MGM Springfield
Sports Book House Rules

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MANAGEMENT RULES

1. Any person under the age of 21 years shall not place wagers with or collect winning wagers from any licensed sports pool or operator.

2. Persons shall place a wager only on their own behalf and shall not wager for any other person.

3. Management will make every reasonable effort to resolve disputes. Any unresolved dispute arising as a result of wagers accepted by the Sport Book shall be resolved as set forth by rules or regulations promulgated by the Massachusetts Gaming Commission ("MGC").

4. Patrons wishing to register a complaint can use the following methods to contact MGMS or BetMGM: (a) any sports book ticket writer or supervisor; (b) sending a complaint to BetMGM's central complaint email: formalcomplaints.MA@BetMGM.com; or (c) using MGMS "contact us" link on its website. MGMS will respond to such complaints in writing within ten (10) business days. If the relief requested in the complaint will not be granted, MGMS's response to the complaint will state the reasons with specificity. If the response to a complaint is that more information is needed, MGMS will state the form and nature of the necessary information. When additional information is received, MGMS will provide further response within seven (7) business days. In its response, MGMS will advise the patron of the patron's right to submit the complaint to the Commission in the form and manner prescribed by the Commission. If MGMS is unable to satisfactorily resolve a dispute with a bettor within ten [10] days of notice of the dispute, MGMS will notify the Commission of the dispute.

   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 also submit disputes by calling the Commission's Integrity Tip Line at 1 (844) 303-8477, or completing a form (found on https://massgaming.com/regulations/fairdeal/) and sending it via email to MGCcomments@massgaming.gov or mailing it to: Massachusetts Gaming Commission, 101 Federal Street, 12th Floor, Boston, MA, ATTN: Sports Division.

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OBVIOUS ERRORS AND RESETTLEMENTS

Obvious Errors

MGM Springfield (MGMS) will not cancel or void a wager due to an "obvious error" without prior approval of the Commission. Potential obvious errors include:

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

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

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

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

MGMS prohibits parlay wagers that include two or more outcomes that are, or could turn out to be, related (e.g., Team X to win 7-0 and Team X to win the game). MGMS takes all necessary steps to prevent acceptance of these prohibited parlay wagers. However, if such a parlay wager is placed, MGMS may, solely at its own discretion, to declare void some or all parts of the parlay wager that includes the related outcomes at odds that do not account for the related

contingency. This provision does not apply to parlay wagers placed through Same Game Parlay or parlay wagers that are explicitly identified as special offerings.

Re-settlement

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

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

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

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

GENERAL SPORTS BOOK RULES

1. The MGMS may refuse any wager, and/or delete or limit selections, prior to the acceptance of any wager.

2. The MGMS will determine minimum and maximum wagers on all sports events. Any maximum payout will only be established through limiting the amount of a Sports Wager and will not be applied to reduce the amount paid to a patron as a result of a winning Sports Wager. Minimum Wager: $10.00; Maximum Wager: $10,000,000.00. MGMS has discretion to accept wagers with stake less than $10.00 at the counter. During regular operations, MGMS only accepts wagers stakes in excess of $10.00 at the Sportsbook Counter**.** However, reserves the right to accept a lower stake amount, based on business need.

3. Wagers must be funded through cash or a voucher, either directly at the counter or by inserting cash or a voucher at a Sports Wagering Kiosk. In no event may a Massachusetts account be funded through a form of credit.

4. Please check your tickets for accuracy before leaving the betting window. Leaving the window with the ticket is deemed an acceptance of the wager by both parties.

a. Tickets will not be altered or voided prior to the start of an event except at the discretion of management and with the approval of both parties.
b. Once both parties accept a wager, tickets will not be altered or voided after an event officially begins.
c. Wagers may only be rescinded in accordance with rules or regulations promulgated by the MGC.

5. MGMS is not responsible for lost, stolen, altered or unreadable tickets. All lost or stolen ticket claims are handled by the MGC. MGMS will collect the necessary information from the guest and forward it to the MGC for review and determination. MGMS will not make payment decisions on lost or stolen ticket claims.

6. Sports wagering tickets will be honored for one year after the date of the event excluding any time the sports wagering or gaming establishment has to be closed. Vouchers will be honored for one year after date of issuance. Winning tickets may be redeemed at the sports wagering counter, kiosk, or mailed in. Refer to reverse side of wagering ticket for mail-in redemption instructions. MGMS is not responsible for tickets not mailed pursuant to instructions on the reverse side of the ticket.

7. Identification information is required to be presented at certain thresholds of wagers and payouts in accordance with State and Federal regulations.

8. MGMS's patrons will be notified of odds or line changes in the following manner:

a. Posted odds will be changed automatically on the electronic reader boards.
b. Posted odds will be changed manually on all handwritten sports boards.
c. Posted changes will be updated in a timely fashion on the electronic reader boards or the handwritten sports boards.
d. Non-posted printed media will be updated on a weekly basis with the date of the latest issue.

9. MGMS reserves the right to modify these house rules, subject to MGC approval.

10. MGMS will not accept the past posting of wagers, in such cases the wager may be refunded, or where the outcome of the event is already known, in all such cases the wager will be refunded.

11. MGMS only accepts wagers on currently posted terms unless otherwise noted for a specific circumstance.

12. Prohibited Persons. MGMS will not accept or pay out on any wager placed by:

a) A person that is under 21 years old;

b) MGMS, its directors, officers, owners and employees or any relative living in the same household;
c) An individual with proprietary or non-public information held by MGMS;
d) A professional or athlete, coach, referee, team owner, employee of a Sports Governing Body or its member teams and patron and referee union personnel, seeking to place Sports Wagers on events in the sport in which the individual participates, or in which the athlete the individual represents participates;
e) Persons placing Sports Wagers as agents or proxies for others;
f) Any individual prohibited from Sports Wagering pursuant to 205 CMR 250.00;
g) Any individual who is self-excluded from Sports Wagering pursuant to 205 CMR 233.00;
h) Any individual who is prohibited from or subject to limitations regarding Sports Wagering pursuant to 205 CMR 254.00 and 255.00;
i) Any individual Wagering while not in the authorized geographic boundaries within the Commonwealth;
j) Any restricted patron Wagering in violation of their restrictions established in 205 CMR 238.32;Any individual Wagering in violation of state, local or federal law; or
k) Other prohibited persons as determined by the MGC;

13. MGMS prohibits wagers on any single sport or athletic event in which any Massachusetts collegiate team or individual competing through a Massachusetts collegiate program (a "prohibited collegiate participant") participates, unless the Massachusetts collegiate team is involved in a collegiate tournament. A prohibited sports event does not include the other games of a collegiate sport in which a Massachusetts collegiate team participates.

14. If a prohibited collegiate participant finishes as the winner of a futures market that does not involve a collegiate tournament, the second-place team in that market (or highest placing team that is not prohibited) will be considered the winner for purposes of settling the futures market (i.e. Boston College wins the ACC regular season title, the highest finishing team that is not a prohibited collegiate participant will be considered the winner).

15. If a player or team, who was not offered as a selection due to state law or regulation that prohibits wagering on that participant wins an outright market that has a single official winner, then all bets on that specific market will be cancelled. This includes any athlete competing individually or on any team in an event authorized in the Commission's catalog if the individual or team is known to represent Russia or Belarus. This rule does not apply to situations covered under Rule 14 above.

16. Management will maintain a record of all point spreads, odds, final score and related betting proposition statistics and outcomes to protect both the patron and MGMS in case of obvious mechanical or human error.

17. Cancelled events that have either not started or have not met the minimum length for an

event to be official, will result in straight wagers being cancelled. Parlays that involve a cancelled event will reduce to the next lower number of selections.

18. All future wagers are "action" as long as a winner is officially declared, unless otherwise posted or noted on printed media.

19. MGMS customers are encouraged to contact Guest Services for additional wagering information, questions, and complaints of any kind. MGMS will investigate any issue and provide a timely response.

MGMS will only offer those sporting events and wager categories submitted to and/or approved by the MGC.

SPORTS BOOK WAGERING RULES:

Minimum length of play

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

1. BASEBALL (all) – five innings of play. If the home team is leading, the game is official after 4 ½ innings (this will include softball). Thereafter, if a game is called or suspended for more than 36 hours, the winner is determined by the score after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called.
2. FOOTBALL (pro and college) – 55 minutes of play.
3. BASKETBALL (NBA) – 43 minutes of play; (College and WNBA) – 35 minutes of play.
4. HOCKEY (all) – 55 minutes of play; (Non-US) – 60 minutes of play.
5. GOLF – the results are official for wagering purposes provided that at least one round has been completed by all players in the field and a winner is declared by the tournament's governing body.
6. MOTOR RACING – All wagers will be settled according to the unofficial results reported immediately after the conclusion of the race by the governing organization. Any changes to the finishing order that occurs based on appeals, penalties or scoring malfunctions after the race has concluded, will not be recognized.
7. SOCCER- the full 90 minutes of play plus injury time for 3-way, goal line, and totals.
8. BOXING and MIXED MARTIAL ARTS (all) – the bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length. For a round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round in which case, the final bell signifies

the completion of the round and fight.

9. TENNIS – at least one set of the match must be completed.
10. ALL OTHER SPORTS – the conclusion of the scheduled length of play or scheduled time limit.

Other Sports Rules

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

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

Settlement Rules

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

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

If a selection within a parlay is a push, void or cancellation, then the parlay is reduced, and the payout will be recalculated with the remaining legs.

Dead Heat Rule

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

In a dead heat for first place, the stake money on a winning selection is divided by the number of winners in a dead heat. The full odds are then paid to the divided stake with the remainder of the money being lost.
For example: Kurt Busch and Denny Hamlin have dead heated for first place in a NASCAR race. If you backed either of these drivers, you would be paid half of your stake (Sports Book pays out half the stake for both selections).

Therefore:
$100 on Kurt Busch at +100 = Half Stake $100 = $50 at +100 = $100 returns.
Or
$100 on Denny Hamlin at +800 = Half stake $100 = $50 at +800 = $450 returns.

Multi-selection Dead Heats

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

For example:

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

In this scenario there are two (2) players in a dead heat for second place, and five (5) players in a dead heat for fourth place. If you had picked a player to finish in the Top five, then those who finished tied for second place are both winners. Your full stake would then be paid out at full odds.
However, if you had picked any of the players who finished tied for fourth place then those wagers would be settled differently. There are five (5) players in a dead heat for two (2) positions (fourth and fifth) and therefore you would be paid at 2/5 (two-fifths) of the stake.
For example, if you had $100 on Dustin Johnson Top 5 Finish at +200, your bet would be settled as follows:

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

Live (In-Play) Wagering General Rules

If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation.

If coverage must be abandoned and the match finished regularly, all markets will be settled according to the final result.

In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.

If a match is not finished or played at all regularly, (for example: disqualification, interruption, withdrawal, changes in draws, etc.), all undecided markets are considered cancelled.

Postponed Matches:

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

AUSSIE RULES FOOTBALL RULES

Date/Site Changes

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

Minimum Length of Play

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

Aussie Rules Football Wagers

All bets shall be settled on official AFL results only.

