Goals/Power Play Goals/Power Play Points/Blocked Shots**

A 2-way market offering the chance to bet on the chosen player to record under or over the specified total of nominated stat category.

Markets will be settled according to the official box score, or the official competition stats offered by the organizing body.

- A 'Point' is a goal or an assist, so the Player Total Points prop is a sum of the total goals and assists by the nominated player

### **X Player to Score in all 3 Periods**

- Settled on a player scores a goal in all 3 periods of the game.
- For settlement purposes - the 3rd period does not include OT or Shoot-outs.

### **Goalie Saves**

A 2-way market offering the chance to bet on the chosen player to record under or over the specified total of saves during the game.

Markets will be settled according to the official box score, or the official competition stats offered by the organizing body.

### **Goalie Shutout**

A 2-way market offering the chance to bet on whether the nominated goalie will concede a goal during the game.

A goalie must play the entire game without conceding to be deemed a winner in this market. If a goalie is subbed out and does not complete the entire game then bets will be void.

### **Daily Cross Match Player Props/Team Specials**

A variety of special markets offered on events to occur across the daily slate of games within a specified competition. These may include (but are not limited to) player prop parlays across multiple games, or combined totals of goals, wins etc by various combinations of named teams and/or players.

- The number of games (or a list of the relevant games) applicable to the Daily specials will be mentioned in the market name or market notes. If this number of games does not take place then any special market which depends on action from all games (e.g 'Each game to have 3+ goals' or '2+ combined shutouts across all games') will be made void.
- Where markets are offered such as 'Highest scoring game' or 'Lowest scoring game' dead heat rules will apply.
- For player specific markets, if any player named in the bet does not play for at least one second the selection will be made void.
- Overtime is included for settlement purposes of total goals, player statistics and match result based markets. Shootouts are only included for total goals and match result based markets.

### **Ice Hockey Futures Market Rules**

## **General Ice Hockey Futures Rules**

Bets will be settled based on official standings or rulings provided by the organizing body. For bets to stand, the number of games where a result is passed must equal the number of games scheduled when the season begins, unless the outcome has already been determined. Any forfeited game that is considered an official result will count towards season long bets.

- If an unquoted and/or impermissible selection wins, all selections in that market will be void.

## **Outright/Conference/Division Winner Markets**

If a result is passed by the organizing body for any of the above markets it will be deemed final irrespective of whether the season has been amended in any way to achieve this result. If a team is withdrawn, suspended or otherwise removed from the competition they will be deemed a participant if they have started at least one fixture.

- For avoidance of doubt in the NHL conference winner markets, the conference winner is the team that advances to the Stanley Cup Finals, not the team that is awarded the number 1 seed in the playoffs.
- Division winner markets follow the tie break rules set out by the organizing body.

## **Regular Season Wins**

A 2-way market which offers the customer the opportunity to bet whether a team will accrue more or less than the specified total number of wins in the final standings. In the result of a whole number being offered and that outcome being achieved bets will be settled as a push. For example if a team is offered at Over/Under 60.0 wins and finishes the season with 60 wins the market will be deemed a push and settled as void.

- Bets placed on Regular Season Wins will be void if the chosen team or teams do not complete at least 98% of all scheduled regular season games (using the schedule produced before Week 1 of the regular season) unless the total has already been passed or cannot possibly be achieved in the remaining number of games. In an 82 game season, 81 games must be played by the nominated team for bets to stand except in the case where the outcome of the bet has already been determined.
- Any forfeited game that is considered an official result will count towards Regular Season Wins regardless of whether it is a win or a loss.

## **Regular Season Points**

A 2-way market which offers the customer the opportunity to bet whether a team will accrue more or less than the specified total number of points in the final standings. In the result of a whole number being offered and that outcome being achieved, bets will be settled as a push.

- Bets placed on Regular Season Points will be void if the chosen team or teams do not complete at least 98% of all scheduled regular season games (using the schedule produced before Week 1 of the regular season) unless the total has already been passed or cannot possibly be achieved in the remaining number of games. In an 82 game season, 81 games must be played by the nominated team for bets to stand except in the case where the outcome of the bet has already been determined.
- Any forfeited game that is considered an official result will count towards Regular Season Points regardless of whether it is a win or a loss.

### **Number 1 Seed/Team to Make or Miss Playoffs/Team to be awarded a Wildcard**

These markets offer the customer the opportunity to bet on specific seedings/standings that are awarded to teams in the final standings.

- Tie-break rules set by the organizing body will be used to determine winners in each of these markets.
- If the number of playoff teams is changed after creation of the 'Make or Miss Playoffs' market, then Fanatics Sportsbook reserves the right to make the market void.

### **Series Markets**

These markets offer the customer the opportunity to bet on the exact outcome of a playoff series of games.

- For bets to have action the playoff series must reach a natural conclusion. This means one of the teams must reach the required number of wins as stated before the series commenced. For example, in a best of 5 series if the series is cut short and one team wins by 2 games to 1 the entire series market will be made void.

### **Player Award/Category Leader Markets**

A variety of markets offered on the nominated list of players to receive a specified award or lead a certain statistical category.

- Bets are settled 'All Bets are Action'. See general rules for more information.

- If an award is canceled or not awarded then bets will be void.
- If an award or statistical category lead is shared then bets will be settled using 'Dead Heat' rules. See general rules for more information.

### **NCAA Conference Regular Season Winner/Conference Tournament Winner/National Championship Winner**

- If an unquoted and/or impermissible selection wins, all selections will be void. If multiple teams are deemed regular season champions, the winner would be the team awarded the top conference seed in the stated conference tournament.

### **Ice Hockey Same Game Parlay Specific Rules**

Same Game Parlay bet legs follow the individual rules determined by the market they are selected from. For the avoidance of doubt a Same Game Parlay bet will be considered to be void if:

- The entire event is voided under Fanatics Sportsbook Abandoned, Canceled, Postponed or Forfeited Events ruling.

Same Game Parlay player markets include stats accrued in overtime, but not those accrued in shootouts.

## **Tennis**

### **General Tennis Rules**

- All tennis bets (including any specials or statistics-based bets) will be settled in accordance with the official website of each tournament's governing body, unless otherwise stated at bet placement. Wagers on delayed or suspended matches will only be voided if the tournament governing body deems the match or tournament to be canceled.
- Some tennis tournaments use differing match formats (shorter format sets, Championship Tie Break etc). It is the customer's responsibility to understand the formatting of a match before placing a bet.
  - Bets will be void in the event the statutory/quoted number of sets is changed, unless the market has already been determined or unless otherwise stated.
- In the event of a retirement or disqualification at any point after the match has started, the player/team that is awarded the victory/progresses to the next round will be settled as the Winner in the Match Result/Moneyline market. Selections placed on the retiring or disqualified player/team will be voided. All

other markets will be voided unless the market has already been determined. Any markets that have already been determined will settle as such.

In futures markets, selections are made void if the player selected does not start the 1st round of the tournament.

- All selections will be made void in the following circumstances:
  - The match does not take place or a player/team is given a walkover, all bets on the match will be voided.
  - The statutory/quoted number of sets is changed, unless the market has already been determined or unless otherwise stated.
  - The match does not take place or a player/team is given a walkover, all bets on the match will be voided.
- All selections will stand in the following circumstances:
  - Any change of venue
  - Any change from indoor to outdoor court or vice versa
  - Any change of surface before or during a match
  - Any mid-match delays, even those carrying over day(s)

## **Tennis Market Rules**

### **Moneyline**

A 2-way market based on the outcome of the game.

- Where a player retires or is disqualified please refer to the General Tennis Rules for how settlement will be determined.

### **Set/Games Handicap/Spread (Includes Set Specific Game Handicap such as '2nd Set Handicap')**

A handicap bet allows the customer to bet on whether a player (or doubles pairing) with a minus spread will win by more than a specific number of sets or games (as stipulated in the market name), or a player (or doubles pairing) with a plus spread will win outright or lose by less than a specific number of points.

The bet applies the stated spread to the chosen selection and considers this number to be added or subtracted from the final set score or overall number of games won.

- A super tie break is considered as one game and one set for settlement purposes.
- For 2-way markets where a whole game or set number is used as the specified handicap/spread the outcome will be considered a push and the market voided where the scores finish tied after the spread is applied. For example if a customer were to bet Player A (-1.0) on the game handicap

versus Player B and the final score in games was 6-4, 4-6, 7-6 to Player A, then the selection would be considered a push.

- Unless otherwise stated all handicaps and spreads are to be calculated based on the result from the start of the listed period to the end of the specified period. For example, a 2nd set game handicap would only reference the games that were played within the 2nd set. In this example, if the score is 1-0 (7-6) at the start of the 2nd set and 2-0 (7-6, 6-3) at the end of the 2nd set, then the scoreline referenced in the 2nd set handicap bet would be 6-3.
- In a 3-way handicap market, the tie is also offered, giving the customer 3 options on which to place their bet on. In these markets if the scores would be tied after the spread is applied to either selection then the tie would be considered the winning selection. For example if a game handicap market was offered with Player A (-2) versus Player B including the option of a tie and the final score was 7-6, 7-6 to Player A then the tie would be considered the winning selection in this market.

### **Total Games/Sets (Includes Player Specific & Set Specific Total Games such as '2nd Set Total Games & Player A Total Games')**

A total bet provides an opportunity to bet on whether the number of games or sets (within a stated period i.e. 1st set, or to a specific player) will be less than or greater than the number offered.

- A super tie break is considered as one game and one set for settlement purposes.
- For 2-way markets where a whole point number is used as the specified total the outcome will be considered a push and the market voided when the score finishes exactly as the offered total. For example if a customer were to bet on 'Over 27.0 Games' and the final score was 6-4, 4-6, 6-1 then the market would be considered a push.
- Unless otherwise stated all total games bets are calculated based on the result from the start of the listed period to the end of the specified period. For example, a 2nd set total games bet would only reference the points that were scored within the 2nd set of play. In this example, if the score is 6-4 at the start of the 2nd set and 6-4, 4-6 at the end of the 2nd set, then the 2nd set total games would be 10.
- In a 3-way Total games market, an option to bet on the exact number of games played is also offered, giving the customer 3 options to place their bet on. In these markets if the total games finishes on the selection entitled 'Exactly X Games' then this selection would be settled as a winner. For example if a market was offered containing the selections 'Under 27 Games' 'Exactly 27 Games' and 'Over 27 Games' and the final score was 6-4, 4-6, 6-1 then the selection 'Exactly 27 Games' would be settled as a winner, with the other selections settled as losers.



### **Total Games (Includes Set Specific Games & Match) Odd/Even**

A market offering the customer the opportunity to bet on if the total number of games played will be odd or even in the set/match as specified.

### **Set Betting**

A multiway market allows betting on the correct score by sets played.

- In the event of a disqualification or retirement all bets will be void.
- If there is a change to the total number of sets to be played bets will be void.

### **Set Winner**

A 2-way market offering the customer the opportunity to bet on the outcome of a quoted set.

### **Exact Number of Sets**

A multiway market offering the customer the opportunity to bet on exactly how many sets will be played in the match.

### **Player To Win A Set**

A market offering the customer the opportunity to bet on if the quoted player will win at least 1 set in the match.

### **Player To Win Exactly 1 Set**

A market offering the customer the opportunity to bet on if the quoted player will win exactly 1 set in the match.

### **Player To Win Exactly 2 Sets**

A market offering the customer the opportunity to bet on if the quoted player will win exactly 2 sets in the match.

### **Set Correct Score**

A multiway market offering the customer the opportunity to bet on how many games each player will win in the quoted set.

### **1st Set Winner/Money Line**

A 4-way market where the customer can bet on both the winner of the 1st set in the match and the winner of the match. Both must happen for this to be a winning selection.

### **Any Set to Nil**

A 2-way market offering the customer the opportunity to bet on whether any set within the match will be won to nil (6-0) by either player/pairing.

### **Tie Break in Match/Set**

A 2-way market allows betting on whether there will be a tie breaker during the match or set depending on the market name.

- A super tiebreak does not count as a tie break towards the settlement of this market.

### **Race to X Points/Games/Sets**

A 2-way market offering the option to bet on which player (or doubles pairing) will be the first to reach a stated total number of points, games, or sets won in the specified period (i.e. set, match, or game).

### **Game Winner**

A 2-way market offering the customer the opportunity to predict the outcome of the quoted game.

### **Game Correct Score**

A multiway market offering the customer the opportunity to bet on how many points each player will win in the quoted game.

### **Game Exact Points**

A multiway market offering the customer the opportunity to bet on exactly how many points will be played in the quoted game.

### **Game to Deuce**

A 2-way market offering the customer the opportunity to predict if the specified game will go to deuce (40-40) at any point.

## **Point Winner**

A 2-way market offering the customer the opportunity to predict which player will win the specified point within the specific set and game.

## **First Break of Serve**

A 2-way market offering the option to bet on which player (or doubles pairing) will be the first to break the serve of the opponent.

- In the instance that there is no break of serve due to sets all being won via tiebreakers then bets will be void.

## **Total Aces (Includes Player & Set Specific Total Aces)**

A 'Total Aces' bet provides an opportunity to bet on whether the number of aces (within a stated time or by a specific player) will be less than or greater than the number offered. An ace is defined as a serve that successfully lands in the service box and does not touch the receiving player's racquet, resulting in the point being won without the receiving player contacting the ball.

- Where the stated time period of the bet is shortened due to retirement or disqualification the bet will be made void unless it has already been definitively determined as over the stated total.

## **Total Service Breaks (Includes Player & Set Specific Total Service Breaks)**

A 'Total Service Breaks' bet provides an opportunity to bet on whether the number of breaks of serve (within a stated time period or by a specific player) will be less than or greater than the number offered. A service break is defined as a game won by the non-server outside of tiebreaks.

- Where the stated time period of the bet is shortened due to retirement or disqualification the bet will be made void unless it has already been definitively determined.

## **Point Betting (1st/Current/Next Point Winner)**

A 2-way market offering the option to bet on the winner of the stated point.

- Penalty points awarded by umpires will not count, and bets will be voided if this is the outcome of the nominated market.

- If the stated point does not take place due to retirement, or the game reaches a natural conclusion before the nominated point is played then bets will be made void.

## **Tennis Futures Market Rules**

### **General Tennis Futures Rules**

Bets will be settled based on official results or rulings provided by the organizing body. Any forfeited game that is considered an official result will count towards future market settlement.

### **Outright Winner**

A market where the customer can bet on the overall winner of a stated tennis tournament.

- Markets will be made void where a tournament is moved to a venue with a different playing surface.
- Any Tennis events that do not take place within the same calendar year as quoted within the market, e.g. 'French Open 2023' will be made void.
- Any futures bets on tournaments that are abandoned without completion will be made void.