1. Match Betting
    a. All bets shall be settled at the end of normal time, unless otherwise stated.
    b. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played.
    c. In the event of a 'draw' where no draw option is offered, the Dead Heat Rule will apply and all wagers will be paid at half face value of the ticket.
    d. For any AFL Finals matches or any other Competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.
    e. Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e. extra time - an extension of normal time is not included.)
2. Spread and Total
    a. Bets settled on outcome of the period the markets relate to. If the outcome is exactly equal to the betting line, then bets will be cancelled.

3. Winning Margin
    a. For Margin betting, the draw option is always offered, although in other betting options where the draw option is not offered, the Dead Heat Rule applies.
4. Quarter/Half Markets
    a. For bets placed on the specific quarters or halves, the entire period must be played.
    b. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.
5. 1st Goal Scorer (Game/1st Quarter only)
    a. If the selected player is not in the starting 22 all wagers on that selection will be cancelled.
6. 1st Quarter 1st Goalscorer
    a. If the selected player is not in the starting 22 all wagers on that selection will be cancelled. Additionally, should no goal be scored in the 1st quarter then bets will be cancelled.
7. Player to score most goals
    a. Should the named player take no part in the game, bets on that selection will be cancelled.
8. Player with most disposals
    a. Should the named player take no part in the game, bets on that selection will be cancelled.
9. Race to x Points
    a. Winner being the team who reaches the specified points tally first.
    b. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled
10. AFL Grand Final Winner
    a. Team to win the post-season AFL playoffs. Should the game be cancelled then all bets will be cancelled.
11. AFL Regular Season Winner
    a. Team to finish top of the standings at the end of the Regular Season.

BASEBALL RULES

Date/Site Changes

Regular season Baseball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in the MGMS.

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

determined prior to the game's suspension.

Baseball Post Season Rule

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

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Baseball sports wager rules, wagers on baseball money lines are official after 5 innings of play. If the home team is leading, the game is official after 4 ½ innings (this will include softball). Thereafter, if a game is called or suspended for more than 36 hours, the winner is determined by the score after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called.

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

In specified inning wagers, game must go to full specified innings to be official, unless the home team is leading the bottom half of specified inning prior to completion of specified innings(s). For money line, totals, and run lines, game must go the full specified innings.

Baseball Mercy Rule
For games that end by the relevant league's mercy rule, the standard minimum length of play rule does not apply.

Moneyline, Run Line, and Winning Margin wagers are settled according to the results at the time the mercy rule is applied.

Totals markets and all other prop markets will be cancelled, except for those that have been unconditionally determined.

College Baseball Neutral Venue Rule
For College Baseball, neutral venue games are settled based on the official game result, regardless of the home/away designation displayed for each team on the site. The team order on the site (e.g., home/away or top/bottom listing) is for display purposes only and does not determine the home team status.

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Pre-Match Baseball Wager Types

Patrons should be aware of the following wager types when placing wager types on baseball – action, one specified pitcher and listed pitchers. Patrons may choose either of these options when placing wagers on the money line. Action – this wager type puts team against team, regardless of the starting pitcher.

   a. If either team's scheduled starting pitcher changes (and does not start the game) after a wager is placed, the wager will stand at the opening price of the adjusted line.
   b. College and Softball wagers are action regardless of wager type.

2. One Specified Pitcher – A wager on or against one specified pitcher, regardless of the other starting pitcher.
   a. Specified pitcher must start, or wager is deemed "no action" and wager is cancelled.
   b. If the opposing pitcher does not start, the wager stands at the opening price of the adjusted line.
3. Listed Pitchers – A wager that specifies the starting pitchers for both teams or either team. The name(s) of the listed pitcher(s) who are relevant for the wager will be included in the market name. If one or both starting pitchers listed on the wager does not start, the wager is cancelled.
4. For wagering purposes, each team's Starting Pitcher is defined as the pitcher who throws the initial pitch in his respective half of the first inning. Any subsequent change in pitcher is irrelevant to any standing wager.

Baseball Mercy Rule

If the game ends by the relevant league's mercy rule, then all pre-game wagers will be settled according to the results at the time the mercy rule is applied (this will include softball). Live wagers will be settled based on the "Live" (In-Play) Wagers" rule as specified above.

Baseball Wagers

Baseball wagers are accepted in the following manner:

1. Total Runs (Over/Under) – A wager on whether the total number of runs scored in a game is over or under a specified number.
   a. Extra innings are counted in final score.
   b. Wagers must meet the minimum length of play as specified above.
2. Run Line – A wager in which the bettor "takes" or "lays" a specified number of runs. The team wagered must "cover" the run line for the wager to be deemed a winner.
   a. Extra innings are counted in final score.
   b. Wagers must meet the minimum length of play as specified above.
3. Money Line – A wager in which the bettor "takes" or "lays" a specified price. The team

wagered must only win the game for the wager to be deemed a winner.

   a. Extra innings are counted in final score.
   b. Money line wagers may be made as Action, One Specified Pitcher and Listed Pitchers subject to the rules above.
   c. Wager must meet the minimum length of play as specified above.

4. Team to score first - Settled on the first score of the game.
   a. Bets stand even if game is not completed. Extra Innings count.
5. Team to score last - Settled on the last team to score.
   a. Game must go 8 ½ innings for bets to stand in 9 inning games, or 6 ½ innings in 7 inning games for bets to stand.
6. Highest Scoring Inning - Bet on which inning will produce the most runs.
   a. Dead heat rules apply.
   b. Game must go 8 ½ innings for bets to stand in 9 inning games, or 6 ½ innings in 7 inning games for bets to stand. Ninth inning wagers do not include extra innings unless otherwise stated.
7. Innings
   a. Wagers on any specified inning will be decided on the basis of runs scored in that specified inning only. All specified innings must be played to their completion (except for the 9th inning when applicable) or the wager will be cancelled. Once a specified inning is completed, that specified inning wager will stand regardless of the length of the remainder of the game. Ninth inning markets do not include extra innings unless otherwise stated.
8. Scoreless Inning
   a. Scoreless Inning markets do not include extra innings.
9. First 1/3/5/7 Inning Markets
   a. Specified number of innings must be completed for bets to stand.
10. Race to x runs
   a. Winner being the team who reaches the specified points tally first.
   b. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
11. Baseball Daily Specials
   a. The number of games scheduled at the time of bet placement is specified in the market name. Wagers will be cancelled if any of the listed number of games fails to meet the Minimum Length of Play requirements on the scheduled date.

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Live (In-Play) Baseball Rules

If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered cancelled.

Moneyline – Winner (Away, Home)
Game – Includes extra innings
H1 – Only runs scored in the first 5 innings are considered

Total – Total Runs scored by both teams (Over, Under)
Game – Includes extra innings
H1 – Only runs scored in the first 5 innings are considered
Inning – Only runs scored in the specific inning are considered

Point Spread – Winner With handicap in .5 increments (Away, Home)
Game – Include Overtime
H1 – Only runs scored in first five innings considered

Three Way – Outcome (Away, Home, Tied)
Reg – Which team will win the game, no extra innings considered
H1 – Which team will lead after 5 innings
Inning – Which team wins the specific inning

Win Rest
Which team will win the rest of the game, including overtime.

Away Total – Total runs scored by away team (Over, Under)
Game – Total runs scored in the game
H1 – Only runs scored in first five innings are considered

Home Total – Total runs scored by home team (Over, Under)
Game – Total runs scored in the game
H1 – Only runs scored in first five innings are considered

Win Margin – Predefined range of runs a team wins by (Away 3+, 2, 1; Home 3+, 2, 1)
Game – Includes overtime

Baseball Proposition Rules

Various unique wagers may be offered from time to time. When wagering proposition bets, the game must go 9 innings (8 ½ innings if the home team is ahead) to have action, or action has occurred as the outcome of the wager is already known. If a game is suspended after 9 innings (8 ½ innings if the home team is ahead), the final score is determined after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in

which case the score is determined by the score at the time the game is called. For the above, if a game is scheduled for only 7 innings, then game must go 7 innings (6 ½ if the home team is ahead).

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

Batter v. Batter Most on Base

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

Baseball Player Propositions

Players in player proposition bets do not have to start but must play some part for Player propositions to have action. If a player does not take any part in a game, then wagers on that player proposition are cancelled. Wagers on specific player performance or match wagers will be deemed official once at least one of them have left the game, with both having taken some part in the game to that point, regardless of the conclusion of the game.

Player Total Bases

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

Player Singles/Doubles/Triples/Homeruns

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

Outcome of First Pitch (Listed Pitcher)

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

MLB All Star Game

All game markets will be settled after 9 innings of play, apart from the Moneyline market and those markets that specifically address events in a potential tiebreaker scenario. Any player statistic (e.g., Home Runs, Total Bases, RBI's, Runs Scored, etc.) accumulated during a potential Home Run Derby tiebreaker scenario will not be considered for settlement, unless specifically stated otherwise.

Baseball Result of Plate Appearance Propositions

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

Baseball Regular Season Series Propositions

Regular season series propositions are offered for all 3, 4 or 5 Game Series with the outcome of all games played counting towards settlement. Series must go a minimum of 3 games for action regardless of games scheduled and/or cancelled. All wagers that have been unconditionally determined will stand (e.g. Team X will be deemed the winner of a three-game series in which it wins two games, regardless if the third game is finished). A called game will count towards a series wager if declared an official game by the league. All wagers are action regardless of Starting Pitchers or pitcher changes.

Baseball Playoff Series Propositions

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

Baseball Grand Salami Propositions

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

Home Run Derby Markets

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

Baseball Futures

Baseball season long futures are unique wagers that will be offered from time-to-time. For all

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

Baseball Championship and Pennant Futures

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

Baseball Futures List

MLB Divisional Odds
Wager on which team will win an MLB division.

MLB Division Finishing Position
Wager on the exact finishing order in a division. If teams have the same record, BetMGM will settle the market based on official results declared by the Official Governing Body. If the Official Governing Body does not declare a winner or break the tie, then BetMGM will use the Head-to-Head Records between the tied teams as a primary tiebreaker. If there is still a tie after considering Head-to-Head Records, BetMGM will use the teams' Intradivision Record as a secondary tiebreaker.

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

MLB World Series Odds
Wager on which team will win the World Series.

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

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

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

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

Most Home Runs Hit
Wager on which player hits the most home runs in the regular season.

Highest Season Long Batting Average
Wager on the highest season long batting average by a particular player as declared by MLB.

Most RBIs in Season
Wager on which player has the most Runs Batted In during the regular season.

Most Pitching Victories
Wager on which player is awarded the most wins during the regular season.

Regular Season Team Total Wins O/U
Wager on the total regular season wins made by a team.

Regular Season Team Win Percentage
Wager on the percentage of wins by a team during the regular season.

Head-to-Head Regular Season Team Wins
Wager on the number of regular seasons wins made by one team vs. another team.

Regular Season Player Totals O/U
Wager on the number of regular season Total Home Runs, Runs, Hits, Stolen Bases, Strikeouts, Saves by a named player.

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

Division of Winning Team
Wager on which division the winner originates from.

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

State of Winning Team
Wager on which state the winner originates from.

Name The Finalists
Which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome
Which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

#1 Seed
Team to be the #1 seed in specified league (American League or National League) at the end of the regular season.