### **Name The Finalists**

The customer can predict both of the finalists in a stated tennis tournament.

- If either nominated player does not take any part in the nominated event bets on that selection will be void

### **Final Exacta/Forecast**

The customer can predict both of the finalists in a stated tennis tournament, as well as the winner of the final match itself.

- If either nominated player does not take any part in the nominated event bets on that selection will be void

### **Quarter Winner**

The customer can predict the winner of a specific quarter of the draw based on the draw bracket provided by the competition organizer.

- If a named player does not take part in the nominated quarter bets on that selection will be void.

## **Winning Quarter**

A market offering the customer the opportunity to predict which quarter of the draw will provide the winning player in the tournament. All players taking part in the tournament are divided into 4 brackets (quarters), with one of the top 4 seeds in each quarter. The winners of each quarter meet at the semi finals stage of the tournament.

## **Lucky Loser**

A lucky loser is a player who lost in the qualifying rounds but later was given passage into the main draw following a player's withdrawal from the main draw, typically due to illness or injury.

- A lucky loser is not considered a qualifier for settlement purposes.

## **Golf**

### **General Golf Rules**

- For the four 'Majors', namely the US Masters, USPGA, US Open and British Open Championships, any pre-tournament futures winner bets will stand so long as the event is completed in the calendar year, otherwise they will be void.
- If the scheduled number of rounds is reduced for any reason, selections will be settled as long as there is both a deemed tournament winner and a minimum of 36 holes played. If either or both these do not occur, all selections will be made void.
  - The winner will be the player leading after the last completed official round, given both of the above criteria.
  - All bets placed after the last completed round will be voided.
- Where a golfer withdraws before the start of a tournament then all bets on that participant will be declared void.
- Tournament based bets have action once the player has teed off the first hole. The exception to this rule is in PGA, LPGA, DP World, and LIV events exclusively, where Fanatics Sportsbook will consider any selections made on individual golfers void if the selected player is active for the tournament but withdraws for any reason before teeing off and completing one stroke in the second round. Any markets for that individual player on selections that have already been unequivocally determined will be settled as such - for example,

First Round Leader, or a First Round 2-ball matchup. Any undetermined selections will be void.

## **Golf Futures Rules**

A bet on a golf event will be considered to be a futures bet until Monday (local time) during the week of the event. Bets placed on futures markets will be considered all in run or not and golfers who take no part in the tournament will be settled as losing selections.

## **Golf Stroke Play Market Rules**

### **Outright Winner (Also applicable to Top Nationality, Top Amateur, Top Debutant, Top Left Handed Player and other equivalent markets)**

A multi-runner market allows betting on which golfer(s) will win the tournament.

- Where a playoff is used to decide a winner and a single winner is determined then bets will take the playoff into account and settle on the eventual winner after the playoff holes are completed.
- Where no playoff is used to break a tie between players and the tournament victory is shared, dead heat rules will apply.

### **Outright Winner Without Nominated Player(s)**

A multi-runner market allows betting on which golfer(s) will win the tournament with the nominated players named in the market removed from contention.

- Where a playoff is used to decide a winner and a single winner is determined then bets will take the playoff into account and settle on the eventual winner after the playoff holes are completed.
- Where no playoff is used to break a tie between players and the tournament victory is shared, dead heat rules will apply.

### **Outright Double/Triple Chance**

A multi-runner market allows betting on a pair or trio of golfers, whereby the selection will be settled as a winner if any of the named players wins the stated tournament.

- Where a playoff is used to decide a winner and a single winner is determined then bets will take the playoff into account and settle on the eventual winner after the playoff holes are completed.

- Where no playoff is used to break a tie between players and the tournament victory is shared, dead heat rules will apply.

### **Straight/Dual Forecast**

A multi-runner market allows betting on two named golfers to finish 1st and 2nd in a given tournament. Straight forecast requires the customers to correctly predict the order of finish, dual forecast offers the combination of both outcomes.

- Where a playoff is used to decide a winner and a single winner is determined then bets will take the playoff into account and settle on the eventual winner after the playoff holes are completed.
- Where no playoff is used to break a tie between players and the tournament victory is shared, dead heat rules will apply.
- Where the player finishing 2nd is tied with others, dead heat rules will apply.

### **End of 1st/2nd/3rd Round Leader**

A multi-runner market allows betting on which golfer(s) will lead the tournament at the stated end of round.

- Where a lead is shared at the end of the round, dead heat rules will apply to all affected players.

### **Top X Finish**

A multi-runner market allows betting on which golfer(s) will finish within a specified amount of places from the lead.

- Dead heat rules will apply whenever the number of golfers tied for a place exceeds the number of places offered in the market name. For example, in a top 5 finish market, where there is a clear 1st, 2nd, 3rd and 4th place, but three golfers are tied for 5th, a 3-way dead heat would apply to the golfers tied for 5th. Golfers finishing in the top 4 positions would be paid out in full.

### **2-Ball/3-Ball Matchups**

A 2-way or 3-way market allows betting on which of the named golfers will shoot the best score in the next full upcoming round of golf.

- Bets stand once the players have teed off the first hole.
- If a round is abandoned by the organizing body, bets on that round will be void.
- In the event that pairings or groups change, then all bets will be void.

- For tournaments using the Stableford scoring system the highest points scorer during the round is the winner
- For 2 ball betting, where a price is not offered for the tie, all bets will void.
- In 3 ball betting Dead Heat rules will apply when two or more players are tied.
- Bets will be void if one of the players does not tee off on the first of the specified holes. If a player withdraws during the specified group of holes, bets on that player will be settled as losers.

### **Hole Winner/Grouped Hole Winner Matchups**

A 2-way or 3-way market allows betting on which of the named golfers will shoot the best score on the stated hole.

- Bets stand once all nominated players tee off the designated hole.
- For a player to win the hole, they must score a lower score than every other player on that specified hole.
- In a matchup between two players, where a price is not offered for the tie, bets will be void in the event of a tie and wagers refunded
- In 3 way betting Dead Heat rules will apply when two or more players are tied.
- If a player withdraws during the hole, bets on the withdrawn player will be settled as losers.
- For hole group betting, bets are settled based on the aggregated score over a specified group of holes. Bets will be void if one of the players does not tee off on the first of the specified holes. If a player withdraws during the specified group of holes, bets on that player will be settled as losers.

### **Tournament Match Bets**

A 2-way or 3-way market allows betting on which of the named golfers will shoot the best score over the entire tournament.

- Bets stand once the players have teed off the first hole.
- If a player withdraws, whichever player completes the most holes is deemed the winner.
  - If both players complete the same number of holes, the player with the lowest score is deemed the winner.
- If the scheduled number of rounds is reduced, bets will be settled so long as there is a deemed tournament winner and a minimum of 36 holes played. The winner will be the player leading after the last completed official round.
- If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, then the other player is deemed the winner. If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, then the disqualified player is deemed the winner.



- If a 2-way match-up ends in a tie, bets will be void. For match betting where a price for the tie is offered and the match is tied, bets on either player will be settled as losers. If 3 or more golfers are offered then dead heat rules will apply.
- Playoffs are taken into account for settlement purposes.

### **To Make/Miss The Cut**

Generally a 2-way market on each individual golfer to make or miss the cut, which can also be presented as a multi-runner market on all golfers to make or miss the cut. The cut is determined as the point in play (typically at the end of the 2nd round) where golfers who have failed to achieve a certain score within proximity of the leader are eliminated.

- If more than one cut is made only the first cut will be used for settlement purposes.
- Any player that is withdrawn or disqualified ahead of the first cut will be deemed to have missed the cut for settlement purposes.

### **Hole in One & Albatross/Double Eagle Specials**

A series of markets offered around the proposition of whether (and at which hole, stage of tournament etc) a hole in one or albatross/double eagle will be scored.

- Where a tournament is reduced in duration by more than 18 holes bets on the following markets will be made void, unless already determined.
  - Tournament hole in one/albatross/double eagle
  - Player to make a tournament hole in one/albatross/double eagle
  - Stated hole to provide a hole in one/albatross/double eagle

### **Total Players To Score Over/Under X**

A 2-way market offering customers the opportunity to bet on whether the overall number of players shooting a stated score over a stated duration will be over or under the total number offered.

- For tournament long bets the 36 hole rule specified in general golf rules will apply.

### **First Time Winner?**

A 2-way market allows betting on whether the tournament will be won by a player who has never previously won the named tournament before.

## **Winning Score/Margin**

A market offering the customer the opportunity to predict how many shots a player will win the tournament by, or what the winning score will be. Markets can be offered as 2-way Over/Under, banded selections or exact numbers.

- The tournament must be played in full for both of these markets to have action

## **Wire to Wire Winner**

A market offering the customer the opportunity to predict whether the same player will lead the tournament after each scheduled round.

- The tournament must be played in full for this market to have action.
- Shared leads will count as winning legs apart from after the final round, where playoffs will count towards overall settlement.

## **Highest/Lowest Round Score**

A market offering customers the opportunity to predict the best or worst overall score of a stated round or the tournament in its entirety. Markets can be offered as 2-way Over/Under, banded selections or exact numbers.

- For tournament long bets the 36 hole rule specified in general golf rules will apply.

## **Player Bogey Free Round**

A market offering customers the opportunity to predict whether the stated player will complete the full round without scoring over par on any individual hole.

- The player must complete their round in full for bets to stand unless the result has already been determined.

## **Golf Match Play Market Rules**

### **Matchplay Markets**

- For all matchplay markets, (e.g. individual matches in the Solheim Cup or Ryder Cup) if, after 18 holes, the match is tied then:
  - If the tournament allows for sudden death or playoff hole(s), then the market will be settled on the result of the sudden death or playoff hole(s); or

- If the tournament allows for halved matches, then the market will be settled as a “half”; or
- If the tournament allows for halved matches, and there is no half/tie/draw option offered, then stakes on the match betting will be returned to the customer.
- For team matchplay events, bets on the winner of any singles match will be void if that match does not reach its natural conclusion. A match will be deemed not to have reached its natural conclusion if, for example, the applicable players agree to a half because the overall team contest has already been determined.

### **Outright Winner**

A market offering customers the opportunity to predict which golfer or team of golfers will be awarded the victory by winning the greater number of match play matches or advancing to and winning the final during the duration of a match play event. For match play formats please consult the individual tournament rules provided by the organizing body.

### **Match Winner**

A market offering customers the opportunity to predict which golfer or team of golfers will win a specific matchup within a match play event. Match play formats can vary between different tournaments and match types can differ within the tournament itself. For match play formats please consult the individual tournament rules provided by the organizing body.

### **Match Winning Margin**

A market which allows betting on the margin of victory during the match play matchup, usually decided by how many more holes one golfer (or team of golfers) wins compared to the opponent.

- For 18 hole matches, matches often finish before the completion of the stated number of holes, bets will be settled on the official result in instances such as this. Bets will be void if a player withdraws at a point in the match where the result is still to be determined (e.g. The number of holes remaining is greater than or equal to the score at the time of withdrawal).

### **Match Handicap**

A 2-way market allows betting on the margin of victory during the match play matchup, usually decided by how many more holes one golfer (or team of golfers) wins compared to the opponent. A hole handicap is applied to the matchup, with a

number of holes won removed or added based on the handicap. For example, if Team/Player A are given a -1.5 handicap they must win the matchup by 2 holes or more to be considered a winner in the handicap market.

- For 18 hole matches, matches often finish before the completion of the stated number of holes, bets will be settled on the official result in instances such as this. Bets will be void if a player withdraws at a point in the match where the result is still to be determined (e.g. The number of holes remaining is greater than or equal to the score at the time of withdrawal).

### **Draw No Bet/2-Way Moneyline (Match Specific)**

A 2-way market based on the outcome of the specified match (single or double), offering the options of Team (player) A or Team (player) B. In the event of a Draw/halve after 18 dead heat rules will apply.

### **Team Events: Top Points Scorer**

A market based on which player will achieve the highest number of points either overall or for their team.

- In the event of any ties Dead Heat rules will apply to all top points scorer markets.
- Team events with Top Points scorers include Ryder Cup, Solheim Cup, Walker Cup, Presidents Cup, EurAsia Cup and PGA Cup.

## **Soccer**

### **General Soccer Rules**

- All Soccer markets are settled on the result of regulation time (90 minutes plus any injury/stoppage time) unless otherwise specified. Regulation time does not include extra time or penalty shootouts. The exceptions to this rule are in relation to situations where the referee ends the match before 90 minutes for reasons other than an abandonment, in these circumstances all markets will be settled based on the actual result when the game was concluded, irrespective of whether the full 90 minutes was played. On some occasions we may offer extra time betting which will be on the 30 minutes including injury time added in that period.
- All Soccer matches are action based on the periods of play being two halves of 45 minutes plus any additional added time for stoppages.

- Where any match (i.e. friendly/exhibition) is played over a different structure, such as 3 x 30 minute periods, bets will be made void unless the difference in format is noted in the event name or the event notes.
- Where 2 x 40 minute halves are played, bets will be voided unless this was noted in the event name or event notes prior to the time of bet placement.
- Where an event is postponed before the scheduled kick-off time and subsequently rescheduled to be played less than 48 hours from the original kick-off time, all bets will stay active and will be settled upon the result of the rescheduled event. If an event is postponed before the original start time and subsequently rescheduled to be played more than 48 hours from the original kick off, all bets will be made void.
- Where an event has an altered kick-off date or time a month or more in advance of the scheduled kick-off date or time (e.g. to accommodate live TV or to ease fixture congestion) this will not be classed as postponed.
- Where an event is abandoned, any selections where the outcome has already been decided e.g. first team to score where there has been a goal, will stand. All other selections will be made void regardless of the score at the time of abandonment. Abandoned matches will be deemed to be matches which do not reach their natural conclusion by midnight local time on the day of the originally 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 by midnight local time on the day of the original kick-off time will not be deemed to be abandoned.
- Where a match kicks off before the originally stated start time bets will stand.
- If a game venue is changed to another venue, including a change to a neutral venue, and the home team remains designated as such, bets will stand.
- If a game venue is changed to the away team's home stadium or a venue where the away team are now listed as the home team, bets placed on the original game will be void.
- Where a match is forfeited or a team is disqualified after the event has taken place bets will stand on the original result. Where a match is forfeited or a team is disqualified either ahead of kick-off or during play then the relevant Soccer postponement/abandonment rules will apply.
- All markets will be settled upon the result of the match on the day that it is played and subsequently completed. Any results that are changed retrospectively, for example, but not limited to: dubious goals panel reviews, results reversed for ineligible players, will not alter the settlement of the market.
- For matches listed specifically as "Youth", for the purpose of reference, "Youth" is a generic term & league/competition rules dictate who may or may not participate in these events.