To Win/Lose 100+ Games
Wager on whether a named team will win or lose 100 or more regular season games.

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

MLB Division Finishing Position
Wager on the exact position a named team will finish within their division.

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

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

Playoff Series Props:

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

Series Correct Score
Wager on the exact score of games within the series. Should the series be shortened from

its original length, then bets would be cancelled.

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

NCAA World Series Winner
Wager on which team will win the College World Series.

BASKETBALL RULES

Date/Site Changes

Regular season Basketball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in the MGMS.

Minimum Length of Play

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

Pre-Match Basketball Wagers

Basketball wagers are accepted in the following manner:

1. Point Spread – A wager in which a bettor "takes" or "lays" a specified number of points. The team wagered must "cover" the point line for the wager to be deemed a winner.
    a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
2. Money Line – A wager in which the bettor "takes" or "lays" a specified price. The team wagered must win the game for the wager to be deemed a winner.
    a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
3. Total Points (over/under) – A wager on whether the total number of points scored in a game is over or under a specified number.
    a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
4. First Half – Wagers on the first half will be decided by the score at the end of the first half.
    a. If the first half is not played to completion, all first half wagers will be cancelled.

   b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
5. Second Half (halftime) – Wagers on the second half will be decided based on points scored in the second half.
   a. If the second half is not played to completion, all Second Half wagers will be cancelled.
   b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.
6. Quarters – Wagers on any specified quarter will be decided based on points scored in that specified quarter only.
   a. All specified quarters must be played to their completion or the wager will be cancelled.
   b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
   c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
7. Scoreless Quarter
   a. Scoreless Quarter markets do not include overtime.
8. Team to score first - Settled on the first score of the game.
   a. Bets stand even if game is not completed.
   b. Overtime counts.
9. Team to score last - Settled on the last team to score.
   a. Game must be completed.
   b. Overtime counts.
10. Highest Scoring Quarter - Bet on which quarter will produce the most points.
   a. Dead heat rules apply.
   b. Game must be completed for bets to stand.
   c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
11. Race to X Statistic - Winner being the team/player who reaches the specified statistic first.
   a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
   b. Wagers are cancelled on a player who does not take part in the match or who comes on as a substitute after the specified statistic has been recorded.
12. First Field Goal/Assist/Rebound/Block/etc.
   a. Wager on which player will score the first stated statistic in a basketball match. Wagers are cancelled on a player who does not take part in the match or who comes on as a substitute after the first stated statistic has been recorded. If a player not listed is deemed the winner, then all bets stand. Field goals scored in own basket do not count for first field goal scorer bets and are ignored for settlement purposes.

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

Basketball Propositions

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

Basketball Player Propositions

Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be cancelled.

Basketball Futures

Basketball season long futures are unique wagers that will be offered from time to time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Unless stated otherwise in the market, team(s) must play in all their scheduled regular season games for wagers to have action. If team(s) do not compete in all scheduled games, then wagers will be cancelled except for those wagers which have been unconditionally determined. For awards, the official decision made by the governing body on the day the award winner is announced will be final. Any subsequent changes at a later date will not count for betting purposes.

To Make/Miss the Playoffs (NBA):

Settled based on the teams that make the final top 8 in each Conference, after the conclusion of any play-in games or tiebreakers. If the number of teams that make the postseason changes during the season, bets will be void.

Basketball Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record, then ties will be broken using the governing body's official rules to determine an outright winner. If no tie option was made available for any match bet wager, wagers will be a push should the teams tie, and stakes refunded.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post-season structure, whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NBA Finals from that Conference. NCAA Conference Tournament Winner will be determined by the team winning the Championship game regardless of any post-season

suspension.

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

Basketball Grand Salami Proposition

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

NBA Draft

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

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

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

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

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

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

NBA Draft Lottery

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

Markets are settled on which team is assigned the relevant pick on the day of the Draft Lottery.

Any subsequent trades or forfeiture of draft picks after the Lottery will not be taken into consideration for settlement.

Basketball Futures List

Division of Winning Team
Wager on which division the winner originates from.

Conference of Winning Team
Wager on which conference the winner originates from.

State of Winning Team
Wager on which state the winner originates from.

Name The Finalists
Which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome
Which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

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

Head-to-Head Regular Season Wins
Wager on the number of regular season wins made by two separate teams.

Regular Season Team Total Wins O/U
Wager on the number of regular season wins made by two separate teams.

NBA Divisional Odds
Wager on which team will win the division.

NBA Division Finishing Position
Wager on the exact position a named team will finish within their division.

NBA Conference Odds
Wager on which team will the conference.

NBA Championship Odds
Wager on which team will win the Championship.

NBA Regular Season Award Winners (MVP, Rookie of the Year, Most Improved)
Wager on which player will win the MVP, Rookie of the Year, Most Improved titles.

NBA Regular Season Wins
Wager on how many regular seasons wins are achieved by a team.

NBA #1 Seed
Team to be the #1 seed at the end of the regular season.

NBA Regular Season Team Win Percentage
Wager on how many regular season wins are achieved by a team.
NBA Head to Head Regular Season Team Wins
Wager on the number of regular seasons wins made by one team vs. another team.

NBA Regular Season Player Totals O/U
Wager on the number of regular season Points, Rebounds, Assists, Steals, Blocks by a named player.

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

NCAA Tourney Winner
Wager on which team wins the NCAA Tourney.

NCAA Tourney Regional Winner
Wager on which team wins the NCAA Tourney Region.

NCAA Conference Tourney Winner
Wager on which teams win the NCAA Conference.

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

Head to Head Tournament Wins
Wager on which team will have more wins in the NCAA Tournament.

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

College Basketball Conference Regular Season Winner
Wager on which team wins the College Basketball Conference in the regular season. If multiple teams are deemed co-regular season champions, bets will be settled based on the team who is awarded the top seed in the conference tournament.

MGM Springfield
Sports Book House Rules

Basketball Wager Example

The following is the method of calculating straight wagers, determination of payment and buy point pricing.

1. Basketball point line and total wagers pay 10/11 (-110). Wager $11 to win $10; total return is $21 unless otherwise specified.
2. Half points may be purchased at the sole discretion of management.
    a. Each half point cost an additional 10 cents.
3. Money Lines indicate the line price. For example, -130 means 10/13. Wager $13 to win $10; total return is $23. +120 means 12/10. Wager $10 to win $12; total return is $22.
4. In the event of a wagering tie, the straight wager is considered "no action" and wager is cancelled. Parlays reduce to the next lowest amount of selections.

Live (In-Play) Basketball Rules

Markets do not consider overtime unless otherwise stated.

If a match is interrupted or postponed and is not continued within 48 hours after initial start date, betting will be cancelled.

Point Spread- Winner with Handicap in .5 increments (Home, Away)
Game – Includes overtime
Reg – Only points during regular time are considered
H1 – Only points scored during first quarter and second quarter are considered
Q1-Q4 – Only points scored in the specific quarter are considered

Total – game total (over, under)
Game – Total points scored by both teams, includes overtime
Reg – Only points during regular time are considered
H1 – Only points scored during first quarter and second quarter are considered
Q1-Q4 – Only points scored in the specific quarter are considered

Money Line – Winner (away, home)
Game – Includes overtime
H1 – Only points scored in the first half will be considered
Q1-Q4 – Only points scored in the specific quarter are considered

Will be OT – Will there be Overtime (yes, no)
Will there be overtime in this game

Point Race- First team to score x pts in game (Home, away)
Including Overtime

Which team will score X points in the game first (for example: Current score is 20-19, then the home team reached 20 points first).
If a game ends before any team reaches X points, this market is considered cancelled.
Q1-Q4 – Only points scored in the specific quarter are considered

Nth Point – Which team score the Nth PT in game (Away, Home)
Including Overtime, which team will score the Nth point in the game (for example: Current score is 40-28, away team scores 3 points, meaning away team scored the 70th point.)
If a game ends before the Nth point is reached, this market is considered cancelled.

Odd Even – Final combined score will be (odd, even)
Game – Including Overtime
H1 – Only points scored during first half are considered
Q1-Q4 – Only points scored during specific quarter are considered

BIATHLON RULES

Date/Site Changes

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

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

Biathlon Wagers

Ante post/Outright winner (others on request)
If a selection is disqualified for whatever reason, then all bets on this selection will stand.

Finish in Top 3/5/10
If a selection is disqualified for whatever reasons, then all bets on this selection will stand. Should there be a tie for the last position in the market (e.g. 2 competitors tie for 3rd in Top 3 market), then dead heat rules will apply.

Triple Head to Head

If one or more participants withdraw before they have started the event, then all bets will be cancelled. The winner will be the athlete/nation who is placed highest in the race. If an athlete/nation is disqualified or does not finish the race for any reason, then this selection is deemed a loser and the bet is decided between the remaining two athletes/nations. If two athletes/nations are disqualified or do not finish the race for any reason, then the remaining athlete/nation is deemed the winner. If all athletes/nations are disqualified or do not finish the event for any other reason, then all bets will be cancelled.

Team to lead at 1st, 2nd, 3rd exchange
All bets will be settled on the official classification at the respective exchange posted by the respective governing authority (IBU/IOC).

BOWLING RULES

Date/Site Changes

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

Minimum Length of Play

If an event does not conclude after the first frame begins, then all bets will be cancelled.

Bowling Wagers

Event Winner

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

BOXING RULES

Date/Site Changes

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

Future Fights and Unconfirmed Bouts

The one exception to the 48-hour date/site change rule, is fights that have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. Where we offer prices on fights that have not been announced or had a date set, bets will stand until the fight does take place or can be cancelled on request once we are reasonably satisfied the fight will not take place.

Once a fight has been reclassified under the correct event and date, it is then subject to the 48-hour date/site change rule as normal.

Boxing General Rules

Boxing wagers are accepted in the following manner:

The official start of the fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the official governing body immediately after the end of the fight, with the exception of a Technical Draw (the rules for which are set out in the 'Technical Decision/Technical Draw section below). Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.

Contestant Replaced: If one of the contestants is replaced by a substitute, bets on the original bout will be cancelled.

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

Failure to Come Out for a Round: When a boxer fails to answer the bell for the next round bets will be settled on their opponent having won the bout in the previous round.

Tournament Betting: In Tournament Boxing, any fighter starting the tournament, who then withdraws from the event will be settled as a loser.

Technical Decision/Technical Draw:

If a fight is scheduled for more than four rounds and, after four rounds, an accidental injury occurs (e.g. a clash of heads causing a cut) the fight will be deemed to have resulted in a Technical Decision in favor of the boxer who is ahead on the scorecards at the time the fight is stopped (and all markets on the fight will stand). If the judges score the fight even at this point the result will be a Technical Draw and bets on the fight will stand with all bets on draw being deemed winners.

If the accidental injury occurs during the first 4 rounds and a Technical Draw is returned in the ring, all bets are cancelled with the exception of markets where the outcome has already been determined.

If an intentional foul causes an injury and the injury results in the fight being stopped in a later round, the injured boxer will be deemed to have won by Technical Decision if he is ahead on the scorecards. The fight will result in a 'Technical Draw' if the injured boxer is behind or even on the scorecards (and, for settlement purposes, the result of the fight will be deemed to be a draw).