- If after the publication of odds on a first team match, a team is deemed to be fielding a reserve/youth side and/or a mixture of players outside of the first team, we reserve the right to void all bets placed on this game.
- Any markets which rely on stat data, such as player tackles, player shots etc will be settled according to the results determined by an official data provider, the name of which will be made available to customers before bet placement. Fanatics Sportsbook does not independently make judgment on the result of such markets and will settle according to the decision made by the third party data provider.
- All wagers that are placed during halftime on player props where the player wagered on is subsequently subbed off at halftime, will be made void.

## **Soccer Market Rules**

### **Match Result/1X2/3-Way Moneyline (Match or Half Specific)**

A 3-way market based on the outcome of the specified period, offering the options of Team A, Team B and the Draw/Tie.

### **Draw No Bet/2-Way Moneyline (Match or Half Specific)**

A 2-way market based on the outcome of the specified period, offering the options of Team A or Team B. In the event of a Draw/Tie after regulation time the market will be deemed a 'Push' and bets will be made void.

### **Double Chance (Match or Half Specific)**

A 3-way market based on the outcome of the specified period, offering the customer the option to combine two selections, such as 'Team A/Draw', where the selection is deemed a winner if either of the two outcomes occur. When a game reaches its conclusion at the end of regulation time, two of the three options will be settled as winners at full odds with the remaining selection settled as a loser.

### **Correct Score/Correct Score Groups**

A multi-way market offering customers the opportunity to predict the exact correct score at the end of regulation time, inclusive of any injury time played. Selections may be offered standalone, such as 'Team A 3-1' or in grouped format such as 'Team A 1-0, 2-0 or 2-1'. Where a team is named in the selection name, the nominated team must win by the scoreline(s) specified. Where no team is named, such as 'Correct Score to be 2-1' then the nominated score may be achieved by either team.

- Where the selection 'Any Other Score' is quoted within the market, this will be settled as the sole winner on occasions where the final score was not offered as a standalone selection.
- Where the selection 'Any Other Score' is not quoted within the market and the market notes stated language such as 'Other Scores Available on Request' then all selections will be settled as losers in the event that the winning score is not listed.
- Where the selection 'Any Other Score' is not quoted within the market and there are no market notes relating to 'Other Scores Available on Request' all selections will be made void in the event that the winning score is not listed.
- 'Extra-Time Correct Score' may be offered on selected matches. In the event that no extra time is played this market will be void.

### **Both Teams To Score (Match or Half Specific)**

A 2-way market offering the customer the opportunity to predict whether or not both teams will score a goal during regulation time or by individual half, as specified.

### **Asian Handicap**

An Asian Handicap bet allows the customer to bet on whether a team with a minus handicap will win by more than a specific number of goals, or a team with a plus handicap will win outright or lose by less than a specific number of goals.

A handicap bet applies the stated handicap to the chosen selection and considers this number to be added or subtracted from the final score. In Asian handicap betting there are three kinds of lines offered:

- Where a whole goal handicap is used the outcome will be considered a push and the market voided when the scores finish tied after the handicap is applied. For example if a customer were to bet Team A (-3.0) versus Team B and the final score was 3-0 to Team A, then the market would be considered a push.
- Where a half goal handicap is used there will always be a winning outcome and the market will be settled in full with one winner and one loser. For example if a customer were to bet Team A (-2.5) versus Team B and the final score was 3-0 to Team A, then Team A would be considered the winning selection.
- Where a quarter goal handicap is used, the customer is effectively placing half of their stake on each of the handicap lines either side of the quarter goal handicap. This can result in a full loss, a full win, a loss/push or a win/push. Examples of each method of settlement are below;
  - If a customer were to bet Team A (-2.75) versus Team B and the final score was 2-0 to Team A, then the bet would be settled as a full loss.

- If a customer were to bet Team A (-2.75) versus Team B and the final score was 4-0 to Team A, then the bet would be settled as a full win.
- If a customer were to bet Team A (-2.75) versus Team B and the final score was 3-0 to Team A, then the bet would be settled as a win/push. Half of the stake would be placed on Team A -2.5 (Win) and half of the stake would be placed on Team A -3.0 (Push)
- If a customer were to bet Team A (-3.25) versus Team B and the final score was 3-0 to Team A, then the bet would be settled as a loss/push. Half of the stake would be placed on Team A -3.5 (Loss) and half of the stake would be placed on Team A -3.0 (Push)

### **Over/Under X Goals (Match or Half Specific)**

A 2-way market offering the customer the opportunity to predict whether the number of goals scored in a game will be under or over the nominated total during regulation time or by individual half, as specified.

### **Half Time/Full Time**

A multi-way market offering the customer the opportunity to bet on both the result of the named matchup at half-time and at full-time. Both must happen for this to be a winning selection.

### **To Keep A Clean Sheet (Match or Half Specific)**

A market offering the customer the opportunity to bet on whether or not a nominated team will keep a clean sheet (to not concede a goal) in the nominated period.

### **To Win Either Half**

A market offering the customer the opportunity to bet on whether or not a nominated team will win either half in the match. One or both halves need to be won by that team to be a winning selection.

### **Asian Total Goals/Goal Line**

An Asian Total/Goal-Line bet allows the customer to bet on whether the number of goals scored in a game will be under or over the nominated total

In Asian Total/Goal-Line betting there are three kinds of lines offered:

- Where a whole goal total is used the outcome will be considered a push and the market voided when the scores finish tied after the handicap is applied.



For example if a customer were to bet Over 3.0 Goals and the final score was 3-0 to Team A, then the market would be considered a push.

- Where a half goal handicap is used there will always be a winning outcome and the market will be settled in full with one winner and one loser. For example if a customer were to bet Over 2.5 Goals and the final score was 3-0 to Team A, then Team A would be considered the winning selection.
- Where a quarter goal handicap is used, the customer is effectively placing half of their stake on each of the total lines either side of the quarter goal total. This can result in a full loss, a full win, a loss/push or a win/push. Examples of each method of settlement are below:
  - If a customer were to bet Over 2.75 Goals and the final score was 2-0 to Team A, then the bet would be settled as a full loss.
  - If a customer were to bet Over 2.75 Goals and the final score was 4-0 to Team A, then the bet would be settled as a full win.
  - If a customer were to bet Over 2.75 Goals and the final score was 3-0 to Team A, then the bet would be settled as a win/push. Half of the stake would be placed on Over 2.5 (Win) and half of the stake would be placed on Over 3.0 (Push)
  - If a customer were to bet Over 3.25 Goals and the final score was 3-0 to Team A, then the bet would be settled as a loss/push. Half of the stake would be placed on Over 3.5 (Loss) and half of the stake would be placed on Over 3.0 (Push)
  - If a customer were to bet Under 2.75 Goals and the final score was 3-0 to Team A, then the bet would be settled as a loss/push. Half of the stake would be placed on Under 2.5 (Loss) and half of the stake would be placed on Under 3 (Push).

### **Total Corners (Includes 2-Way, 3-Way, Banded, Team Specific Corners, Half Specific Corners)**

All corner markets offer the opportunity to predict the number of corners taken based on criteria as stated in the market name. Selections will specify whether the customer is choosing to bet over or under a stated number, within a bracket or on an exact number.

- Corners are added to the total after being taken, not when they are awarded. If a corner is given but not taken at the end of a half and the whistle to signal the end of that half is blown before the corner was taken, the corner is not added to the total. If a referee stoppage results in a corner being retaken this will not be added to the total, as the original corner is deemed to be a dead ball.

### **First/Last/Next Corner**

A 3-way market offering the opportunity to predict which team will take the nominated corner. If the required corner is never taken then the selection entitled 'No Corner' will be settled as the winner. In the event this market is offered as a 2-way market and the required corner is never taken markets will be made void.

- Corners are added to the total after being taken, not when they are awarded. If a corner is given but not taken at the end of a half and the whistle to signal the end of that half is blown before the corner was taken, this corner will not count towards settlement.

### **Most Corners (3-Way)**

A 3-way market offering the opportunity to predict which team will end the match with the most corners. The draw/tie is offered within this market, so if the corner count were to be tied, then the tie would be considered the only winning selection.

### **Corner Handicap**

A market which allows betting on whether a team with a minus handicap will lead the match corner count by more than a specific number of corners, or a team with a plus handicap will lead the match corner count or lose by less than a specific number of corners.

- In 2-way markets there will be no tie offered. For half-corner lines there will always be a winning selection, for full-corner lines in the result of a tie markets will be considered a 'push' and made void.
- In a 3-way handicap market, the handicap tie is also offered, giving the customer 3 options to place their bet on. In these markets if the scores would be tied after the handicap is applied to either selection then the tie would be considered the winning selection.

### **Odd or Even Corners**

A 2-way market offering the customer the chance to bet on whether the total number of goals will be an 'Odd' number or an 'Even' number.

- A total of zero will be classed as an even number of corners.

### **Match Stat Totals (Including but not limited to Shots, Shots on Target, Headed Shots on Target, Passes, Tackles, Offsides)**

A market offering customers the opportunity to bet on the total number of a stated statistical category. Customers will be presented with the option to bet Over, Under, Exactly, or within a banded selection based on the market format.

- Fanatics will use an official data provider to adjudicate settlement of these markets. This data provider will be independent and their results will be adhered to ensuring the integrity of such markets. The data sources used for settlement will be quoted within the market name or market notes, and/or included in this ruleset where relevant.

## **Soccer Lightning Bets**

These markets offer the customer the opportunity to predict the amount of a given event (or combination of events) that will take place within a stated time period of the match. Timestamps will be determined as follows:

- Goals will be timed based on when the goal is scored. Time taken for VAR reviews or conversations between Referee and Assistant Referees is not considered, the moment that the ball crosses the goal-line is the official timestamp for goal related markets.
- A corner will be timed based on when it is awarded. Please note this differs from other Match/Team/Half corner markets, which settle based on the corner being taken.
- Penalties will be timed based on when they are awarded, not when they are taken. For avoidance of doubt, the first time the referee signals for a penalty will be deemed the moment that the penalty was originally awarded. Penalties will only be deemed to have occurred if they are upheld through any review process and taken as part of play.
- Free kicks, goal kicks and throw-ins will be timed based on when they are awarded, not when they are taken.

Markets at the end of the half are inclusive of injury time. Time intervals are determined as follows in the examples below;

- Example - Goal scored in the first 5 minutes. This market would cover the time period of 00:00 to 04:59 on the match clock.
- Example - Goal Kick to be awarded in the 58th minute. This market would cover the time period of 57:00 to 57:59 on the match clock.
- Example - Goal scored between 85:00 - FT - This market would cover the time period of 85:00 until the full time whistle is blown.

## **Match Result After X Minutes**

These markets offer the customer the opportunity to predict the match result at a certain specified time within the match. These include, but are not limited to, Match Result at 10 Minutes, 20 Minutes, 30 Minutes. As an example, 10 minutes is classified as the result at exactly 10:00 minutes of play.

- Markets are determined in their respective halves i.e. Match Result After 50/60/70/80 Minutes is settled on the result in the second half after their respective minutes have been played. Any stoppage time play is not counted in this market.

### **Odd or Even Goals**

A 2-way market offering the customer the chance to bet on whether the total number of goals will be an 'Odd' number or an 'Even' number.

- A total of zero will be classed as an even number of goals

### **Extra Time/Penalty Shootout Betting**

These markets may be offered on games where Extra Time and Penalty Shootouts are a possibility. They can be offered 'pre-live' before the game kicks off, or 'in-play' during the game either before the Extra Time/Penalty Shootout period starts or during the action. These markets include (but are not limited to)

- Extra Time Result
- Extra Time Correct Score
- Extra Time Total Goals/Corners
- Extra Time 1st Team to Score
- Extra Time Both Teams to Score
- 1st/Last/Xth Penalty Scored/Missed
- Player to Score/Miss a Penalty
- Number of Penalties taken/missed/scored in shootout
- Penalty Shootout Result
- Penalty Shootout Correct Score
- Where the period of Extra Time and/or Penalty Shootout does not go ahead bets will be made void with the following exception:
  - 'Method of Victory' or 'How will the tie be decided?' markets offer the customer the opportunity to predict at which stage the game will end. These markets are settled in full regardless of whether a period of extra time is played unless the match is abandoned in which case markets will be made void.

## **Soccer Player Market Rules**

### **General Soccer Player Market Rules**

For any player related market, player(s) must enter the pitch and receive at least 1 second of playing time for bets to have action. If a player is an unused substitute or

not included in the matchday squad bets on that player/market will be void. For markets such as 'First Goalscorer' the player must be on the pitch or have previously been on the pitch for at least 1 second before the nominated goal is scored for bets to have action.

- All markets include regulation time only unless otherwise stated
- Own goals do not count towards settlement. Where an own goal is scored in a First/Next/Last market it will not be acknowledged and the previous/next goal will be used as the result for settlement. Where the match consists of only own goals, the game will be treated as though it finished with no scorers.

### **First/Next/Last/Xth Goalscorer**

A multi-way market offering the opportunity to choose which player will score a nominated goal. "No Goalscorer" will be settled as the winner when the nominated goal is not scored.

- Although every effort will be made to quote all potential goalscorers, should a goalscorer not quoted score, all bets will stand.
- Where the selection 'Any Other Scorer' is quoted within the market, this will be settled as the sole winner on occasions where the goalscorer was not offered as a standalone selection. This excludes own goals which do not count for settlement purposes.
- Where the selection 'Any Other Scorer' is not quoted within the market and the market notes stated language such as 'Other Scorers Available on Request' then all selections will be settled as losers in the event that the goalscorer was not offered as a standalone selection. This excludes own goals which still do not count for settlement purposes.

### **Anytime Goalscorer/To Score 2+ (Brace)/To Score 3+ (Hat-Trick)/To Score X+ Goals**

A multi-way market offering the opportunity to choose from a list which player(s) will score the nominated amount of goals. Own goals scored by the relevant player do not count towards settlement of this market.

- Markets may be offered as full player lists with only the 'Yes' outcomes offered or with the option to bet Yes/No on specific players within a list.
  - Where a full player list is offered and none of the listed players score, all selections will be settled as losers, once voids have been settled using the general Soccer player market rules.
  - Where Yes/No is offered each individual player will be treated as a 2-way market, with Yes or No being settled as the winner where a selection was deemed to be action. Players who are considered void

according to the general Soccer player market rules will have their 'Yes' and 'No' selections settled as void.

### **Match, Team & Player Stat Totals (including but not limited to Shots, Assists, Shots on Target, Headed Shots on Target, Passes, Tackles, Offsides)**

Markets offering customers the opportunity to bet on the total number of a stated statistical category by a nominated player. Customers will be presented with the option to bet Over, Under, Exactly, or within a banded selection based on the market format.

- Fanatics will use an official data provider to adjudicate settlement of these markets.
- This data provider will operate independently, ensuring the accuracy of their results to uphold the integrity of the associated markets. The data sources used for settlement will be quoted within the market name or market notes, and/or included in this ruleset where relevant.

### **Player Stat Markets**

The following markets will be settled using OPTA data. All bets will stand should the player enter the field at any time. If the player does not participate in the match, bets will be void.

#### **Player Assists**

A market offering the opportunity to bet on the final touch leading to the recipient of the ball scoring a goal. Own goals, penalties, direct corner goals or directly taken free kick goals do not have assists awarded. If the final touch is deflected by an opposition player, the initiator is only given a goal assist if the receiving player was likely to receive the ball without the deflection having taken place.

#### **Player Passes**

Pass is defined as any intentionally played ball from one player to another on the same team. Passes include open play passes, goal kicks, corners and free kicks that are played as pass – but exclude crosses, keeper throws and throw-ins.

#### **Hit Woodwork**

Hit woodwork is defined as any shot that hits the frame of the goal during active play. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit. Any single shot that hits the frame multiple times (e.g.

bar and then subsequently the left post) only counts as hitting the woodwork once. Hit woodwork is always collected for the attacking team/player.

### **Player Tackles**

A tackle is classified as an event where a player connects with the ball in a ground challenge where he successfully takes the ball away from the player in possession. The tackled player must have clear possession of the ball before the tackle is made for it to constitute a tackle. It is not a tackle, when a player cuts out a pass (by any means). A foul is not classed as a tackle.

### **Player Offsides**

An offside is classified as an event where a player is deemed to be in an offside position and a free kick is subsequently awarded to the opposing team. If two or more players are in an offside position when the pass is played, the player considered to be most active and trying to play the ball is given offside.

### **Shot/Goal Location**

Offering the customer the opportunity to bet on the position of the ball when the shot is taken (shot origin). The selections offered are inside the 18-yard box & outside the 18-yard box.

Any event happening on the 18-yard box line will be considered inside the area.

### **Player Shots**

A market offering the opportunity to bet on the amount of shots a player has. This is the total of all shots on & off target, this includes all shots that:

- Go into the net regardless of the intent.
- Are a clear and intentional attempt to score, that would have otherwise gone into the net, but were saved by the goalkeeper or blocked by the last defending player.
- Go over or wide of the goal without making contact with another player.
- Would have gone over or wide of the goal but were stopped by a save or by an outfield player.
- Directly hit the post or crossbar

### **Player Shots on Target**

A shot on target is defined as any goal attempt that:

- Goes into the net regardless of the intent.
- Is a clear and intentional attempt to score, that would have otherwise gone into the net, but was saved by the goalkeeper or blocked by the last defending player.

Shots directly hitting the frame of the goal are not counted as shots on target, unless the ball subsequently goes in and is awarded as a goal to that player. Shots blocked by another player, who is not the last defending player, are not counted as shots on target

## **Soccer Futures Market Rules**

### **General Soccer Futures Rules**

Bets will be settled based on official standings or rulings provided by the organizing body. For bets to stand, the number of games where a result is passed must equal the number of games scheduled when the season begins, unless the outcome has already been determined. Any forfeited game that is considered an official result will count towards season long bets.

### **Outright/League/Competition Winner Markets**

If a result is passed by the organizing body for any of the above markets it will be deemed final irrespective of whether the season has been amended in any way to achieve this result. If a team is withdrawn, suspended or otherwise removed from the competition they will be deemed a participant if they have started at least one fixture.

- Division winner markets follow the tie break rules set out by the organizing body
- In Leagues/Competitions where the overall champion is determined by a playoff, the winner of the post-season playoffs will be settled as the winner of the main outright market, not the team that finishes the season as league leader.

### **Regular Season Points**

A 2-way market which offers the customer the opportunity to bet whether a team will achieve more or less than the specified total number of points. In the result of a whole number being offered and that outcome being achieved bets will be settled as a push. For example, if a team is offered at Over/Under 45.0 points and finishes the season with 45 points the market will be deemed a push and settled as void.



- Bets will be void if the chosen team or teams do not achieve an official result for all scheduled regular season games (using the schedule produced before Week 1 of the regular season) unless the total has already been passed or cannot possibly be achieved in the remaining number of games.
- Any forfeited game that is considered an official result will count towards Regular Season Points regardless of whether it is a win or a loss.

### **Season/Tournament Match Bet**

These markets offer the customer the opportunity to bet on which of two given teams will outperform the other over the course of a season/tournament

- In League play, the team with the overall highest league finishing position will be settled as the winner
- In Tournament/Playoff play, the team that advances furthest will be settled as the winner. If both teams are eliminated at the same stage then dead heat rules will apply.

### **Name The Finalists**

The customer can predict both of the finalists in a stated Soccer tournament.

- If either nominated team does not take any part in an event bets on that selection will be void.

### **Final Exacta/Forecast**

The customer can predict both of the finalists in a stated Soccer tournament, as well as the winner of the final match itself.

- If either nominated team does not take any part in an event bets on that selection will be void.

### **Stage of Elimination**

The customer can predict at which stage a team will be eliminated from a stated Soccer tournament.

- If the nominated team does not take any part in an event bets on that selection will be void.

### **Top Goalscorer/Top Team Goalscorer/Golden Boot**

The customer can predict which player will lead the goalscoring in a competition, either on an overall basis or for their specific team.

- Where the market is referred to as 'Golden Boot' any tiebreakers used in the award will also be used to determine settlement.
- Where the market is referred to as 'Top Goalscorer' dead heat rules will apply.
- In case a player is transferred to a different club within the same league, goals scored prior to the move will be counted. If a player is transferred to a club in another league, goals scored prior to the transfer cannot be brought over to their new league, but goals within the existing league will stand.
- Market will be settled using 'All Bets are Action' rules.
- Own Goals do not count.
- Only goals scored in the nominated competitions will count.
- Goals scored in postseason playoffs will not be counted unless stated.

### **To Qualify**

The customer can bet on a team to qualify in a knockout tie or from a group of teams to advance to the next stage of a competition.

- All qualification matches must take place for the bet to have action. If a team is disqualified resulting in a bye or forfeit then bets will be void. If a group is reduced in number due to a team being withdrawn then all bets will be void unless the results were already known in full.

### **Relegation/To Avoid Relegation/Promotion/Bottom X Finish/Top X Finish**

These multi-way markets offer the customer the opportunity to bet on a team to finish in a specific or banded league position, or to achieve a specified achievement such as winning promotion, be that automatically through league position or via a playoff system.

- Bets are settled on the final league position, after playoffs (if played), unless otherwise stated.
- If a team is removed from the league before the season has started, then all bets on that team will be void.
- Points deduction penalties for things such as fielding ineligible players, entering financial difficulty, breaking transfer rules etc will be counted towards these markets.

### **Player Transfers/Next Manager of Club**

These prop markets offer the customer the opportunity to bet on a player to transfer clubs, or to predict the next manager of a specific club or team.

- An interim manager is deemed to be permanent after completing 10 fixtures in all competitions with a team. If a manager is announced as the permanent manager when hired they will be settled immediately.
- In transfer betting loan deals count towards settlement. The market will be settled based on the player's registered club on the date specified in the market name.
- Bets placed after official press conferences, club press releases or club social media statements will be deemed to have been placed after a result was known and Fanatics Sportsbook reserves the right to make such wagers void.

## **Soccer Same Game Parlay Specific Rules**

Same Game Parlay bet legs follow the individual rules determined by the market they are selected from. For the avoidance of doubt a Same Game Parlay bet will be considered to be void only if:

- The entire event is voided under Fanatics Sportsbook Abandoned, Canceled, Postponed or Forfeited Events ruling.

## **Boxing**

### **General Boxing Rules**

- Where a scheduled fight does not take place, wagers will be made void. Boxing specific bout start times are provided as estimates, and can change at short notice, but the following rules apply to all boxing bouts:
  - If the fight is postponed, wagers will be made void unless it is rescheduled to take place within 48 hours of the original fight date.
  - All bets will be settled on the official result announced at the end of the fight. Subsequent appeals/amendments do not affect settlement. If an announcer is found to have misread or announced scores incorrectly then this will be acknowledged and events will be resettled accordingly.
- All bets will be settled on the official result announced at the end of the fight. Subsequent appeals/amendments do not affect settlement. If an announcer is found to have misread or announced scores incorrectly then this will be acknowledged and events will be resettled.
- The opening bell is considered to be the start of the fight and the start of each new round will also be considered to have commenced upon the timekeeper's bell. Where a fighter refuses to emerge from their corner, or retires in between rounds in their corner, the round that has just taken place will be considered to be when the fight ended.

- In declaration of a “No Contest” or “Technical Draw,” all bets will be void, with the exception of markets where the outcome has already been determined.
- Where there is a change to the scheduled number of rounds within a fight after a customer has placed their wager and there is no specific ruling listed within the market rules, wagers will be made void.
- If a boxer is substituted all wagers on the fight will be made void.

## Boxing Market Rules

### Match Result/Fight Winner/Moneyline

A market allows betting on which fighter will win the fight. Where the draw is also offered as a selection this will be settled as the winner in the event of a declared draw after the conclusion of scheduled rounds.

- If there is a change to the number of scheduled rounds after a customer has placed their wager bets will be settled as follows;
  - In 2-way markets bets will stand
  - In 3-way markets where the draw was offered bets will be made void and a new market offered where time allows.

### Method of Victory/Exact Method of Victory

A multi-way market allows betting on the specific outcome of the fight. The market can be offered at a basic level offering the choice between a stoppage or a decision, or can be offered in a more detailed manner giving the choice of different types of decision or stoppage. Unless offered as a selection within the market, Method of Victory bets on a fight that finishes in a Technical Draw will be void.

Definitions of differing methods of victory are as follows below, with detailed descriptions of the ‘Exact Method of Victory’ selections contained within each section. Fanatics Sportsbook will use the decision details provided by the event organizer and/or sanctioning body when determining settlement of these markets.

- **Draw** - A draw according to the scorecards of the ringside judges.
  - **Unanimous Draw** - A draw decision reached when the fight was a draw according to the scorecards of all three judges.
  - **Majority Draw** - A draw decision reached when the fight was a draw according to the scorecards of two of the three judges.
  - **Split Draw** - A draw decision reached when each fighter was seen as the winner by one judge, with the third scoring the fight a draw.
- **Technical Draw** - A draw announced when the fight is ended early with a fighter unable to continue, usually due to an accidental injury. From the 5th

round onwards the decision will generally go to the judges scorecards, but may still be deemed a draw based on the current scoring.

- A Technical Draw can also occur when an accidental injury occurs within the first 4 rounds of the fight. This can also be deemed a **No-Contest**.
- **Decision** - A result coming via the judges scorecards following the conclusion of the scheduled number of rounds where one of the fighters is awarded the win.
  - **Unanimous Decision** - A decision reached when one fighter is awarded the win on all three judges scorecards.
  - **Majority Decision** - A decision reached when two of the three judges award the win to one fighter and the other judges the fight to be a draw.
  - **Split Decision** - A decision reached when two of the three judges award the win to one fighter and the other judge awards the win to the opponent.
- **Technical Decision** - A decision announced when the fight is ended early with a fighter unable to continue, usually due to an accidental injury.
- **Disqualification** - When an injury sustained during competition as a result of an intentional foul is severe enough to end the fight, where multiple fouls have been assessed, and/or there is disregard for the rules and/or referee's commands from one or more fighters.
- **Knockout/TKO/Stoppage** - The fight ends inside the scheduled number of rounds with one fighter deemed unable to continue after being beaten in a fair fashion, meaning the victory is awarded to their opponent.
  - **Knockout** - A fighter is knocked down and is either unconscious or is unable to rise to their feet before the referee reaches the end of their count.
  - **Technical Knockout/TKO/Referee Stoppage** - The fight is ended early due to the referee or ringside physician determining that one fighter is unsafe to continue for any reason. This can be due to sustained punishment, the fighter not recovering fully from knockdown(s) or the fighter becoming unable to properly defend themselves.
    - If a towel/sponge is thrown into the ring during the round by the corner of one fighter to signify that they wish to concede, it is at the discretion of the referee whether to stop the fight. Therefore a stoppage after a towel being thrown will be settled as a Technical Knockout/TKO/Referee Stoppage rather than a retirement.
  - **Retirement/Corner Stoppage** - The fight is awarded to the opponent when a fighter or their corner refuse to continue following the break in between rounds.
  - **Winning Method (Double Chance)**

- A multi-way market based on the winning method of the bout, offering the customer the option to combine two selections, such as 'By KO/TKO/DQ or Decision', where the selection is deemed a winner, paid at full odds, if either of the two outcomes occur.

## **Total Rounds**

A 2-way market allows betting on whether the fight will fall short of or continue past a stated number of rounds.

- Where increments of 0.5 are used in selection names then the halfway point of the stated round will signal the division between an Over/Under selection.
  - For example, in a fight with eight rounds of three minutes in length, a selection of 'Under 6.5 Rounds' would require the fight to end before the 90th second of the seventh round to be settled as a winner.
- Where selections are written in the format 'Xth Round or Earlier and Xth Round or Later' then the opening bell for each round will signal the division between an Over/Under selection.
  - For example, in a fight with eight rounds of three minutes in length, a selection of '6th Round or Earlier' would require the fight to end within the first six rounds, or in a retirement before the opening bell of the seventh round to be settled as a winner.

## **Round Betting (Includes Grouped Round Betting/Either Fighter Round Betting/Either Fighter Grouped Round Betting)**

A multi-way market allows betting on which round the fight will end in, and where relevant which fighter will win the fight.

- Where a fight is decided by Technical Decision round betting will be settled with two winning selections, the round where the fight ended, as well as the relevant decision selection will both be settled as winners.
- For a round or group of rounds to be settled as the winner the fight must be decided by Knockout, Technical Knockout, Retirement or Disqualification.
- Where a fighter refuses to emerge from their corner, or retires in between rounds in their corner, the round that has just taken place will be considered to be when the fight ended.
- Where the option of 'Draw' is offered this will be settled as the winner in the event of a Draw. Where no such option is offered Round Betting will be made void in the event of a draw.

## **Round Outcome - Round X**

A series of markets for each round in a fight that offers selections on what the end

result of a given round is.

- To Reach Next Round
- KO/TKO/DQ
- Submission

### **Will The Fight Go The Distance?**

A 2-way market offering options of 'Yes' and 'No' offering the customer the opportunity to predict whether the fight will reach the end of the scheduled rounds without a winner being declared or a technical draw/no contest being declared.

- Where a fight goes to the judges scorecards for a Decision, 'Yes' will be settled as the winner.
- Where a fighter wins by any of the following methods 'No' will be settled as the winner;
  - Knockout, Technical Knockout, Retirement, Disqualification
- Where the fight ends early and is declared a Technical Draw or No Contest 'No' will be settled as the winner.