Boxing Wagers

Fight Result:

Fight Result (3-Way): If the fight ends in a draw all bets on either fighter to win will be settled as losers.

Fight Result (2-Way): – If the fight ends in a draw all bets on this market will be cancelled.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled.

In fights where the scheduled number of rounds changes, all bets will stand.

Individual Round Betting, Round Group Betting:
Betting on the round in which the fight result will be determined. If a fight is stopped before the full number of rounds have been completed bets will be settled on the round in which the fight was stopped.
If a boxer is disqualified or a winner declared by Technical Decision bets will be settled on the round in which the fight was stopped.

Technical Draw declared after the start of Round 5 will be settled as draw.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled.

Bets to win "On Points" will only be deemed winners if the full number of rounds are completed.

When a boxer fails to answer the bell for the next round, bets will be settled on their opponent having won the bout in the previous round.

In fights where the scheduled number of rounds changes, all bets will be cancelled.

When will the fight be won?
Betting on the round in which the fight result will be determined. If a fight is stopped before the full number of rounds have been completed, bets will be settled on the round in which the fight was stopped.

If a boxer is disqualified or a winner is declared by Technical Decision/Technical Draw (after the start of Round 5), bets will be settled on the round in which the fight was stopped.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled. When a boxer fails to answer the bell for the next round, bets will be settled on their opponent having won the bout in the previous round.

Bets "To go the distance" will only be deemed winners if the full number of rounds are completed.

In fights where the scheduled number of rounds changes, all bets will be cancelled.

Final Judgment:
If the fight is decided by Technical Decision bets will stand. A Decision is on scorecard points between the 3 judges.

Split Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third judge scores the other fighter as the winner.

Majority Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third indicates neither fighter won (i.e. draw).

Unanimous Decision: When all 3 judges have the same fighter as the winner.

All bets will be settled as losers if the fight ends in a draw, or the fight ends in a KO/TKO or DQ.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled.

In fights where the scheduled number of rounds changes, all bets will stand.

Total Rounds:
Bets will be settled on the exact time that the fight is completed. Where a half is stated, this is defined by the halfway point of the round. For example, 1 minute 30 seconds into a 3-minute round or 1 minute into a 2-minute round. For settlement purposes this halfway point will define the half for over/under betting. For example, for a bet on "Over 8.5 rounds" to be a winner, the fight must last beyond 1 minute and 30 (3-minute rounds) seconds in round 9.

Where a full round is stated, bets will be settled on the round the fight ends. For example, a bet on 3rd Round or later that ends in round 3 would be a winner.

If a boxer is disqualified or the fight is decided by a Technical Decision/Technical Draw (after the start of Round 5), bets will be settled on the round in which the fight was stopped.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled with the exception of markets where the outcome has already been determined.

In fights where the scheduled number of rounds changes, all bets will be cancelled.

Method of Victory:
KO/TKO/DQ (KO: When a fighter fails to stand up after a 10 count. TKO: When the bout is stopped by the referee, or one fighter retires. Disqualification: When the bout is stopped, and the referee declares one or both fighters as disqualified.)

On Points / Technical Decision: When the bout is decided by the judge's scorecards at the conclusion of the scheduled number of rounds. Technical Decision: When the bout is stopped by a cut/injury not caused by a punch and decided by the judge's scorecards before the scheduled number of rounds is completed.

Draw: When the judges' scorecards are a draw or when a Technical Draw is declared after the start of Round 5.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled.

In fights where the scheduled number of rounds changes, all bets will stand.

Knockdown/Referee's Counts:
For settlement purposes, a knockdown is defined as a fighter being KO'd/ receiving a mandatory eight count (anything deemed a slip by the referee will not count).

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled with the exception of markets where the outcome has already been determined.

In fights where the scheduled number of rounds changes, all bets will stand.

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

In fights where the scheduled number of rounds changes, all bets will stand.

Down but Not Out:
A boxer must be knocked down and given a mandatory eight count and subsequently win the fight.

In fights where the scheduled number of rounds changes, all bets will stand.

Fight to go the distance (Will the Fight Go the Full X Rounds):
Bets on Yes will be settled as winners should all the scheduled rounds be completed. If a Technical Decision or Technical Draw is recorded via the Judges' scorecards before the scheduled number of rounds, then the fight will not have been considered to have gone the distance.

In fights where the scheduled number of rounds changes, all bets will be cancelled.

BULL RIDING RULES

Date/Site Changes

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

Minimum Length of Play

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

Bull Riding Wagers

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

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

3. Head-to-Head Matchups – Should one or more competitors not take any part of the

event, then bets on matchups will be deemed cancelled. Should a rider begin the event, but subsequently withdraw, or fail to finish, then the rider with highest aggregate points will be deemed the winner.

CRICKET RULES

Date/Site Changes

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

Minimum Length of Play

All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method. If there is no official result, all bets will be cancelled.

Cricket Wagers

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

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

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

4. Top Runscorer (Batsman) in an Inning(s) – Which batsman will score the most runs for

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

5. Top Wicket-Taker in an Inning(s)/Top Bowler – Which bowler will take the most wickets for the named team? The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings. In Test or First Class Matches, Top Wicket-Taker bets will be cancelled if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion. In One Day Internationals and other 50 Over limited overs matches, Top Wicket-Taker bets will be cancelled if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed. In Twenty20 matches, Top Wicket Taker bets will be cancelled if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed. In The Hundred matches, Top Wicket-Taker bets will be cancelled if the scheduled number of overs for the innings is reduced by 50 or more balls. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. If no bowlers take a wicket in an innings, then all bets will be cancelled. Bets will be cancelled if the specified player is not part of the squad. If no bowlers take a wicket in an innings, then all bets will be cancelled. Wickets taken in a super over do not count.

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

7. Innings Runs – How many runs will the batting team score in the current innings? In Test or First Class Matches Innings, runs bets will be cancelled if fewer than 60 overs are bowled due to external factors, including bad weather, unless the Innings has reached a natural conclusion. In One Day Internationals and other 50 over limited overs matches,

Innings runs bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined. In Twenty20 matches, Innings runs bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined. In The Hundred matches, Innings Runs bets will be cancelled if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. In T10 matches, Innings runs bets will be cancelled if the scheduled number of overs for the Innings is reduced by 1 or more overs after the bet was placed unless settlement of the bet is already determined.

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

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

10. Team Innings Runs/Match Handicap – In the event of a reduced overs match, otherwise known as Duckworth-Lewis, all these markets will be cancelled.

11. Run Outs/Total 6's/Total 4's/ Total Wides/Total Stumpings/Total Ducks/Specials in A One Day or 20/20 Match – In the event of a reduced overs match, otherwise known as Duckworth-Lewis, all these markets will be cancelled, unless line made up prior to reduction in overs.

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

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

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

15. Batsman Sixes – How many sixes will the named batsman hit? If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted

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

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

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

18. Batsman Matchbet – Which of the named players will score the most runs? In One Day Internationals and other 50 Over limited overs matches, Batsman Matchbets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of the bet is already determined. In Twenty20 matches Batsman, Matchbets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of the bet is already determined. In The Hundred matches, Batsman Match Bets will be cancelled if the scheduled number of overs for the innings is reduced by

three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined. Both players must be named in the starting eleven. If either does not then subsequently bat, all bets are still settled as normal. Runs scored in a super over do not count.

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

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

21. Highest First Wicket Partnership – Which team will score the most runs before losing their first wicket? If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be cancelled if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined. In One Day Internationals and other 50 over limited overs matches, 1st Wicket Partnership bets will be cancelled if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed. In Twenty20 matches 1st Wicket Partnership bets will be cancelled if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match. In The Hundred matches, 1st Wicket Partnership bets will be cancelled if the scheduled number of overs for the innings is reduced by 3 or more 5-ball

overs after the bet was placed, and the team is not all out and has not reached a target to win the match. Bets will also be cancelled if one team faces less overs than the opposition, unless settlement of bet had already been determined before reduction of overs took place. In First Class matches, the market refers only to each team's first innings. Both teams must bat.

22. Most Sixes – Which team will hit the most sixes? In limited overs matches, bets will be cancelled if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets will also be cancelled if one team faces less overs than the opposition, unless settlement of bet had already been determined before reduction of overs took place. Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes. Overthrows and extras do not count. Sixes scored in a super over do not count

23. Most Extras – Which team will have the most extras added to their batting score? If Draw is not offered and teams finish with an equal score, then dead heat rules will apply. In First Class Matches that end in a draw, bets will be cancelled if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

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

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

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

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

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

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

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

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

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

33. Wicket in Over – Will a wicket fall in the specified over? For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out, then the wicket is deemed to have taken place

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

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

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

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

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

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

39. Player Wickets – Wickets taken by a player. In One Day Internationals and other 50 over limited overs matches, Player Wickets bets will be cancelled if the scheduled number of

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

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

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

42. Delivery Markets

The result will be determined by the number of runs added to the team total, off the specified delivery. For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. For example, if there are no illegal deliveries, the 5th ball bowled in the innings will be displayed as “X runs off 5th delivery, 1st over” and the 6th ball bowled in the innings will be displayed as “X runs off 1st delivery, 2nd over”. If there is an illegal delivery in the first five balls bowled, the 6th ball bowled in the innings will be displayed as “X runs off 6th delivery, 1st over”. All other rules remain the same as other formats.

CYCLING RULES

Date/Site Changes

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

Minimum Length of Play

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

Cycling Wagers

1. Podium positions count
    a. Official results (provided by the UCI) of all outright or individual stage bets will be settled as per the prize or podium presentation.
    b. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.
2. Race & Stage Winner
    a. All outright winner or stage winner bets on an individual rider will be cancelled if that rider fails to start the competition or stage. However, bets will stand if the rider withdraws once the competition or stage has started.
3. King of the Mountains, Green Jersey, Young Rider & other categories
    a. Bets on these competitions will be settled as per the official final result on the last day of the tour.
    b. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.
4. Match Betting - Stage and General Classification
    a. At least one of the riders or teams must complete the stage or race for match bets to stand. Furthermore, all of the riders or teams must start the stage or race for bets to stand.
    b. If no riders finish the race or stage, then bets are cancelled.

FOOTBALL RULES

Date/Site Changes

Football games and any games/events not specifically listed must be held within one week of the originally scheduled date and at the scheduled venue when the bet was placed to be considered action unless otherwise noted or on printed media in the MGMS.

Minimum Length of Play

MGM Springfield
Sports Book House Rules

For wagering purposes, unless otherwise stipulated in individual Football sports wager rules, Pro and College Football results are official after 55 minutes of play. MGMS does not recognize suspended games (after they have met the minimum time or length requirement specified in the specific sports rules), protests, or overturned decisions for wagering purposes.

Pre-Match Football Wager Rules

Football wagers are accepted in the following manner:

1. Point Spread – A wager in which a bettor "takes" or "lays" a specified number of points. The team wagered must "cover" the point line for the wager to be deemed a winner.
    a. Overtime periods are counted in the final score.
2. Money Line – A wager in which the bettor "takes" or "lays" a specified price. The team wagered must win the game for the wager to be deemed a winner.
    a. Overtime periods are counted in the final score.
3. Total Points (over/under) – A wager on whether the total number of points scored in a game is over or under a specified number.
    a. Overtime periods are counted in the final score.
4. First Half – Wagers on the first half will be decided by the score at the end of the first half.
    a. If the first half is not played to completion, all first half wagers will be cancelled.
    b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
5. Second Half (post halftime) – Wagers on the second half will be decided based on points scored in the second half.
    a. If the second half is not played to completion, all Second Half wagers will be cancelled.
    b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.
6. Quarters – Wagers on any specified quarter will be decided based on points scored in that specified quarter only.
    a. All specified quarters must be played to their completion or the wager will be cancelled.
    b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
    c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
7. Scoreless Quarter
    a. Scoreless Quarter markets do not include overtime.
8. Team to Score First– Settled on the first score of the game.
    a. Bets stand even if game is not completed.
    b. Overtime counts.
9. Team to score last - Settled on the last team to score.

   a. Game must be completed.
   b. Overtime counts.
10. Highest Scoring Quarter – A wager on which quarter will produce the most points.
   a. Dead heat rules apply.
   b. Game must be completed for bets to stand.
   c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
11. Race to x points - Winner being the team who reaches the specified points tally first.
   a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
12. Touchdown Scorers: These rules apply for any market based on a player or team Touchdown Scorer.
   a. In the event of an abandoned game bets stand on scores that have taken place already. Overtime counts for these markets.
   b. The touchdown scorer is the player who scores a touchdown by advancing the ball into the opponent's end zone (i.e. not the passing player).
   c. Bets are cancelled on players that do not play at least one snap. Touchdown scorers are offered with the option of others on request. If a player not listed is deemed the winner, all bets stand.
13. Halftime/Full-Time (excluding overtime) – Wagers settled on the result of the game at both halftime and full-time.
14. Winning Margin – Wager on the number of points that a team will win by.
   a. Overtime counts.
15. Correct Score — the final score of the game or specified period. Overtime is included for full game correct score markets.
16. In the event of a wagering tie, the straight wager is considered "no action" and wager will be cancelled. Parlays reduce to the next lowest number of teams.

Football Proposition Rules

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

Football Game Propositions

1. All time-based propositions will be settled as per the official scoring time listed on the official league source box scores. Scores exactly on the quoted time count as 'Yes' for settlement. For example, a score with exactly 02:00 on the clock will be settled as 'Yes' on the 'Will there be a score in the final 2 minutes?' proposition bet.
2. Any turnover proposition does not include a 'Turnover on Downs' and only includes Fumbles and Interceptions.
3. 4th Down Conversion propositions do not include 1st downs awarded by penalty.
4. Sacks propositions are settled as per the official league source. Includes 0.5 sacks awarded, however for propositions such as 'Player to record a sack in the game', the

player must record at least one total sack (1.0) for 'Yes' to be settled the winner.

Football Player Propositions

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

NFL Draft

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

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

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

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

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

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

Football Futures

Football season long futures are unique wagers that will be offered from time-to-time. For all season-long match bets and division betting, all bets stand regardless of team relocation, or a change to a team name, season length or playoff format. Unless stated otherwise, Team(s) must play in all their scheduled regular season games for bets to have action. For awards, the official decision made by the governing body on the day the award winner is announced will be final. Any subsequent changes at a later date will not count for betting purposes.

The Sports Book will rely on official results and statistics from the official governing body to settle all future wagers. The Sports Book will count any forfeited match as a game played where an

official result was declared as a completed game for purposes of all future wagers.

Football Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same regular season win record, then ties will be broken using the governing organization's official rules to determine outright winner.
Conference Winner will be settled on team's performance in the playoffs. Regular season records do not count. If there is a change to the post-season structure, whereby a Conference Championship is not possible, or called early, Conference Winner will be settled on the team that advances to the Pro Football Championship from that Conference.

Football Player Futures

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

Player Season Specials

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

Football Futures List

Pro Football Divisional Odds
Wager on which team will win the division.

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

Pro Football Championship Odds
Wager on which team will win the season-long championship.

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

Pro Football Regular Season Wins
Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

College Football Championship

Wager on which team will win the championship.

College Football Conference
Wager on which team will win the Conference.

College Football Heisman Winner
Wager on which team will win the Heisman Trophy.

College Football Regular Season Wins
Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

Division of Winning Team
Wager on which division the winner originates from.

Conference of Winning Team
Wager on which conference the winner originates from

State of Winning Team
Wager on which state the winner originates from

Name The Finalists
Which two teams will meet in the Championship Game. Should no game take place, all bets are cancelled.

Exact Outcome
Which team will win, and who will they beat in the championship game. Should no game take place, all bets are cancelled.

#1 Seed
Team to be the #1 seed at the end of the regular season. Team must play all regular season games for the wager to have action.

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

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

Pro Football Regular Season Wins
Wager on the number of regular season wins made by a team. Team must play all regular

season games for the wager to have action.

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

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

Football Wager Example

The following is the method of calculating straight wagers and the determination of payment. Buying points for football may carry additional premiums for pricing:

1. Football point line and total wagers pay 10/11 (-110). Wager $11 to win $10; total return is $21 unless otherwise specified.
2. Half points may be purchased at the sole discretion of management.
    a. Each half point costs 10 cents
    b. Each half point on or off three or seven costs an additional 20 cents. For example, a half point purchased from -3 ½ -110 to -3 costs an extra 30 cents for the wager (-3 -140).
3. Money Lines indicate the line price. For example, -130 means 10/13. Wager $13 to win $10; total return is $23. +120 means 12/10. Wager $10 to win $12; total return is $22.
4. In the event of a wagering tie, a straight wager is considered “no action” and wager is refunded. Parlays reduce to the next lower number of teams, unless otherwise specified on parlay card.

Live (In-Play) Football Rules

In case of any delay (rain, darkness…), all markets remain unsettled and the trading will be continued as soon as the match continues.

Markets do not consider overtime unless otherwise stated.

In case of abandoned or postponed matches, all markets are considered cancelled unless the match continues in the same NFL weekly schedule (Thursday – Wednesday local stadium time).

Points Spread- Winner with Handicap in .5 increments (Away, Home)
Game – Includes overtime

Reg – Only points during regular time are considered
1st Half – Only points scored during first quarter and second quarter are considered
Q1-Q4 – Only points scored in the specific quarter are considered

Total – Game Total (Over, Under)
Game – Total points scored by both teams, includes overtime
Reg – Only points during regular time are considered
1st Half – Only points scored during first quarter and second quarter are considered
Q1-Q4 – Only points scored in the specific quarter are considered

Money Line- Winner (Away, Home)
Game – Includes overtime
Reg – Only points during regular time are considered
1st Half– Only points scored in the first half will be considered
Q1-Q4 – Only points scored in the specific quarter are considered

Three Way- Outcome (Away, Home, Draw)
Reg – Which team will win the game, no overtime
1st Half – Which team wins the first half

Will be OT – Will there be overtime (Yes, No)
Will there be overtime in this game

Win Margin- Predefined Range of Points team wins by (XXXXXX)
Game – Includes overtime

Point Race- First Team to Score X PTS in Game (Away, Home)
Including Overtime
Which team will score X points in the game first (for example: Current score is 20-19, then the home team reached 20 points first).
If a game ends before any team reaches X points, this market is considered cancelled

Next to Score – Which Team will Score Next? (Home, Away, Neither)
Game – Including overtime
1st Half – Only points scored in first half will be considered

Next Score Kind– How will next point be scored (TD, FG, Safety, None)
Game – includes overtime

Odd Even- Final Combined Score will be (Odd, Even)
Game – Including Overtime
1st Half – Only points scored during first half are considered

MGM Springfield
Sports Book House Rules

FORMULA 1 RULES

Date/Site Changes

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

Minimum Length of Play

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

Formula 1 Wagers

1. Championship Betting
    a. Bets will stand on all drivers and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the FIA. Season match bets will be cancelled if either named team/driver fails to take any further part in the season following the bet being placed. Official FIA rankings will determine settlement where points totals are identical.
2. Driver Head-to-Head (H2H)
    a. Race and Sprint: If at least one of the two drivers do not show up at the start, then all bets will be cancelled. If one or both drivers do not classify, then the driver who has completed more laps is the winner. If both drivers do not classify and have the same number of completed laps, then all bets will be cancelled. During or after the race until the time of the podium presentation disqualified drivers will be considered as 'not classified' with 0 laps. Drivers who do not start the race are understood to be classified as "DNS" in the official race result, then all bets will be cancelled.
    b. Free Practice and Qualifying: If at least one of the two drivers either does not start his session and does not finish his individual session with an official lap time then all bets will be cancelled.
3. Fastest Qualifier
    a. The driver achieving the fastest official qualifying time, in the specified qualifying session, is the winner. Any subsequent demotions do not count for settlement purposes. Official FIA placings count if times are identical. Position corrections after the winning ceremony do not affect the official FIA Qualifying results.
4. Team Head-to-Head (H2H)
    a. Race and Sprint: Bets will be settled based on the team with the best classified car in the official FIA result. If neither team has cars classified, then the team with the car that completed the most laps is the winner. If neither team has cars classified, and the best cars in both teams have completed the same number of laps, then all bets will be cancelled. If at least one of the two teams start with less than two

drivers, then all bets will be cancelled. Drivers who do not start the race are classified as “DNS” in the official race result, then all bets will be cancelled. During or after the race (and until the time of the podium presentation) disqualified drivers will be considered as ‘not classified’ with 0 laps.

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

5. To Be Classified
    a. The official FIA classification will be used when settling this market. Drivers who complete 90% of the number of laps completed by the race winner will be classified by FIA, and will be classified as winners in "to be classified" betting. Drivers who do not start the race are classified as “DNS” in the official race result, then all bets will be cancelled.
6. Number of Race Leaders
    a. The driver who is in the car occupying the forward most grid position, normally pole position, at the start of the race counts as a race leader. After the race has started, any other driver who completes a lap in first place counts as a race leader.
7. Finish in The Points / On the Podium
    a. Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.
8. Finishing Position
    a. This does not include the qualifying stage. Bets on a driver’s finishing position in a race will be settled according to the official classifications, or order of retirement if appropriate. If the named driver fails to start either the Warm-Up lap or the race, the principle “All Bets Stand” rule applies to all bets if not mentioned otherwise directly in bet heading.
9. Will there be a safety car?
    a. This market will be settled on the appearance of the safety car on track at any point in the race. (The ‘virtual safety car’ will not count for settlement purposes). If it is used at any point in the race but the safety car does not make an appearance on track then this will be settled as no safety car appearance.
10. Crash Bet
    a. A crash between two Formula 1 cars occurs only if at least one of the 2 drivers cannot finish the race because of the collision. "Not finished" means dropping out within the first round/lap measured from the scene of the crash between the two competitors. If both drivers can continue for more than one round/lap measured from the scene of the collision, this is not regarded as a crash.
11. How many cars will fail to complete first lap?
    a. Only those drivers who start the race (even from the pit lane) will be counted. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will not count for this bet.
12. Which driver will be the first to retire from the race?
    a. For bets to be determined, the driver must start the race (even from the pit lane). If a driver does not start the race, all bets for this driver become cancelled. Drivers

who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will not count for this bet.