### **Knockdown Betting (Includes round Knockdown, Will fighter be Knocked down?, Both fighters to be Knocked down, Total Knockdowns)**

A series of markets allows betting on whether criteria relating to knockdowns will be met during the match. As soon as the opening bell sounds bets will have action, regardless of whether the fight is stopped early for any reason.

- A knockdown is defined as a fighter being knocked out, or receiving a count after being knocked down. If a referee adjudges a fighter to have slipped he will make this clear by signaling as such, and this will not count.

### **Punch Statistic Markets (Includes Punches Thrown, Punches Landed, Round Punches)**

A series of 2-way markets offering Over/Under propositions on the number of punches that meet a specific criteria. These markets will be settled using a specific data provider which will be called out in the market notes. As soon as the opening bell sounds bets will have action, regardless of whether the fight is stopped early for any reason.

## **MMA**

### **General MMA Rules**

- Where a scheduled fight does not take place, wagers will be made void. MMA specific bout start times are provided as estimates, and can change at short notice, but the following rules apply to all MMA bouts:
  - If the fight is postponed, wagers will be made void unless it is rescheduled to take place within 48 hours of the original fight date.
  - All bets will be settled on the official result announced at the end of the fight. Subsequent appeals/amendments do not affect settlement. If an announcer is found to have misread or announced scores incorrectly then this will be acknowledged and events will be resettled accordingly.
- The opening bell, horn or referee signal is considered to be the start of the fight and the start of each new round will also be considered to have commenced upon the equivalent signal. Where a fighter refuses to emerge from their corner, or retires in between rounds in their corner, the round that has just taken place will be considered to be when the fight ended.
- In declaration of a “No Contest” all bets will be void and wagers will be refunded, with the exception of markets where the outcome has already been determined.
- Where there is a change to the scheduled number of rounds within a fight after a customer has placed their wager and there is no specific ruling listed within the market rules, bets will be made void.
- If any fighter is substituted all bets on the fight will be voided.

## **MMA Market Rules**

### **Match Result/Fight Winner/Moneyline**

A market allows betting on which fighter will win the fight. Where the draw is also offered as a selection this will be settled as the winner in the event of a declared draw after the conclusion of scheduled rounds.

- If there is a change to the number of scheduled rounds after a customer has placed their wager bets will be settled as follows:
  - In 2-way markets bets will stand
  - In 3-way markets where the draw was offered bets will be made void and a new market offered where time allows.
- In declaration of a No Contest all bets will be void and wagers will be refunded.

### **Method of Victory/Exact Method of Victory**

A multi-way market allows betting on the specific outcome of the fight. The market can be offered at a basic level offering the choice between a stoppage or a decision,



or can be offered in a more detailed manner giving the choice of different types of decision or stoppage. Unless offered as a selection within the market, Method of Victory bets on a fight that finishes in a Technical Draw will be void.

Definitions of differing methods of victory are as follows below, with detailed descriptions of the 'Exact Method of Victory' selections contained within each section. Fanatics Sportsbook will use the decision details provided by the event organizer and/or sanctioning body when determining settlement of these markets.

- **Draw** - A draw according to the scorecards of the ringside judges.
  - **Unanimous Draw** - A draw decision reached when the fight was a draw according to the scorecards of all three judges.
  - **Majority Draw** - A draw decision reached when the fight was a draw according to the scorecards of two of the three judges.
  - **Split Draw** - A draw decision reached when each fighter was seen as the winner by one judge, with the third scoring the fight a draw.
  - **Technical Draw** - A draw decision announced when a bout is ended between the halfway point of the fight and the end of the fight due to injury sustained due to a foul, where the injured fighter was either even or behind on the judges scorecards.
  - **No Contest** - A bout is prematurely stopped due to accidental injury and a sufficient amount of time has not been completed to render a decision via the score cards. This occurs when the stoppage happens at any time before the halfway point of the fight.
- **Decision** - A result coming via the judges scorecards following the conclusion of the scheduled number of rounds where one of the fighters is awarded the win.
  - **Unanimous Decision** - A decision reached when one fighter is awarded the win on all three judges scorecards.
  - **Majority Decision** - A decision reached when two of the three judges award the win to one fighter and the other judges the fight to be a draw.
  - **Split Decision** - A decision reached when two of the three judges award the win to one fighter and the other judge awards the win to the opponent.
  - **Technical Decision** - A draw decision announced when a bout is ended between the halfway point of the fight and the end of the fight due to injury sustained due to a foul, where the injured fighter was ahead on the judges scorecards.
- **Disqualification** - When an injury sustained during competition as a result of an intentional foul is severe enough to end the fight, where multiple fouls have been assessed, and/or there is disregard for the rules and/or referee's commands from one or more fighters.

- **Stoppages** - The fight ends inside the scheduled number of rounds with one fighter deemed unable to continue after being beaten in a fair fashion, meaning the victory is awarded to their opponent.
  - **Knockout** - A fighter is knocked down and it is deemed that they cannot intelligently defend themselves by the referee.
  - **Technical Knockout** - The fight ends early due to the referee, physicians or fighter's corner determining that one fighter is failing to intelligently defend themselves or is physically unable to continue. In MMA, where a fighter or their corner refuses to continue following the break in between rounds this will be deemed a Technical Knockout.
  - **Submission** - A fight can be ended by submission where a fighter declares to the referee either by tapping out or instructing verbally that they are in too much pain or discomfort to continue. A technical submission occurs when a fighter loses consciousness or suffers a serious injury during a submission hold, resulting in the referee intervening on the fighter's behalf.

### **Exact Method of Victory**

Wagering on the exact way a fighter will win (e.g. Fighter A to Win by TKO/KO via Kick, Fighter A to Win via Armbar).

- This market will be graded using the following site: [ufcstats.com](http://ufcstats.com).

### **Takedowns**

- All wagers involving Takedowns, will be graded using the following site: [ufcstats.com](http://ufcstats.com).
- For "most takedowns landed", in the event of a tie, wagers will be graded as losers.
- Wagers containing a Takedown to be scored 'in every round' would be graded as winners providing the relevant Takedown had been scored in every round of the fight, regardless of how many rounds the fight lasts.

### **Knockdowns**

- All wagers involving Knockdowns, will be graded using the following site: [ufcstats.com](http://ufcstats.com).
- Wagers containing a Knockdown to be scored 'in every round' would be graded as winners providing the relevant Knockdown had been scored in every round of the fight, regardless of how many rounds the fight lasts.

### **Significant Strikes**

- All wagers involving Significant Strikes, will be graded using the following site: [ufcstats.com](http://ufcstats.com).
- For “most significant strikes landed”, in the event of a tie, wagers will be graded as losers.

## Winning Minute

A market allows wagering on the exact minute of the fight that a fighter wins in.

- If a fighter fails to leave their corner for a round, the final minute of the previous round will be settled as a winner.
- The timing will be settled on the official result announced at the end of the contest.
- 'To Win in the first minute of x round' will be settled as a winner if the official ruling is between 00:00 - 00:59.
- 'To Win in the second minute of x round' will be settled as a winner if the official ruling is between 01:00 - 01:59.
- 'To Win in the third minute of x round' will be settled as a winner if the official ruling is between 02:00 - 02:59.
- 'To Win in the fourth minute of x round' will be settled as a winner if the official ruling is between 03:00 - 03:59.
- 'To Win in the fifth minute of x round' will be settled as a winner if the official ruling is between 04:00 - 04:59.

## Total Rounds

A market that allows betting on whether the fight will fall short of or continue past a stated number of rounds.

- Where increments of 0.5 are used in selection names then the halfway point of the stated round will signal the division between an Over/Under selection.
  - For example, in a fight with five rounds of five minutes in length, a selection of ‘Under 3.5 Rounds’ would require the fight to end in the 149th second or earlier of the fourth round to be settled as a winner.
- Where selections are written in the format ‘Xth Round or Earlier and Xth Round or Later’ then the opening bell for each round will signal the division between an Over/Under selection.
  - For example, in a fight with five rounds of five minutes in length, a selection of ‘3rd Round or Earlier’ would require the fight to end within the first three rounds, or in a retirement before the opening of the fourth round to be settled as a winner.
- In declaration of a No Contest all bets will be void and wagers will be refunded, with the exception of markets where the outcome has already been determined.

## **Round Betting (Includes Grouped Round Betting/Either Fighter Round Betting/Either Fighter Grouped Round Betting)**

A multi-way market allows betting on which round the fight will end in, and where relevant which fighter will win the fight.

- Where a fight is decided by Technical Decision round betting will be settled with two winning selections, the round where the fight ended, as well as the relevant decision selection will both be settled as winners.
- Where a fight is settled as a No-Contest, bets will be made void.
- For a round or group of rounds to be settled as the winner the fight must be decided by Knockout, Technical Knockout, Retirement or Disqualification.
- Where a fighter refuses to emerge from their corner, or retires in between rounds in their corner, the round that has just taken place will be considered to be when the fight ended.
- Where the option of 'Draw' is offered this will be settled as the winner in the event of a Draw. Where no such option is offered Round Betting will be made void in the event of a draw.

## **Will The Fight Go The Distance?**

A 2-way market offering options of 'Yes' and 'No' offering the customer the opportunity to predict whether the fight will reach the end of the scheduled rounds without a winner being declared or a technical draw/no contest being declared.

- Where a fight goes to the judges scorecards for a Decision, 'Yes' will be settled as the winner.
- Where a fighter wins by any of the following methods 'No' will be settled as the winner;
  - Knockout, Technical Knockout, Submission, Disqualification
- Where the fight ends early and is declared a Technical Draw, Technical Decision or No Contest 'No' will be settled as the winner.

## **Statistic Markets (Includes Punches Thrown, Punches Landed, Takedowns)**

A series of markets offering Over/Under propositions on the number of punches that meet a specific criteria. These markets will be settled using a specific data provider which will be called out in the market notes. As soon as the opening bell sounds bets will have action regardless of whether the fight is stopped early for any reason.

## **Motor Sports**

## **General Motor Sport Rules** (which may include, amongst others, NASCAR, Indy Car, Formula One, Superbikes and Speedway)

- Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes.
- In the case of a delayed start, the race must start within 48 hours of the original scheduled start time for bets to have action. If it does not, bets will be made void.
- If a race is canceled, and not due to start within the next 48 hours, all bets will be made void.
- If a race is abandoned/suspended before an official result is declared by the relevant governing body and not completed within 48 hours of the official start time, all bets on that race will be void except bets on any markets which have been determined.
- If a race is abandoned/suspended after an official result is declared by the relevant governing body, that official result will be recognized to grade wagers.
- If the scheduled venue is changed after a bet is placed, the wager will be void.

### **Motor Sport Market Rules**

#### **Race Winner, Podium, Top 'X' and Points**

A market offering the customer the opportunity to bet on, in respective order: the race result, who finishes on the podium, who finishes in the top 'x' positions and who scores points in the race. Where we offer combinations of these markets to make up one market, all relevant parts must win for the bet to be a winner. For example in the market: Race Winner, Podium Finish & Points Finish - your selections in all three must win for the bet to be a winner.

- Any driver who does not start the warm-up lap prior to the race will be deemed as a non-runner and bets on that particular driver will be settled as void.
- The start of the race is deemed to be the beginning of the formation lap, with any driver opting to start from the pit-lane also deemed to be a starter
- In Rallying Betting, any driver not starting the first stage of the main event and who has played no part in shakedown will be treated as a non-runner and bets on that selection will be void. Drivers who complete shakedown but do not start the first stage will be settled as losers.

#### **Outright Championship Betting**

A market offering the customer the opportunity to bet on: a driver or team winning the championship over the course of the season.

- Bets will be settled according to the official championship result at the podium presentation of the final event of the season. Any subsequent disqualifications and amended results will not count for settlement purposes.

### **Qualifying/Pole Position**

A market offering the customer the opportunity to bet on: whether a driver will be the fastest qualifier, qualify on front row, qualify ahead of a named opponent (match betting)

- Markets will be settled on the official qualifying results as taken from the governing body and regardless of any demotions or penalties applied subsequently.
- In qualifying match betting, if either driver does not begin a qualifying lap, then all bets on that match-up will be void.

### **Winning Margin**

A market offering the customer the opportunity to bet on: whether the winning margin will be above or below a stated total

- Settlement will be according to timings provided by the official governing body.

### **Total Classified Finishers**

A market offering the customer the opportunity to bet on: the number of drivers that finish the race

- Settling will be determined on the total number of classified finishers according to the official results from the official governing body.

### **Straight/Dual Forecast**

A market offering the customer the opportunity to bet on: riders/teams finishing 1st and 2nd in the GP or series.

- For straight forecasts, riders/teams must come 1st and 2nd in the specified order, and in dual forecasts players must finish 1st or 2nd in either order.
- Both riders/teams must start the meeting for bets to stand, if either/both do not start then bets will be made void.
- Bets are settled on the official result of the GP/official result at the end of the Grand Prix Series.

### **To Win By 'X'+ Seconds**

A market offering the customer the opportunity to bet on: Whether a driver will win the race by more than the quoted handicap of seconds

- Settlement will be determined by the official governing body.

### **Podium Double Finish**

A market offering the customer the opportunity to bet on: both drivers from the named team to finish on the podium.

- Bets will be settled on the official podium result immediately following the race.
- Subsequent amendments after the podium presentation will not count for betting purposes.

### **Double Points Finish**

A market offering the customer the opportunity to bet on: both drivers from the named team to finish in the points.

- Bets will be settled on the official podium result immediately following the race.
- Subsequent amendments after the podium presentation will not count for betting purposes.

### **Race Hat-trick**

A market offering the customer the opportunity to bet on: whether any named driver will take pole position, set the fastest lap of the race, and win the race.

- This market concerns whether any driver can complete a race hat-trick by setting the fastest qualifying time, setting the fastest lap of the race, and winning the race.

### **Race Winner Without Big 6**

A market offering the customer the opportunity to bet on: the race winner excluding all drivers for Mercedes, Red Bull or Ferrari

### **Finishing Positions**

A market offering the customer the opportunity to bet on: the finishing position of a named driver

- Bets will be settled on the finishing position of the driver in question, and will be counted down to their position, including retirements. For instance, if 20 drivers start the race, and the named runner is the second retirement, with 3 drivers failing to finish the race, the finishing position would be 19th. If 20 drivers start the race, and the named runner is the third retirement, their finishing position would be 17th.

### **Fastest Pit Stop**

A market offering the customer the opportunity to bet on: which driver will set the fastest total pit-lane time during the race

- All four wheels must be changed
- Drive-through penalties do not count
- Bets will be settled according to F1.com official times at the time of settlement.