13. Which constructor will be the first to retire in the race?
    a. If a team fails to start the race with at least one driver, all bets for this team become cancelled. Drivers who do not start the race are classified as "DNS" in the official race results. Disqualified drivers will not count for this bet.
14. Will driver X record points in the race?
    a. If a driver does not start the race, all bets for this driver become cancelled. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will be resulted as “no points”.
15. Will both drivers of team X record points in the race?
    a. For bets to be determined, both drivers must start the race. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will be resulted as “no points”.
16. How many cars from team X will achieve a position in the end classification?
    a. For bets to be determined, both cars must start the race. Cars that do not start the race are classified as "DNS" in the official race results or those that do not qualify for the race. Disqualified drivers will be considered as 'not classified'.
17. Fastest pit-stop in the race
    a. The time between entering and leaving the pit-stop lane will be considered the duration of the pit stop. If the pit stop lane is entered due to a penalty, this is not considered a pit stop. Normal Driving through pitlane (i.e., behind a Safety-Car or to absolve a time penalty) will not count for this bet. All 4 tires must be changed.

GOLF RULES

Date/Site Changes

In the event of a Golf tournament being postponed, rearranged or moved to a different course, all bets will stand unless otherwise noted in the specific sports rules section or on printed media in the MGMS.

Minimum Length of Play

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

If a golfer withdraws between rounds of a tournament, all bets on that golfer placed between

when the golfer last played and when the golfer withdrew will be cancelled.

Golf Wagers

Golf wagers are accepted in the following manner:

1. Match-ups – A wager on one or more specified golfer(s) versus one or more other specified golfer(s)
    a. All golfers in the match-up must tee off to start the tournament and/or specified round for action.
    b. The golfer with the best score according to the rule of the specific tournament wins the match-up (with equal rounds and/or holes played).
    c. If one golfer continues play after his opponent has missed the cut (MC), withdrawn (WD), or been disqualified (DQ), the golfer who continues play wins the match-up.
2. Propositions – Various unique wagers may be offered from time to time. Rules for these types of wagers can found on printed media in the MGMS.
3. Hole Winner Markets - Winning wagers must predict which of the quoted players will win the hole.
    a. In 3-way player markets, dead heat rules apply.
    b. In 2-way player markets, the tie will also be offered, and this will win if they both score the same score on the hole.
    c. If a player withdraws on a hole, the other player(s) will be deemed the winner regardless of their score on the hole but provided they complete the hole
4. Make/Miss the cut
    a. Wagers will be cancelled for any player who does not start the tournament.
    b. If a player withdraws at any stage after starting the tournament, bets will be settled as losers.
5. Match play - Winning Wagers must predict the winner of a match play match.
    a. In team events, final day singles will be settled on the official result.
    b. In a match play tournament, the winner will be the player progressing to the next round or becoming the tournament winner.
6. Match play Winning Margin - Winning wagers must predict the winning margin in the relevant match play event.
    a. The official result counts for settlement purposes.
7. Mythical 2/3 Balls - The winner will be the player who shoots the lowest score in the specified round.
    a. If all players do not start the round, bets will be cancelled.
    b. If a player withdraws or is disqualified during the specified round, the other player will be deemed the winner.
    c. If all players withdraw or are disqualified during the specified round, then bets will be cancelled.
8. Player Hole Scores - Winning wagers must predict the number of shots it takes for a player to complete a specified hole.
    a. If a player fails to complete a hole for whatever reason, bets will stand provided

that the hole is completed on a subsequent day.

b. Prices are for a player to achieve a certain score such as Birdie, Bogey, Albatross, Eagle etc. on a particular hole, e.g. First Hole bets will be settled on the score of the first hole of the course (flag number 1). For example, if Tiger Woods teed off on Hole 10 to start his round the bet would not be settled on Tiger Woods first hole played it would be when Tiger Woods finishes playing the first hole on the course (flag number 1).
c. If there is no opportunity to complete the hole, all bets will be cancelled.
d. If a player withdraws whilst playing the specified hole, all bets will be cancelled.

9. Round Leader Markets
    a. Wagers will be settled after the specific round has been completed.
    b. Dead heat rules apply.
10. Tournament Prices - Winning wagers must predict the winner of the tournament.
    a. If a playoff is required to determine the tournament winner, the winner of the playoff will be deemed the tournament winner.
    b. In the event of a shared win, the operator may settle as they see fit based on all available evidence.
    c. Dead heat rules apply for all placings in a tournament.
11. Tournament Group Betting - Winning wagers must select the player who achieves the highest tournament placing from a selected group.
    a. In the event of any player in the group not teeing off, bets will be cancelled.
    b. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.
12. Tournament Match Bets - Winning wager must select the player with the lowest score at the end of the tournament, provided that 36 holes have been played in a 72-hole tournament.
    a. If both players finish on the same score, 'Tie' is the winner, regardless of whether the two players involved subsequently contest a playoff.
    b. Both players in a match bet must tee off for bets to stand.
    c. In a tournament played on a combination of courses, all bets will be cancelled if the players do not complete the same itinerary of courses.
    d. If one player misses the cut, the other player will be deemed to be the winner.
    e. Where both miss the cut, the player with the lowest score after the cut has been made is deemed the winner.
    f. If one player is disqualified or withdraws before the cut is made or after both players have made the cut, the other player will be deemed the winner (even if the other player does not make the cut).
    g. If a player is disqualified or withdraws in the rounds after the cut, when his/her opponent has already missed the cut, the disqualified player will be deemed the winner.
    h. If both players withdraw or are disqualified before the cut, all bets are cancelled.

The same applies if this happens to them both after they have made the cut.

13. To hit the fairway
    a. This market is settled on the finishing position of the golf ball after the tee shot.
    b. Official sources will be used for settlement. If no official result can be determined via these sources or TV pictures, bets will be cancelled.
14. To Finish Last - Winning wager will predict who will finish last in the tournament.
    a. Any bets placed on players who withdraw before all scheduled holes are completed will be settled as losing bets.
    b. If there is a tie for last place, dead heat rules will apply.
15. Top 5/10/20
    a. Wagers will be cancelled on any player that does not start a tournament.
    b. If a player starts and then withdraws for any reason, bets will be losers.
16. Top Nationality Markets
    a. All bets stand if a player not listed is deemed the winner. Player(s) may be added as selection(s) at any time. All bets are cancelled if less than two participants of the applicable Nationality participate in the event.

17. Yearly Order of Merit/Official Money List Winner - Winning wagers must predict the winner of the Order of Merit/Official Money List at the end of the season.
    a. Settlement is determined following the last counting tournament and will not be affected by any subsequent enquiries or alterations.
18. 18-Hole/36-Hole Match Bets - Winning bets must predict the player with the lowest score over 18/36 holes.
    a. If both players finish on the same score, 'Tie' will be the winner, regardless of whether the two players involved subsequently contest a playoff.
    b. Both players in a match bet must tee-off for bets to stand.
19. 2-Ball/3-Ball Betting - Winning bets must select the player with the lowest score over the specified number of holes.
    a. In the event of any player not teeing off, all bets will be cancelled.
    b. Once a player has teed off, all bets will stand regardless of whether they subsequently withdraw or are disqualified from the tournament.
    c. If a price is offered for the 'Tie' in 2-ball betting, a tied score will result in 'Tie' being declared the winner.
    d. If a price is not offered for the 'Tie', all bets will be cancelled.
    e. Bets will normally be offered based on player pairings or groups in the tournament.
    f. In the event of a 2 or 3 ball being rearranged, bets will be settled on the original pairings. Dead heat rules apply to all 3-ball betting.
20. Bogey Free Round
    a. Bets will be losers if the player scores a bogey or worse on any hole.
21. Nearest the Pin
    a. Betting on which player will hit the ball nearest to the pin with their tee shot on the specified hole. Ball must be on the green to count. Bets are cancelled if all players in the group miss the green.

22. Tee Shot in the Water
    a. Betting on if the specified player's tee shot will finish in a water hazard on the specified hole. The official governing body website's stats/shot data will be used for settlement purposes.

Golf Futures

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

HOCKEY RULES

Date/Site Changes

Regular season Hockey games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in the MGMS.

Minimum Length of Play

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

Pre-Match Hockey Wagers

Hockey wagers are accepted in the following manner:

1. Puck Line – A wager in which a bettor "takes" or "lays" a specified number of goals. The team wagered must "cover" the goal line for the wager to be deemed a winner.
    a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
    b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
2. Money Line – A wager in which the bettor "takes" or "lays" a specified price. The team wagered must only win the game for the wager to be deemed a winner.
    a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
    b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total,

regardless of the number of shootout goals scored.

3. Total Goals (over/under) – A wager on whether the total number of goals scored in a game is over or under a specified number.
    a. Unless otherwise specified as "Regular Time" on the individual market, overtime periods are counted in the final score.
    b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
4. Periods – Wagers on any specified period will be decided based on goals scored during the specified period only. This wager may be a point spread and/or a money line.
    a. All specified periods must be played to their completion or the wager will be cancelled.
    b. Once a specified period is completed, that specified period wager will stand regardless of the length of the remainder of the game.
    c. Third Period wagers do not include overtime periods.
5. Scoreless Period
    a. Scoreless Period markets do not include overtime.
6. Team to score first
    a. Settled on the first score of the game.
    b. Bets stand even if game is not completed.
    c. Overtime counts.
7. Team to score last
    a. Game must be completed.
    b. Overtime counts.
8. Highest Scoring Period - A wager on which period will produce the most goals.
    a. Dead heat rules apply.
    b. Game must be completed for bets to stand.
    c. Third period wagers do not include overtime periods unless otherwise stated.
9. Race to x goals - Winner being the team who reaches the specified goals tally first.
    a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
10. Winner and Both Teams to Score X Goals - Wager on which team will win the game and whether both teams will score the specified number of goals. This market is settled based on regular time only and does not include overtime.

Hockey Propositions

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

wagers.

Hockey Player Propositions

Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be refunded.
Player proposition wagers do include overtime, but not shootouts unless otherwise specified.

Hockey Futures

Hockey season long futures are unique wagers that will be offered from time-to-time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Unless stated otherwise in the market, team(s) must play in all their scheduled regular season games as determined by the league's governing body at the start of the season for wagers to have action. If team(s) do not compete in all scheduled games then wagers will be cancelled, except for those wagers which have been unconditionally determined. For awards, the official decision made by the governing body on the day the award winner is announced will be final. Any subsequent changes at a later date will not count for betting purposes.

Hockey Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same Regular Season win record, then ties will be broken using the governing body's official rules to determine an outright winner.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post-season structure, whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NHL Finals from that Conference. For Playoff Series Winner, the team that advances to the next round is deemed the winner. Wagers for all other markets (futures, propositions, total points over a season, etc.) are cancelled if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Hockey Grand Salami Proposition

The Ice Hockey Grand Salami will be decided by adding up all the scores for the games scheduled for that particular day using official league sources. All games must be completed for action. Goals scored in overtime are included.

Hockey Futures List

Division of Winning Team
Wager on which division the winner originates from.

Conference of Winning Team
Wager on which conference the winner originates from.

State of Winning Team
Wager on which state the winner originates from.

Country of Winning Team
Wager on which country the winner originates from.

Name The Finalists
Which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome
Which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

#1 Seed
Team to be the #1 seed at the end of the regular season.

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

NHL Division Finishing Position
Wager on the exact position a named team will finish within their division.
Worst Regular Season Record
Team to finish in last place per NHL.com standings, includes all tie breakers.

Live (In-Play) Hockey Rules

All markets (except period, overtime and penalty shootout markets) are considered for regular time only, unless it is mentioned in the market.

If a match is interrupted and continued within 48 hours after initial start, all open bets will be settled with the final result. Otherwise, all undecided bets are considered cancelled.

If a match is interrupted or postponed and is not continued within 48 hours after initial start date, betting will be cancelled.

Money Line- Winner (Away, Home)

Game – Includes overtime
Reg – Regulation only; If match ends in a draw after regulation, all bets are considered cancelled
P1-P3 – Only Goals scored in the specific period are considered
Pen – Which team will win penalty shootout; Only goals during penalty shootout are considered

Total- Total Goals scored by Both Teams (Under, Over)
Game – Includes overtime
Reg – Only goals scored in regulation are considered
P1-P3 – Only goals scored in the specific period are considered

Points Spread- Winner with Handicap in .5 Increments (Away, Home)
Game – Includes overtime
Reg – Only goals during regular time are considered
P1-P3 – Only goals scored in the specific period are considered

Three Way – Outcome (Away, Home, Draw)
Reg – Which team will win the game, no overtime
P1-P3 – Which team wins the specific period

Win Rest – New Game (Away, Home, Tied)
Reg – Which team will score more goals in the remaining time; Not including overtime
P1 – Which team will score more goals in the remaining time of the first period
P2 – Which team will score more goals in the remaining time of the second period
OT – Which team will score more goals in the remaining overtime

Match and Total- Match and Total (Team and Total Parlay)
Reg – No overtime

Next Goal- Next Goal Scored (Away, Home, No Goal Scored)
Game – Which team scores next goal in entire game
Reg – Which team scores next goal; Regulation Only
P1-P3 – Only goals scored in specific period are considered
OT – Only goals scored in overtime are considered
Pen – Only goals scored in the penalty shootout are considered

Away Total- Total Goals Scored by Away Team (Over, Under)
Game – Includes overtime
Reg – Only goals scored in regulation are considered
P1-P3 – Only goals scored in the specific period are considered

Home Total- Total Goals Scored by Home Team (Over, Under)
Game – Includes overtime
Reg – Only goals scored in regulation are considered
P1-P3 – Only goals scored in the specific period are considered

Away Goals- Exact Number of Goals Scored by Away Team (0,1,2,3+)
Game – Includes overtime
Reg – Only goals scored in regulation are considered
P1-P3 – Only goals scored in the specific period are considered

Home Goals- Exact number of Goals Scored by Home Team (0, 1, 2, 3+)
Game – Includes overtime
Reg – Only goals scored in regulation are considered
P1-P3 – Only goals scored in the specific period are considered

Exact Goals- Exact Number of Goals Scored by Both Teams (0-1, 2, 3… 9+)
Game – Includes overtime
Reg – Only goals scored in regulation are considered
P1-P3 – Only goals scored in the specific period are considered

LACROSSE RULES

Date/Site Changes

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

Minimum Length of Play

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

Lacrosse Wagers

1. Money Line
    a. Bet on who will win the match. Bet is inclusive of overtime unless otherwise stated.
2. Spread and Total
    a. Bets settled on outcome of the period the markets relate to.
    b. If the outcome is exactly equal to the betting line, then bets will be cancelled.
3. Quarter/Half Markets
    a. For bets placed on the specific quarters or halves, the entire period must be played.
    b. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.
4. Team to Score first
    a. Settled on the first score of the game. Bets stand even if game is not completed.
    b. Overtime counts.
5. Team to Score last
    a. Settled on the last team to score.

   b. Game must be completed.
   c. Overtime counts.
6. Race to x Points
   a. Winner being the team who reaches the specified points tally first.
   b. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
7. Tournament Winner
   a. Team to win the named tournament.
   b. Should a team take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.
8. College Lacrosse Conference Regular Season Winner
   a. Wager on which team wins the College Lacrosse Conference in the regular season. If multiple teams are deemed co-regular season champions, bets will be settled based on the team who is awarded the top seed in the conference tournament.
9. Nominated Finalists
   a. The finalists are the teams that participate in the final as determined by the governing bodies, regardless of how the teams get there.
10. Player Props
   a. Goalies that are the subject of a player prop must start for the wager to have action. For wagers on all other position player's performance, the player does not need to start for action but must play. If a player does not take any part in a game, then wagers on that player will be cancelled.
11. Player Goals Scored Markets
   a. Wagers are settled based on the number of goals scored. Each goal, whether a one-point goal or a two-point goal, is counted as one goal scored.

MIXED MARTIAL ARTS RULES

Date/Site Changes

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

Minimum Length of Play

The bell (buzzer, etc.) sounding signifies the start of the opening round and the bout is considered official for betting purposes, regardless of the scheduled length, weight, classification, and/or championship sanction. For an individual round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round, where the final

bell signifies the completion of the round and fight. If a fight has a change to the scheduled number of rounds all outright bets on the match will be action, however round by round bets will be cancelled.

Mixed Martial Arts Wagers

Mixed Martial Arts wagers are accepted in the following manner:

Results will be graded on the basis of the official result at ringside as communicated by the official announcer. Any subsequent change to the official outcome of the fight for any reason will not be recognized for wagering purposes (unless the amendment was made due to human error when announcing the result). If the official announcer does not declare a result at the end of the fight, the market will be settled on the result displayed on the applicable organization official site.

For wagering purposes, a wager on a fighter to win by "KO" wins if the selected fighter wins by Knock Out (KO), Technical Knock Out (TKO), or Disqualification (DQ).

If a fight is stopped due to an injury, disqualification, or any other stoppage by the referee or doctor, this will be considered a Technical Knock Out (TKO).

Any fight deemed 'No Contest' will have all wagers cancelled, except for selections where the outcome has already been determined.

Fight Winner:

Wager on which fighter will win the match. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be settled as a winner, while wagers on both fighters will be settled as a loser. If the wagering offer includes only the two fighters, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.

Will Go/Won't Go Round X:

Wager on whether or not the match reaches this distance. The halfway point of a round is at exactly two minutes and thirty seconds into a five-minute round. For example, 1½ rounds would be two minute and thirty seconds of the 2nd round.

For total wagers that list a full number of rounds, the fighter must answer the bell for the following round for the round to be deemed complete. For example, on 2 full rounds, the fighter must answer the bell for the 3rd round for the over to be paid. If the fighter completes the 2nd round, but fails to answer the bell for the 3rd round the under will be the winner. This applies to all rounds except the final scheduled round for which the final bell will signify the completion of the round. If a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped.

For Round betting, if a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped. The fight must end in the selected round for the wager to win.

Method of Victory:
Wager on the exact outcome of the fight. KO includes a referee intervention during strikes, doctor stoppage, stoppage from a fighter's corner or if the opposing fighter is disqualified. A submission includes a tap-out or verbal submission from one of the fighters, or referee stoppage due to technical submission. Round and Method of Victory is determined by the outcome and the round in which it occurs.

Scheduled Number of Rounds:
If a fight has a change to the scheduled number of rounds, all outright bets on the match will be action, however round by round bets will be cancelled.

Gone in 60 Seconds:
The fight must be officially won by the fighter in question inside the first 60 seconds of Round 1.

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

Fastest Submission/KO/TKO
Winner is determined by whichever fighter has the fastest submission or KO/TKO win of the night according to the broadcast's official end time. Fights that end in DQ or a No-Contest will be cancelled. If there is an event with no Submission or KO/TKO victories, all selections will be cancelled and refunded. Early preliminary fights will not be offered, only standard preliminary and main card fights will be offered.

PFL Season Championship Winner:
Winning markets will be settled depending on which fighter wins the PFL Championship for the specified division after the conclusion of that season's playoffs. No refunds will be given to any wagers placed on fighters that withdraw from the season due to injuries, suspensions, or for any other reason. Results will be graded on the basis of the official result at ringside as communicated by the official announcer in each respective championship fight. Any subsequent change to the official outcome of the fight for any reason will not be recognized for wagering purposes. If the official announcer does not declare a result at the end of the fight, the market will be settled on the result displayed on the applicable organization official site.

Mixed Martial Arts Card Props

Various unique wagers may be offered from time to time, called proposition bets. Mixed Martial Arts Card Props only include the main card and undercard fights. Early preliminaries will not be included. Wagers will stand on the number of bouts scheduled to be on the full card, which

includes all main card and undercard fights. Wagers will stand so long as the exact number of bouts quoted in the market heading take place. If there are any withdrawals and subsequent replacements, wagers will stand. If a bout is cancelled without a replacement, changing the number of bouts taking place, then all wagers will be cancelled.

Mixed Martial Arts Futures Props

Wagering on which fighter will be a weight classes champion or league/competition champion (i.e. UFC champion) on a specific date will be determined using the governing body's official source. Interim champions do not count for settlement purposes. If the title is vacated on the designated date then all wagers will be cancelled and stakes returned. All fighters will be deemed as action regardless if they competed in that weight division or not, or were inactive due to injury, suspension, or for any other reason.

Mixed Martial Arts Pick the Bout Props

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

Mixed Martial Arts Draw Props

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

Mixed Martial Arts Decision Props "Decision" proposition wagers:

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

MOTOR RACING

See Formula 1 Racing for Formula 1 Rules.

Date/Site Changes

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

Minimum Length of Play

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

determined.

Motor Racing Wagers

Motor racing wagers are accepted in the following manner:

1. Match-ups – A wager on one or more specified driver(s) versus one or more specified driver(s).
    a. Wagers are placed on the driver only, not the car or team.
    b. If the original driver is replaced by another driver after the start of the race the original driver is the driver of record and the wager will be action.
    c. All drivers in the match-up must start the race for action.
    d. If one of the drivers does not finish the race, the other driver is considered the winner. If neither driver finishes the race, the driver who completed the most laps is the winner. If both drivers complete the same number of laps but do not finish the race, all bets are cancelled.
    e. Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded, will not be recognized.
    f. Wagers on qualifying performance will be settled according to position and times set during the final qualifying session. For the purposes of these markets, any subsequent alterations of grid positions are not recognized.
2. Race Winner - Wager on who will win the race.
    a. If a driver does not take part in the race (including qualifying), then bets on them will be cancelled.
3. Winning Constructor/Team - Wager on the constructor or team the winning driver represents.
    a. For any driver who moves teams during race week, bets will be settled on the constructor/team they represent at the start of the race.
4. Podium Finish - Wager on who will finish in the podium spots (Top 3 positions).
5. Points Finish - Wager on who will finish in the points (Top 10 for Formula 1).
6. First Retirement - Wager on which driver will be the first to retire from the race.
    a. Should two drivers retire on the same lap then dead heat rules will apply.
7. Pole Position/Qualifying Markets - Wagers on qualifying performance will be settled according to position and times set during the final qualifying session.
    a. For the purposes of these markets, any subsequent alterations of grid positions are not recognized.