### **Lap 1 Leader**

A market offering the customer the opportunity to bet on: which driver will lead after the first lap

- This market will be settled on the driver who leads after 1 lap.
- Should the race start under a Safety Car, all bets on this market shall be made void.

### **Lap 1 Retirements**

A market offering the customer the opportunity to bet on: how many drivers will retire without completing a single lap

- Bets will be settled on how many cars fail to complete the first lap classified as retirement.
- Should the race start under Safety Car conditions, bets on this market will be made void.
- Only cars positioned on the grid at the moment the lights initiate the start of the race will be considered starters and recorded as Lap 1 participants. Any cars that do not finish the warm-up lap, or fail to reach the starting grid will be excluded from this count.

### **First Team/Driver to Retire**

A market offering the customer the opportunity to bet on: which team/driver will be the first to retire

- Bets will be settled on the first team/driver to retire a car from the race.
- Should more than one car retire on the same lap, dead-heat rules apply.
- Only cars who are lined up on the grid when the lights go out to signal the start of the race will be deemed to be starters, and eligible to be a "First Team to Retire" - cars who fail to complete the warm-up lap, or who do not reach the starting grid will not be included.

### **Safety Car**

A market offering the customer the opportunity to bet on: whether a safety car will be used in the race

- Bets will be settled on whether or not the Safety Car is used in the race. The Safety Car will be deemed to have been used if Race Control signal for the car to join the track.
- Bets on the safety car will only be settled if a physical safety car enters the track at any point during the race. Virtual safety car will not count and bets will not be settled as "Yes" based solely upon this.
- Should the race start under Safety Car conditions, bets on this market will be made void.
- Should the race be restarted with a safety car after a red flag, this will not count towards settlement.



### **Virtual Safety Car**

A market offering the customer the opportunity to bet on: whether a virtual safety car will be used in the race

- Bets will be settled on whether or not the Virtual Safety Car is used in the race.
- If a physical safety car enters the track at any point during the race. This will not count towards this market.
- Should the race start under Virtual Safety Car conditions, bets on this market will be made void.
- Should the race be restarted with a Virtual safety car after a red flag, this will not count towards settlement.

### **Qualifying Winning Margin**

A market offering the customer the opportunity to bet on: the winning margin in the final qualifying session

- Bets will be settled on the winning margin of the times in the final qualifying session.

### **To Make Qualifying Session 3**

A market offering the customer the opportunity to bet on: The named driver to qualify to compete in qualifying session 3.

- A driver only needs to qualify to compete in Qualifying session 3, a timed lap in qualifying session 3 is not required for the settlement of this market.
- Official FIA places apply if times are identical.
- Should there be a change to the normal Qualifying session schedule (Q1 followed by Q2 followed by Q3) all bets on this market will be made void.
- If any driver fails to leave the pits during Qualifying session 1 all bets on that driver will be made void.

### **Qualifying Trebles**

A market offering the customer the opportunity to bet on: which drivers will win Q1, Q2 & Q3.

- The named driver(s) must all win their respective qualifying sessions for this bet to be a winner.
- Should there be any change to the normal qualifying session schedule (Q1 followed by Q2 followed by Q3) then all bets on this market will be made void.

### **Practice Session Winner**

A market offering the customer the opportunity to bet on: which driver will set the fastest time in the specified practice session

- The driver who sets the fastest timed lap during the practice session will be deemed the winner.

- In the event that fewer than 13 drivers complete a full timed lap during the session, bets on all drivers shall be made void.

### **Practice Match Bets**

A market offering the customer the opportunity to bet on: a match up between named drivers in the specified practice session

- The winner will be deemed to be the driver who sets the fastest timed lap during the specified practice session between the two drivers quoted.
- Both drivers must record a timed lap in practice for bets to be active. If either driver fails to complete a timed lap, then all bets on that match will be void on both selections.

### **Constructors Championship Without Betting**

A market offering the customer the opportunity to bet on: the winner of the Constructors Championship excluding the named teams.

- Bets will be settled according to the official Championship result at the podium presentation following the final race of the season.
- Where there is a tie for the Championship, the winner of this market shall be settled by most races won. If it is still a tie at this point, the market shall be settled by the most second place finishes. All settled as per FIA rules.

### **Match-ups**

Both drivers must start the race for bets to have action. Markets will be considered void if one of the drivers retires in or before the formation lap.

If a driver fails to complete the race (disqualified or otherwise), the other driver in the match-up wager will be declared the winner. If both drivers fail to complete the race, the number of full laps completed will determine the winner. If both drivers fail to complete on the same lap, the market will be voided.

### **Group Betting**

All listed drivers in the group must start the race for bets to have action.

### **Race Props** (lap markets, caution markets, etc.)

For NASCAR, the entire race must be completed for bets to have action unless the result is already determined. For other motor racing events, all bets will stand.

### **Stage Winner/Stage Props**

The entire race or stage must be completed for bets to have action unless the result is already determined. Any bets on a driver disqualified would be settled as a losing bet.

### **Fastest Lap**

The driver who achieved the fastest lap in the specified lap, cluster of laps or race is considered as the winner. The lap time in milliseconds is valid for settlement purposes.

## **Motor Sport Settlement Rules**

**Formula One** - All markets will be settled on the official classification from the Federation Internationale de l'Automobile (FIA) at the time of the podium presentation. Retirement and classification, which is determined by the FIA rule stating: any car that completes 90% or more of the number of laps covered by the winner are to be recorded as a classified finisher.

In the case of disqualification, markets for that driver will be settled as losing ones, except for any markets which have been unconditionally determined at the point of disqualification.

If a race is abandoned where no presentation position or official result is declared, all bets on that race will be void except for bets on any markets which have been unconditionally determined.

**NASCAR** - All markets will be initially settled based on the unofficial results sent out by NASCAR. If, after post-race inspections are completed, there is any change in the official race result, all previous winners will stand and new winners will also be settled as won. Any subsequent inquiries/disqualifications after the official post-race inspection will not affect settlement.

**Other Motorsports** – All markets will be settled by the official results from the website of the relevant governing body at the time of the podium presentation. Any subsequent inquiries/disqualifications after the podium presentation will not affect settlement. In the absence of a statistic/result required for settlement of a specific market from the official website of the relevant governing body, another reputable statistical source will be used to support bet settlement.

# Olympics

## General Olympics Rules

- The final medal table declared by the governing body (The International Olympic Committee) will be used to settle all selections. Any subsequent changes will not be taken into consideration.
- For the Olympic Games all events will be settled on the official IOC results at the time of the medal/podium ceremony only. Subsequent disqualifications or amendments will not be counted for settlement purposes.
- Unless otherwise explicitly stated in the market or the sports specific rules below; all bets will be settled according to the rules for the relevant sport and/or the relevant general rule.
- Dead Heat Rules apply.
- If an event is postponed, bets will stand as long as the event takes place within 48 hours of the initial scheduled time. If the event is cancelled or takes place after this period, bets will be voided.

## Olympics Settlement Rules

### Country Golds/Country Medals

A market offering the customer the opportunity to bet on how many medals and or gold medals the named country wins at the stated Olympics.

- Team events count as one gold medal only
- Settled on the official IOC (International Olympic Committee) results.

### Most Gold Medals

A market offering the customer the opportunity to bet on which country will receive the most gold medals at the stated Olympics.

- In the event of a tie, the following criteria in the following order will be used as tie-breakers:
  - 1) most silver medals
  - 2) most bronze medals
    - If there is still a tie after the above tie-breakers are applied, then bets will be settled as a dead-heat.
- Team events count as one gold medal only
- Settled on the official IOC (International Olympic Committee) results.

## **Most Medals**

A market offering the customer the opportunity to bet on which country will receive the most total medals at the stated Olympic Games

- Gold, silver & bronze medals all count
- Team events count as one gold medal only
- Settled on the official IOC (International Olympic Committee) results.

## **Specific Olympic Sport Rules**

### **Olympic Basketball**

Matches are played under FIBA rules.

### **Olympic Field Hockey**

Match betting will be settled on the result at the end of 60 minutes. Two-way match betting/to qualify markets will be settled on whichever team progresses to the next round/wins the event as determined by the IOC (International Olympic Committee).

## **Table Tennis**

### **General Table Tennis Rules**

- All Table Tennis bets (including any specials or statistics-based bets) will be settled in accordance with the official website of each tournament's governing body.
- In the event of a match starting but not being completed (e.g. retirement, disqualification or cancellation/abandonment), all bets will be void, unless the specific market outcome is already determined, or unless otherwise stated.
- Bets are declared void in the event of a stated player being replaced.
- In-Play Point Betting - Bets are offered for a player to win the nominated point. In the event of the point not being played for any reason, all bets on that point will be void. Specifically for the World Championships of Ping Pong (WCPP) where all points gained from a 'Double Point' ball count toward settlement.
- Markets are based on the statutory number of games being played. In the event of the statutory number of games being changed from the point of the bet being made, or differing from those offered for betting purposes, then all bets will be made void.

## **Table Tennis Market Rules**

### **Match Winner/Moneyline**

A 2-way market offering the customer the opportunity to bet on: The winner of the match.

Where a player retires please refer to the General Table Tennis Rules for how settlement will be determined.

### **Match Game Handicap**

A market offering the customer the opportunity to bet on: The winner of the match once the game handicap value has been applied.

### **Match Point Handicap**

A market offering the customer the opportunity to bet on: The winner of the match once the point handicap value has been applied.

### **Total Points**

A market offering the customer the opportunity to bet on: The total number of points scored in a specified market.

### **Total Games**

A market offering the customer the opportunity to bet on: The total number of games played in the match.

### **Correct Score**

A market offering the customer the opportunity to bet on: The correct score in the specified market; i.e. Correct Match Score, Correct Game 1 Score.

### **Game Handicap**

A market offering the customer the opportunity to bet on: The winner of a specified game once the handicap value has been applied.

### **Game Total Points**

A market offering the customer the opportunity to bet on: The total number of points that are scored in a specified game.

### **Next Point Winner**

A market offering the customer the opportunity to bet on: The next competitor to score a point within a specified game.

### **Lead After**

A market offering the customer the opportunity to bet on: The competitor to lead after a specified number of points in a game.

### **Race To**

A market offering the customer the opportunity to bet on: Which competitor will reach a specified number of points in a game first.

### **Extra Points**

A market offering the customer the opportunity to bet on: Whether or not there are extra points played in a specified game.

### **Total Points (Odd/Even)**

A market offering the customer the opportunity to bet on: Whether the total amount of points played within a specified market finish odd or even in their total.

## **Darts**

### **General Darts Rules**

- All Darts bets (including any specials or statistics-based bets) will be settled in accordance with the official website of each tournament's governing body.
- All games must start on the scheduled date for bets to have action.
- All bets on games which start, but not completed, will be void unless rearranged and played on the same date (local time) or unless it is otherwise stated in the rules.
- Bets are declared void in the event of a stated player being replaced.
- Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void unless settlement is already determined.

### **Darts Market Rules**

- Daily Specials – All scheduled games must be played on the specified day for bets to have action unless settlement has already been determined.
- In the event the statutory number of sets/legs is changed or differs from those offered for betting purposes, then all bets are void, unless settlement is already determined or unless otherwise stated.
- If a match is not completed for any reason then bets on 'any correct score' or 'next leg/game/set' market will be void
- Checkout Markets - The Bull counts as red. The leg must be completed for bets to stand.

# Volleyball

## General Volleyball Rules

- All Volleyball bets (including any specials or statistics-based bets) will be settled in accordance with the official website of each tournament's governing body.
- All bets on matches which start, but not completed, will be void unless rearranged and played on the same date (local time) or unless it is otherwise stated in the rules.
- All matches must start on the scheduled date for bets to have action.
- Bets are declared void in the event of a stated player being replaced.
- For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count.
- If a match does not adhere to the generally accepted format (e.g., unusual period length, counting procedure, format of a match etc.), Fanatics Sportsbook reserves the right to void bets.

## Volleyball Market Rules

### Winner

Offering the customer the opportunity to predict the outcome of the match

### To Qualify

Will be settled on the team progressing to the next round of the specified competition, and includes the outcome of a Golden Set if played.

If a match does not adhere to the generally accepted format (e.g., unusual period length, counting procedure, format of a match etc.), Fanatics Sportsbook reserves the right to void bets.

### Set Score

Predict the set scores at the end of the match. Bets are void if the statutory number of sets is not completed or changed.



# Beach Volleyball

## General Beach Volleyball Rules

- All Beach Volleyball bets, inclusive of any specials or statistics-based bets, will be settled in accordance with the official website of each tournament's respective governing body. For the Olympics, this would be the IOC (International Olympic Committee).
- All bets on matches which start, but are not completed, will be void except where the outcome is already known - unless they are rearranged and played on the same day (local time) and unless otherwise stated in the rules.
- All matches must start on the scheduled date for bets to have action.
- Bets are declared void in the event of a stated player being replaced.

## Beach Volleyball Market Rules

### Winner

A market offering the customer the opportunity to predict the winner of the game. This can be offered as a 2-way market, or a 3-way market where the tie is offered.

- In a 2-way market, the winner will be settled in accordance with the named winner of the event by the tournament's respective governing body.

### Set Score

A market offering the customer the chance to predict the set scores at the end of the match. Bets are void if the statutory number of sets is not completed or are changed.

### To Qualify

A market offering the customer the chance to predict who will qualify to the next round.

## Water Polo

### General Water Polo Rules

For all Outright and Tournament specific markets including, but not limited to, markets such as To Win Group/To Reach The Final/Name The Finalists, bets will be deemed no action if the scheduled number of games are not completed, unless the

outcome is already determined. Where applicable, the podium presentation will determine the settlement of bets and any subsequent disqualification and/or appeal will not affect bets.

- All Water Polo bets, including any specials or statistics-based bets) will be settled in accordance with the official website of each tournament/sports respective governing body. For the Olympics, this would be the IOC (International Olympic Committee).
- If a specific series of matches, stages or round (e.g. Group Phase), or a competition in its entirety is not completed for any reason, then where bets have been placed on a market after the final completed relevant match, bets will be made void
- All game markets will be settled on regulation time, unless stated otherwise. Regulation time must be completed for bets to stand except where otherwise stated. In the event of a game starting but not being completed then bets will be deemed no action, unless the specific market outcome is already determined.
- All games must start on the scheduled date (local stadium time) for bets to have action.
- The following market includes overtime/shootout for settlement purposes:  
Money Line

### **Odd/Even Markets**

- Any score of zero in these markets are settled as 'even'.

The below listed markets will be offered for each quarter.

- Quarter Handicap/Quarter Winner/Quarter Goals/Team Quarter Goals/Quarter Race to Markets/Quarter Goals Odd or Even/Team Quarter Goals Odd or Even.

In the event of a specific quarter not being completed bets will be deemed no action, unless the specific market outcome is already determined.

The below listed markets will be offered for each half.

- Half Handicaps/Half Winner/Half Goals/Half Team Goals/Half Race to Markets/Half Goals Odd-Even/Team Half Goals Odd or Even.

In the event of a specific half not being completed bets will be deemed no action, unless the specific market outcome is already determined.

# Winter Sports

## General Winter Sport Rules

- All Winter Sport bets, including any specials or statistics-based bets, will be settled in accordance with the official website of each tournament/sports respective governing body. For the Olympics, this would be the IOC (International Olympic Committee).
- Bets on any participant who takes part in qualifying for a specified event, but then fails to qualify for the main round(s), will be settled as losers.
- Bets are declared void in the event of a stated player being replaced.
- If a match does not adhere to the generally accepted format (e.g., unusual period length, counting procedure, format of a match etc.), Fanatics Sportsbook reserves the right to void bets.

## Winter Sport Market Rules

- Futures - Predict the winner of the stage/race (it will be specified in the name of the futures). If the participant does not start the official event, bets will be void.
- Match Betting/Head to Head - Unless otherwise stated in the Special Rules for the specific sport: At least one competitor must finish the event, or all bets are considered void. If one or more competitor(s) fail to start all bets are considered void. If all competitors are disqualified or otherwise excluded all bets are considered void. If both competitors in a head-to-head achieve the same result and no draw odds are offered, then all bets are considered void.
- Podium Position - Predict if a participant will finish on the podium (1st, 2nd, or 3rd place). If the participant does not start the official event, bets will be void.

# Athletics

## General Athletics Rules

- If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result. Unless the amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result.
- Bets on any participant who takes part in qualifying for a specified event, but then fails to qualify for the main round(s), will be settled as losers.
- Bets are declared void in the event of a stated player being replaced.

- If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.

# Cycling

## General Cycling Rules

- If a rider withdraws before the event or stage starting, all wagers on that rider will be voided.
- For stage betting, the stage must be completed for all bets to stand. If a stage is canceled or abandoned, all bets will be made void.
- The podium presentation will count for all settlements, any further amendments/disqualifications after that will not count for grading purposes.
- If there is no podium presentation, all markets will be settled via the official result given by the relevant governing body after the race. Any subsequent amendments to the results after that, will not count for grading purposes.
- For riders who share the same time in the official results, the rider who finishes higher up in the results, will be deemed the winner for grading purposes.
- Match-ups will be graded on which rider finishes in the highest placing in the specified event/stage. If both cyclists start the specified stage/event but fail to finish, all bets will be void. In the event both cyclists start but only one finishes, the cyclist that finishes will be deemed the winner.

## Cycling Market Rules

### Match Betting/Head to Head

Markets that offer the customer the opportunity to bet on which cyclist will finish in the higher position in a race or stage.

- At least one competitor must finish the event or all bets are considered void.
- If one, or more, competitor(s) fail to start all bets are considered void.
- If all competitors are disqualified, or otherwise excluded, all bets are considered void.
- If both competitors in a head-to-head achieve the same result where no draw odds were offered then all bets are considered void.

### To Win A Stage

- If the named rider fails to start the race all bets on that rider will be void.

- If the named rider is involved in a dead heat for first place this will count as a stage win.

### **Cyclist Number of Stage Wins**

- In the event of a cyclist not starting the specified event, bets will be deemed void.

### **Cyclist To Finish in Top 3**

- In the event of a cyclist not starting the specified event, bets will be deemed void.

## **Rugby League**

### **General Rugby League Rules**

- All Rugby League markets are settled based on the result at the end of regulation time (80 minutes play only or 70 minutes play in certain competitions such as, but not limited to, Women's NRL). Extra Time/Golden Point does not count unless otherwise specified.
- Games must start within 48 hours of the originally scheduled kick-off time of the game for bets to have action. If they have not started within this 48 hour period, all bets will be void.
- Where a match is abandoned before the completion of the regular time wagers will be made void unless the match is rearranged and played within 48 hours of the original kick-off time. The exception to this rule is that bets on any markets that have been unconditionally determined will be settled in full. For example, where a game is 0-0 currently in the 60th minute, in the second half, and play is abandoned - markets such as 'Half Time Correct Score' will be settled in full.
- Where a match kicks off before the originally stated start time bets will stand provided they are not placed after the nominated game has started.
- If a match venue is changed from the one advertised all bets for that match will be made void.
- All try scorer markets will be settled using results from [www.rugby-league.com](http://www.rugby-league.com) and [www.nrl.com](http://www.nrl.com). If either sites are lacking the relevant settlement data we will endeavor to use other accurate sources, such as official team media outlets.
- In relation to all try scorer markets, penalty tries do count and will be settled as the player who the try is awarded to.

## **Rugby League Market Rules**

### **Match Result/Moneyline**

A market offering the customer the opportunity to bet on: which team will win the match.

- Where the draw is also offered as a selection this will be settled as the winner in the event of a draw in regulation time.

### **Handicap/Point Spread (Handicap Match Betting, 1st Half Handicap Betting/2nd Half Handicap Betting)**

A market offering the customer the opportunity to bet on: which team would win the match, after the stated handicap values have been applied.

- Bets on a specific half will be void if the match is abandoned before the end of that half.
- 2nd half bets will not include any period of extra time played in the result of scores being tied at the end of regulation time.

### **1st/2nd Half Winner**

A market offering the customer the opportunity to bet on: which team will win the specified half.

- Bets on a specific half will be void if the match is abandoned before the end of that half.
- 2nd half bets will not include any period of extra time played as a result of scores being tied at the end of regulation time.

### **First Team To Score/ First Team To Score A Try**

- Where a 'no team to score' option is offered this will be settled as the winner in the event that no scoring play satisfies the criteria in the market name. Where no such option is available bets will be made void.

### **Total Half/Match Points/Tries**

A market offering the customer the opportunity to bet on: whether the total number of overall points (or tries where relevant) will be lower or higher than a specific total.

- Bets will be void if the match is abandoned, unless the result is already determined.
- 2nd half bets will not include any period of extra time played as a result of scores being tied at the end of regulation time.
- Any whole number totals will be settled as a void in the result of a 'push' where the actual total matches the number quoted.

### **Total Team Match/Half Points/Tries**

A market offering the customer the opportunity to bet on: whether the total number of points (or tries where relevant) scored by a nominated team will be lower or higher than a specific total in a specified time-frame.

- Bets will be void if the match is abandoned, unless the result is already determined.
- Second half bets will not include any period of extra time played in the result of scores being tied at the end of regulation time.
- Any whole number totals will be settled as a void in the result of a 'push' where the actual total matches the number quoted.

### **Winning Margin**

A market offering the customer the opportunity to bet on: what the margin of victory will be, choosing from a selection of points bands, for example 1-9 points, 10-19 points etc. The market can be offered with either team specific or general game based selections.

- All winning margin betting is from scratch (both teams starting on zero points).

### **Double Result (also referred to as Half-Time/Full-Time)**

A market offering the customer the opportunity to bet on: what the result of the game will be at Half-Time and the end of Regulation time.

- Extra Time does not count towards the settlement of this market.
- The tie is offered on both the half-time and full-time element of the bet, meaning all combinations within the regulation period of play are offered.
- Bets will be void if the match is abandoned, unless the result is already determined.

### **First Scoring Play**

A market offering the customer the opportunity to bet on: what method the first scoring play of the game will be.

- Penalty tries count.
- If no points are scored, then all bets will be made void.

### **Race to X Points (Match/1st Half/2nd Half)**

A market offering the customer the opportunity to bet on: which team will be the first to reach a stated total number of points within the nominated time frame.

- If neither team scores the stated amount of points and “neither” wasn’t an option, then all bets will be made void.

### **First/Last/Anytime Tryscorer**

A market offering the customer the opportunity to bet on: the chosen player to score a try, subject to the criteria specified in the market name.

- Penalty Tries do count in this market and will be attributed to the named player for settlement purposes.
- For First Tryscorer if the selected player is named in the starting 15 for the game then bets will stand for that player. If the player is not selected in the starting 15 then bets will be voided unless the player has already entered the field of play at the time the first try is scored.
- For Last and Anytime Tryscorer if the selected player participates in the match at any point then bets will stand for that player. If they do not participate and remain on the bench then bets will be voided. Other bets covered by these rules include: Next tryscorer (in play), First home tryscorer, First away tryscorer.

## **Rugby Union**

### **General Rugby Union Rules**

- Matches must start on the scheduled date for bets to stand.
- All bets on a match which starts but is subsequently abandoned or postponed will be void unless the match is resumed and completed on the same day (local time) or settlement has already been determined.
- If a venue is changed from the one advertised then all bets on that match will be void.
- Markets will be settled based on the result at the end of regulation time unless otherwise specified.
- Rugby 7s match bets are settled on the specific tournament regulation play and exclude extra time (overtime) if played.



# Rugby Union Market Rules

## Match Result/Moneyline

A market allows betting on which team will win the match.

- Where the draw is also offered as a selection this will be settled as the winner in the event of a draw in regulation time.
- Where no draw selection is offered bets will be settled as the winner of the event after any extra time is played. If the official result of the match is a draw bets will be settled as void.

## Handicap/Point Spread

A point spread/handicap bet allows the customer to bet on whether a team with a minus handicap will win by more than a specific number of points, or a team with a plus handicap will win outright or lose by less than a specific number of points.

A point spread or handicap bet applies the stated handicap to the chosen selection and considers this number to be added or subtracted from the final score.

## 1st/2nd Half Winner

A market allows betting on which team will win a specific period of play.

- Bets on a specific half will be void if the match is abandoned before the end of that half.
- 2nd half bets will not include any period of extra time played in the result of scores being tied at the end of regulation time.

## 1st/2nd Half Handicap

A point spread/handicap bet allows the customer to bet on whether a team with a minus handicap will win by more than a specific number of points, or a team with a plus handicap will win outright or lose by less than a specific number of points.

A point spread or handicap bet applies the stated handicap to the chosen selection and considers this number to be added or subtracted from the points scored in the specific half.

- Bets on a specific half will be void if the match is abandoned before the end of that half.

- 2nd half bets will not include any period of extra time played in the result of scores being tied at the end of regulation time.

### **First/Xth Team to score/ First/Xth Team to score a Try/ First/Xth Team to score a Penalty/ First/Xth Team to score a Drop Goal**

A market allows betting on which of the two teams will score using the method specified where relevant.

Where a 'no team to score' option is offered this will be settled as the winner in the event that no scoring play satisfies the criteria in the market name. Where no such option is available bets will be made void.

### **Total Match/Half Points/Tries**

A 2-way market offering the customer the opportunity to predict whether the total number of overall points (or tries where relevant) will be lower or higher than a specific total.

- Bets on a specific half will be void if the match is abandoned before the end of that half.
- 2nd half bets will not include any period of extra time played in the result of scores being tied at the end of regulation time.
- Any whole number totals will be settled as a void in the result of a 'push' where the actual total matches the number quoted.

### **Total Team Match/Half Points/Tries**

A 2-way market offering the customer the opportunity to predict whether the total number of points (or tries where relevant) scored by a nominated team will be lower or higher than a specific total.

- Bets on a specific half will be void if the match is abandoned before the end of that half.
- 2nd half bets will not include any period of extra time played in the result of scores being tied at the end of regulation time.
- Any whole number totals will be settled as a void in the result of a 'push' where the actual total matches the number quoted.

### **Winning Margin**

This market offers the customer the chance to bet on what the margin of victory will be, choosing from a selection of points bands, for example 1-9 points, 10-19 points

etc. The market can be offered with either team specific or general game based selections.

### **Double Result (Also referred to as Half-Time/Full-Time)**

This market offers the customer the chance to bet on what the result of the game will be at Half-Time and the end of Regulation time. Extra Time does not count towards the settlement of this market. The tie is offered on both the half-time and full-time element of the bet, meaning all combinations within the regulation period of play are offered.

### **First Scoring Play**

A market offering the customer the opportunity to predict the first scoring play of the game. This market will be offered either as a 3-way or 6-way market, depending on whether teams are split into individual selections. The types of scoring play will be offered as follows:

- Try (Penalty try will count as Try)
- Penalty Kick
- Drop Goal

### **Race to X Points (Offered in Match & 1st/2nd Half)**

A 3-way market offering the option to bet on which team will be the first to reach a stated total number of points within the nominated time frame, with a third option provided for neither team to reach the stated total.

### **First/Last/Anytime Tryscorer**

A market offering the chance to bet on the chosen player to score a try, subject to the criteria specified in the market name.

- Penalty Tries do not count in this market and will not be attributed to any named player for settlement purposes.
- For First Tryscorer if the selected player is named in the starting 15 for the game then bets will stand for that player. If the player is not selected in the starting 15 then bets will be voided unless the player has already entered the field of play at the time the first try is scored.
- For Last and Anytime Tryscorer if the selected player participates in the match at any point then bets will stand for that player. If they do not participate and remain on the bench then bets will be voided.

# **Rugby Union Futures Market Rules**

## **General Rugby Union Futures Rules**

Bets will be settled based on official standings or rulings provided by the organizing body. For bets to stand, the number of games where a result is passed must equal the number of games scheduled when the season begins, unless the outcome has already been determined. Any forfeited game that is considered an official result will count towards season long bets.

## **Outright/Group Winner Markets**

If a result is passed by the organizing body for any of the above markets it will be deemed final irrespective of whether the season has been amended in any way to achieve this result. If a team is withdrawn, suspended or otherwise removed from the competition they will be deemed a participant if they have started at least one fixture.

- Division winner markets follow the tie break rules set out by the organizing body
- In Leagues/Competitions where the overall champion is determined by a playoff, the winner of the post-season playoffs will be settled as the winner of the main outright market, not the team that finishes the season as league leader.

## **Regular Season Points**

A 2-way market which offers the customer the opportunity to bet whether a team will achieve more or less than the specified total number of points. In the result of a whole number being offered and that outcome being achieved bets will be settled as a push. For example if a team is offered at Over/Under 45.0 points and finishes the season with 45 points the market will be deemed a push and settled as void.

- Bets will be void if the chosen team or teams do not achieve an official result for all scheduled regular season games (using the schedule produced before Week 1 of the regular season) unless the total has already been passed or can not possibly be achieved in the remaining number of games.
- Any forfeited game that is considered an official result will count towards Regular Season Points regardless of whether it is a win or a loss.

## **Season/Tournament Match Bet**

These markets offer the customer the opportunity to bet on which of two given teams will outperform the other over the course of a season/tournament

- In League play, the team with the overall highest league finishing position will be settled as the winner
- In Tournament/Playoff play, the team that advances furthest will be settled as the winner. If both teams are eliminated at the same stage then dead heat rules will apply.

### **Name The Finalists**

The customer can predict both of the finalists in a stated rugby tournament.

- If either nominated team does not take any part in an event bets on that selection will be void.

### **Final Exacta/Forecast**

The customer can predict both of the finalists in a stated rugby tournament, as well as the winner of the final match itself.

- If either nominated team does not take any part in an event bets on that selection will be void.

### **Stage of Elimination**

The customer can predict at which stage a team will be eliminated from a stated rugby tournament.

- If the nominated team does not take any part in an event bets on that selection will be void.

### **To Qualify**

The customer can bet on a team to qualify in a knockout tie or from a group of teams to advance to the next stage of a competition.

- All qualification matches must take place for the bet to have action. If a team is disqualified resulting in a bye or forfeit then bets will be void. If a group is reduced in number due to a team being withdrawn then all bets will be void unless the results were already known in full.

### **Relegation/To Avoid Relegation/Promotion/Bottom X Finish/Top X Finish**

These multi-way markets offer the customer the opportunity to bet on a team to finish in a specific or banded league position, or to achieve a specified achievement such

as winning promotion, be that automatically through league position or via a playoff system.

- Bets are settled on the final league position, after playoffs (if played), unless otherwise stated.
- If a team is removed from the league before the season has started, then all bets on that team will be void.
- Points deduction penalties for things such as fielding ineligible players, entering financial difficulty, breaking transfer rules etc will be counted towards these markets.

## **Snooker/Pool**

### **General Snooker/Pool Rules**

- Matches must start on the scheduled date for bets to stand.
- All bets on a match which starts but is subsequently abandoned or postponed will be void unless the match is resumed and completed on the same day (local time) or settlement has already been determined.
- If a venue is changed from the one advertised then all bets on that match will stand.
- If the statutory number of frames/racks in a match are not completed or are changed or differ from those offered for betting purposes, bets will be void, unless otherwise stated or unless settlement has already been determined.
- In the event of a disqualification or retirement in a game, all bets will be void, unless otherwise stated.
- For futures markets, if a player does not play, bets on that participant will be void - with the exception of bets placed on any player who takes part in a given tournament's qualifying but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes.

### **Snooker/Pool Market Rules**

#### **Match Result/Moneyline**

A 2-way market giving customers the opportunity to bet on which player/team will win the overall match by winning the required number of frames/racks.

- If a match is played in a format where the tie is possible and no option to bet on the tie is offered in the betting market, bets will be void where the match finishes as a tie.

### **Xth Frame/Rack Winner**

A 2-way market giving customers the opportunity to bet on which player/team will win the current frame/rack.

- If a frame/rack is restarted bets will be settled after a definitive result has been achieved.

### **First/Last Pot/Color Potted/Number Potted**

A market giving customers the opportunity to bet on which player will make the first/last pot, or which type of ball will be potted. Where a frame is restarted/abandoned bets will be void unless a result has already been definitively determined.

### **Total Frames/Racks**

A 2-way market giving customers the opportunity to bet on how many frames/racks will be required to determine a winner.

- Where a whole number is offered and this is the result that is achieved bets will be considered to have 'pushed' and selections will be made void.

### **Frame/Session Total Points**

A 2-way market offered in snooker giving customers the opportunity to bet on how many points will be scored in a given frame or nominated session of play.

- The full amount of frames must be played in a session for bets to have action unless an overall winner is determined during that specific session of play.
- If a frame/rack is restarted bets will be settled after a definitive result has been achieved using only the points from the officially resulted frame.

### **Session Outright/Correct Score**

A multi way market offering customers the opportunity to select the exact correct score of the overall matchup.

- In the event of a walkover, retirement or disqualification bets will be made void.
- If a session is reduced in length due to time constraints, bets will be settled on completion of the original intended number of frames in that session.

### **Stage of Elimination**

- Player must play one shot in the tournament for bets to stand

## **Cricket**

### **General Cricket Rules**

- If a match is canceled before any play has taken place, then all bets will be void, unless the match is replayed within 48 hours of its advertised start time (in which case the bets will stand).
- In the event of a change of venue, all bets will be made void.
- All tournament and match markets will be settled on the basis of the official tournament results/match scorecards which are included on the ICC's official website. If there is no result available, then the website [www.cricinfo.com](http://www.cricinfo.com) will be used for settlement purposes.
- A batsman that retires from an innings will not be considered as a wicket for settlement purposes.
- The term "innings reaching its natural conclusion" refers to an innings which has not been closed due to external factors such as rain or bad light. A team being bowled out or having declared is considered to constitute the natural conclusion of an innings.
- If the concussion rule is activated while a player is batting, all markets relating to that player will be settled based on that player being 'retired hurt'. If the concussion rule is activated prior to that player batting or bowling, they will be void from relevant markets.

### **Limited Overs Matches**

- Match Winner bets will be settled according to the winner as determined by official competition rules. This includes where matches are shortened due to adverse weather conditions.
- If the match is officially declared as a "no result", all bets will be made void, unless the result of any selections are already determined.
- When no price is quoted for the tie (in match winner markets) and the official competition rules do not determine an official winner, then dead heat rules will apply.
- If a match is abandoned for any reason and the match result is determined by either a bowl off or super over (as a direct result of the abandonment), then all bets will be made void.

### **Test Matches**



- If a match is abandoned for any reason aside from weather, then all bets will be void, unless the market result has already been determined.
- Where no balls have been bowled in a test match, all bets will be made void.
- If a test is officially tied, draw bets will be settled as losers and the two teams will be settled under dead-heat rules.

## **Series Betting**

- When the full number of scheduled matches is not played then we reserve the right to void any specialty markets which relate to the series as a whole.
- If the series finishes in a tie and the tie wasn't quoted for wagering, then dead-heat rules will apply.

## **Cricket Market Rules**

### **Match Result/Moneyline**

A market giving customers the opportunity to bet on which team will win the match.

- General Cricket Rules will be referred to for further rulings

### **Total Runs**

- A 2-way market which offers the customer the opportunity to bet whether a team will achieve more or less than the specified total number of points.
- In the event that the scheduled amount of overs are reduced in an innings after the bet has been struck, bets will be made void, unless the result has already been determined.
- In test matches, total runs bets will be void if fewer than 50 overs are bowled in the innings and the team does not declare and is not all out.
- Penalty runs for slow over rate will not count towards total runs settlement.

### **Top Team Batsman / Top Match Run Scorer**

- A multi-way market offering the customer the opportunity to bet on two markets: which batsman will score the most runs for their team in the innings stated and which batsman will score the most runs in the match.
- Depending on the type of match, unless stated otherwise, the following minimum number of overs must be bowled in the applicable team's innings for bets to stand:

- Test Matches: 50 overs
- 50 over match: 25 overs
- 20 over match: 10 overs
- 100 ball match: 50 balls
- In all cases, however, bets will stand if the innings reaches its natural conclusion in less than the above requirement.
- Bets placed on any player not named in the starting eleven are void.
- In the event of a tie for most runs, dead heat rules will apply.
- Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such players will be settled as losing bets.
- If a batsman retires and does not resume their innings, their score will stand.

### **Top Team Bowler / Wicket Taker (Match)**

- A multi-way market offering the customer the opportunity to bet on two markets: who will take the most wickets for their team and who will take the most wickets in the entire match.
- In the event of a reduction in overs, all bets will be made void unless the result has already been determined.
- In all cases, however, bets will stand if the innings reaches its natural conclusion in less than the above requirement.
- Bets placed on any player not named in the starting eleven are void.
- Players named in the starting eleven that do not bowl are deemed to have taken part and bets on any such players will be settled as losing bets.
- If two or more players take the same number of wickets, dead heat rules will apply.

### **Batsman Match Bets**

- A 2-way market offering the customer the opportunity to bet on (Player A v Player B).
- If any of the players named in the market do not bat then the market will be void.
- In the event of a tie, bets will be made void.
- If a batsman retires hurt, all bets will be made void if they do not return to the crease to complete their innings, unless the bet has been determined.
- If there is any reduction of overs after the bet has been accepted (limited overs only), bets will be made void, unless the result has been determined.

### **Player Runs / Player Alternate Runs / Player to score 50/100**

- Wagering on how many runs the chosen batsman will score.
- If a batsman does not bat, bets on that batsman will be void.
- If a batsman retires hurt but returns later, the total runs scored by that batsman in the innings will count for settlement purposes. If the batsman does not return later, bets on the market will be void.
- If there is any reduction of overs after the bet has been struck (limited overs matches), bets will be made void unless already determined.

### **Runs in a Specified Number of Overs (e.g. 1st 15 Overs)**

- The full number of specified overs must be played, otherwise bets will be made void, unless the result has already been determined.

### **Highest Score In Specified Overs (e.g. 15/10/6)**

A market giving customers the opportunity to bet on which team has the highest score in a specified amount of overs.

- If either team's innings in a limited overs match is reduced due to external factors then bets on this market will be void unless the result was already determined before any reduction in overs was announced.

### **Highest Opening Partnership**

- If there is any reduction of overs, bets will be made void unless already determined.
- In a four-innings match, this market only applies to the first innings unless stated otherwise.

### **Next Man Out**

- Should no further wickets be taken in the innings then bets on this market will be void.
- If either of the batsman retires hurt/retires out then bets on this market will be void and a new market will be made.

### **Team To Hit The Most Sixes**

- If there is any reduction of overs, bets will be made void unless already determined.
- Super Overs do not count towards settlement.

### **Super Over/Any Additional Overs Above The Allotted Amount**

- In a limited overs competition which employs a super over (or other such similar initiative) to determine the winner of a match in the event of a tie, runs scored and wickets taken in the super over are not included in the settlement of any runscorer or wicket taker markets (e.g. Batsman Total Runs, Team Total Runs, Top Team Runscorer, Batsman Match Bets, Top Team Bowler).
- In addition, any sixes hit in a super over will not be included in the settlement of “Team to score most sixes” and “Total number of sixes” markets.

### **Next Over: Over/Under Runs**

- A market giving customers the opportunity to bet on the total number of runs achieved in the over.
- Extras count as runs.
- Penalty runs for slow over rate will not be counted towards the total.
- The over must be completed in full for bets to stand, or all bets will be made void. If the result has already been determined, bets will stand as normal.

### **Total Match Sixes/Fours**

- If there is any reduction of overs, bets will be made void unless already determined.
- Super Overs do not count.

### **First Over: Over/Under Total Runs**

- If there is any reduction of balls within the over, bets will be made void unless already determined.

### **First Ball of the Match**

- If there is any reduction of overs, bets will be made void.

## **Team of Top Batsman**

- If there is any reduction of overs, bets will be made void unless already determined.

## **Fall of Next Team Wicket (i.e. the score on which it will fall)**

- If the batting team reaches the end of its allotted overs, reaches its target or declares before the specified wicket falls, the next team wicket will be deemed to have fallen for the total score achieved by the batting side.
- For settlement purposes, a batsman retiring hurt/retiring out does not count as a wicket.
- If there is any reduction of overs after the bet has been accepted, bets will be made void, unless the result has been determined.

## **Highest Score After First Over**

- If there is any reduction of overs, bets will be made void unless already determined.
- The first over must be completed in full for both teams, for bets to stand.

## **Century(100)/half-century (50) in Match**

- Wagering on any batsman scoring 50/100 runs or more in the match.
- If there is any reduction of overs, bets will be made void unless already determined.

## **Player of the Match**

- This market will be settled on the official "Player of the Match" award which is awarded at the post match presentation.
- Bets placed on players who are not included in his or her team's starting eleven will be void.

## **Lacrosse**

### **General Lacrosse Rules**

- If 60 minutes is not completed then all bets will be void, except those that have been unconditionally determined. If an official result is declared by the relevant governing body, all bets will stand.
- Should a match be abandoned all markets will be void unless the outcome of that market has been unequivocally decided.

## **Australian Rules Football**

### **General Australian Rules Rules**

- All Australian Rules bets shall be settled including overtime if played, unless otherwise stated. In the event that extra time is played, all head to head betting will be settled inclusive of extra time. If a match is abandoned before the end of normal time, all bets on the match are void, except for those markets which have been unconditionally determined.
- If a match is postponed and rescheduled to take place within 48 hours of the original start time, all bets on the match will stand.
- If a match is no longer being played 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 void.
- For the purposes of determining futures markets such as Make the Grand Final/Minor Premiership/Premiership/Top 4/ Top 8, all deductions of points by the AFL due to breaches of regulations shall stand.

### **Australian Rules Market Rules**

- For match winners and goal kicking options, statistics used by the AFL website ([www.afl.com.au](http://www.afl.com.au)) will be the statistics used for payout purposes. For 1st Goal Scorer (Game/1st Quarter only), if the selected player is not in the starting 22 all bets on that selection will be refunded. For bets on the first goalscorer of the match, the goal doesn't need to be scored in the first quarter. For quarter first goalscorer markets, if there is no goal in that quarter then bets will be void.

## **Handball**

### **General Handball Rules**

- Settled on 60 minutes play unless stated otherwise. Extra time does not count.

- If 60 minutes is not completed then all bets will be void, except those that have been unconditionally determined. If an official result is declared all bets will stand.
- In case of a match being postponed it will be voided unless it takes place within 48 hours of the initial scheduled start time.
- All bets referring to aggregated Tournament Totals will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations but not Penalty Shoot Outs.
- Settlement of player related bets in a specific match will be based on the result after the end of the 2nd half, unless otherwise stated. Extra time does not count.

## **Pickleball**

### **General Pickleball Rules**

- In the event a match does not take place or a player/pairing is given a walkover, all bets on the match will be voided.
- In the event of a retirement or disqualification at any point after the match has started, the player/team that is awarded the victory/progresses to the next round will be settled as the Winner in the Match Result/Moneyline market. Selections placed on the retiring or disqualified player/team will be voided. All other markets will be voided unless the market has already been determined, or unless otherwise stated. Any markets that have already been determined will settle as such.
- If any player within any match is replaced after the wager is struck, selections will be declared void.
- Players awarded at the podium will be declared the winners for settlement purposes, and any subsequent disqualification will not overturn the original settlement.
- Official score sheets will be used for settlement of all wagers.

## **Badminton**

### **General Badminton Rules**

- All badminton bets will be settled in accordance with the official website of each tournament's governing body, unless otherwise stated.
  - Olympic Games will be settled on the official IOC (International Olympic Committee) results.
- A match will be deemed to have begun once the first serve has been struck.

- In the event a match does not take place within 24 hours after its scheduled start time or a player/team is given a walkover, all bets on the match will be voided.
- In the event of a retirement or disqualification at any point after the match has started, the player/team that is awarded the victory/progresses to the next round will be settled as the Winner in the Match Result/Moneyline market. Selections placed on the retiring or disqualified player/team will be voided. All other markets will be voided unless the market has already been determined.
- If any of the named players in a match are to change before the match starts then all bets will be void.