Motor Racing Propositions

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

OLYMPIC RULES

General Olympic Rules

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

Final medal placings
All bets on the number of medals will be settled on the official medal table at the end of the Olympic Games. Any changes made by any governing body at a later date do not count for betting purposes. The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

Results
All bets that relate to the final result of the event/tournament will be settled based on the official result published by the governing authority of the respective sport/league/event. This typically occurs shortly after the event ends. MGMS will not take into consideration any subsequent amendments or disqualifications. In the event of more than one medal being awarded for the same position, for example there is potential for two bronze medals in boxing, Dead Heat Rules apply.

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

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

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

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

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

Head-to-Head betting
For markets relating to a full event, wagers are settled based on the final ranking from the official

results. If there is no official final ranking, then the last successfully completed match/stage will be considered the final position. If competitors finish the event in the same position or their last successfully completed stage was the same, dead heat rules apply.

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

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

PICKLEBALL RULES

Date/Site Changes

If a match is not played on the scheduled date all bets will be cancelled. If a match is suspended and not completed before the tournament ends, wagers will be cancelled.

Minimum Length of Play

Matches must be fully completed or else wagers on the match will be cancelled. If there is a retirement or a disqualification after the match has started, wagers will be cancelled unless a winning market has already been determined. Wagers will be declared as cancelled if any original stated player or players are replaced. If a player withdraws before the start of the tournament all bets on that specific player will be cancelled.

Pickleball Wagers

Game X Lead after X Points
This bet refers to the player that is leading after a specified number of points.

Game X Extra Points
This bet refers to whether the game will go to extra points.

Correct Score
This bet refers to the correct score of a match/game.

Competitor X Total Points Over/Under
This bet refers to the total points of a player's scoring being over/under a specified number.

Competitor X Total Points Odd/Even

This bet refers to the total points of a player's scoring being odd/even.

Match/Game Handicap
This bet refers to the point spread of a specific game or match.

Total Games Over/Under
This bet refers to the total games going over/under a specified total.

Total Points Over/Under
This bet refers to the total points going over/under a specified total.

Game Race to X Points
This bet refers to the player that gets to the specified point number first in the game.

Game Winner/Match Winner/Point Winner
This bet refers to the winner of a specific game, match or point.

Triple Crown
This bet refers to a player winning all three different tournament brackets within a tournament (Singles, Women's or Men's doubles, and Mixed Doubles)

RUGBY RULES

Date/Site Changes

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

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

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

Minimum Length of Play

If a match is abandoned before the end of normal time, all bets on the match are cancelled, except for those markets which have been unconditionally determined. Unless stated otherwise,

all rugby league bets are settled on 80 minutes play (or the scheduled 14 to 20 minutes in “7s” matches), which includes any injury time added on by the referee.

Settlement

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

Rugby Wagers

1. Match Winner
    a. Wager on who will win the match.
    b. 3-way market will have Draw as an option and will be settled at the end of regulation.
    c. 2-way market will be settled after any Extra-Time.
    d. If the match subsequently ends in a Tie then bets will be cancelled.
2. Match Betting - 2 Way
    a. Wager on which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches).
    b. Where the match is drawn, Dead Heat rules apply.
3. Match Betting - 2 Way (Draw No Bet)
    a. Wager on which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches).
    b. Where the match is drawn, bets are cancelled.
4. Match Betting - 2 Way Including Overtime
    a. Wager on which team will win the match.
    b. Where the match is drawn after 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches), bets will be settled on the result at the conclusion of Extra-Time, Sudden-Death or the Kicking Competition.
5. Match Betting – 3 Way
    a. Wager on which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches).
6. 20/40/60 Minute Betting
    a. Wager on who is winning a match at specified times throughout the match.
    b. Markets are settled on the score at 19:59 for the 20-minute market, 39:59 for the

40-minute market and 59:59 for the 60-minute market.

7. 7s Rugby
    a. Matches are played over two 7 to 10-minute periods. 'Normal Time' is therefore the scheduled length of the match, excluding extra-time, as designated by the competition governing body.
    b. Extra-Time does not count unless otherwise stated.
8. Timed Markets
    a. Markets such as "Try between 00:00 and 19:59" and "Total Points between 60:00 and 80:00 - Over/Under" work on the basis of the selected scores occurring in the time frames 00:00-19:59; 20:00-the end of the first half including additional time; 40:00-59:59; and 60:00-the end of normal time (80 minutes (or the scheduled 14 to 20 minutes in "7s" matches) including additional time).
9. Spread and Total
    a. Bets settled on outcome of the period the markets relate to.
    b. If the outcome is exactly equal to the betting line, then bets will be cancelled.
    c. In regard to total points, winning bets must predict the total amount of points scored by either both teams/each team individually by the end of first half or regular time depending on the stated offer, any points scored in extra time do not count unless otherwise stated.
10. Handicaps
    a. Wager on who the winner of the match at the end of normal time after the final score has been adjusted by the handicap.
11. Winning Margin
    a. Wager on how many points the selected team will win by. Winning margin betting is from zero, no handicaps are applied.
    b. Extra time does not count.
    c. The draw option is always offered, although in other betting options where the draw option is not offered, Dead Heat Rules apply.
12. Correct Score
    a. Wager on how many points the selected team will score. Correct score betting is from zero, no handicaps are applied and is for the nominated team to win by scoring that amount of points.
    b. Extra time does not count.
13. Race to 10/20/30 Points
    a. Wager on which team reaches 10, 20 or 30 points first.
    b. Where a 2-way option is offered and neither team scores the selected point total (for example, 10 points in the ‘Race to 10 points’ bet), then all bets will be cancelled.
    c. If a match is abandoned, all bets stand if they have already passed and been settled. If the points total is not reached before the abandonment, then the bets will be cancelled.
14. Quarter/Half Markets
    a. For bets placed on the specific quarters or halves, the entire period must be played.

b. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.

15. Tryscorer Betting
    a. Penalty tries do not count. In the event of a penalty try, settlement goes on to the next awarded try.
    b. MGMS will make every effort to quote prices for all probable players. However, prices for unquoted players may be available on request and those players will count as winners in the event that they score.
16. First Tryscorer
    a. Bets have action if a player has entered the field of play at any point prior to the first try being scored
    b. Bets will be cancelled if a player has not entered the field of play at any point prior to the first try being scored.
    c. If the game is abandoned at any time and the first try has already been scored, then all bets stand. If no try has been scored at the time of abandonment, then all bets will be cancelled.
    d. Penalty tries do not count for the purposes of this market (unless a specific price is available for 'Penalty Try').
    e. Where 'No Tryscorer' is offered as a betting option and the game ends with no try scored then that will be the winning option and all other outcomes will be settled as losers where applicable. If 'No tryscorer' is not offered as an option and no try is scored, then all bets will be cancelled.
    f. First tryscorer bets are settled in accordance with the statistics and reports from the official website of the league/tournament of the match in question. Subsequent alterations will not alter settlement. While every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score the first try.
17. Anytime/Last Tryscorer
    a. Bets will stand if a player takes any part in a game, no matter how long they play for.
    b. Wagers will be cancelled only if a player does not enter the field of play at any stage.
    c. If the game is abandoned at any time and the first try has already been scored, then all bets stand. If no try has been scored at the time of abandonment, then all bets will be cancelled.
    d. Penalty tries do not count for the purposes of this market (unless a specific price is available for 'Penalty Try').
    e. Where 'No Tryscorer' is offered as a betting option and the game ends with no try scored then that will be the winning option and all other outcomes will be settled as losers where applicable, if 'No tryscorer' is not offered as an option and no try is scored then all bets will be cancelled.
    f. Anytime/Last tryscorer bets are settled in accordance with the statistics and reports from the official website of the league/tournament of the match in question. Subsequent alterations will not alter settlement. While every effort is

made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score anytime/the last try.

18. Next Tryscorer
    a. Wager on which player will score the next try in the match. Only available In-Play.
    b. 80 minutes only (or scheduled 14 to 20 minutes in “7s” matches), unless otherwise stated.
    c. All players that have taken some part in the game before the next try is scored will be deemed runners.
    d. Bets on players that do not take any part in the game before the next try is scored will be cancelled.
    e. If there are no further tries scored "No Tryscorer" will be the winning selection. If no price is offered for "No Tryscorer" and no further tries are scored, then all bets on the market will be cancelled.
    f. If the game is abandoned at any time and the first try has already been scored, then all bets stand. If no try has been scored at the time of abandonment, then all bets will be cancelled.
    g. Next tryscorer bets are settled in accordance with the statistics and reports from the official website of the league/tournament of the match in question. Subsequent alterations will not alter settlement. While every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score the next try.
19. Time of 1st Try/Last Try/Next Try
    a. If no try is scored in the match, then the result will be deemed to be 80mins (or the scheduled 14 to 20 minutes in "7s" matches). Therefore, if the selections on offer are, for example, ’19 minutes and under’ and ’20 minutes and over’, then the latter will be settled as the winner. Winning bets must predict the time when the first/next/last try is scored in normal time. For example, in a match where no tries are scored, the option '20:00 Minutes and after/No try' will be settled as a winner and '00:00 to 19:59 minutes' would be settled as a loser. If a match is abandoned all bets are cancelled, unless the first try has been scored.
20. Wincast (Anytime Tryscorer and Match Result)
    a. Wager on a player to score a try anytime during 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches) and also the result of the match after 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches).
    b. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets revert to a single on the match result. If a match is abandoned prior to the completion of 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches),
    c. Wincast bets are settled as Anytime Tryscorer singles as long as the player played some part in the match and therefore had an opportunity to score a Try.
21. Trycast (First Player to Score a Try and Match Result)
    a. Wager on both the player who will score the first try in a selected match and also the correct result after 80 minutes play (or the scheduled 14 to 20 minutes in "7s"

matches). If your selected player joins the match after the first try has been scored or does not take part in the game, Trycast bets will revert to match result singles.

b. For First Tryscorer purposes, penalty tries do not count, so in this circumstance, the Trycast will be settled on the scorer of the following try and the result of the game.
c. If a match is abandoned prior to the completion of 80 minutes and a try has been scored, Trycast bets are settled as First Tryscorer singles. If no try has been scored, all bets are cancelled.

22. Extra Time Betting
    a. “Extra Time” is defined as any scheduled period of play between the end of normal time (i.e., 80 minutes play plus any time added on at the end of 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches)) and the end of the game.
    b. “Extra Time” does not include penalty shootouts.
    c. All Extra Time betting markets, such as total points, or time of first try will start from the beginning of extra time and not include normal time. For example, if the game finishes 24-24 at the end of normal time, and if there are ten points scored in extra time, then the extra time total points market will be settled as ten points.
23. First team to score / First team to score 2nd half
    a. Wager on the next team to score in the match/second half of the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no score then all bets will be cancelled.
    b. If a match is abandoned before the conclusion of the match and neither team has scored, then all bets are cancelled.
24. Half Time - Full Time Betting (Double Result)
    a. Winning bets must predict the result at half time and full time. Bets will be cancelled if 80 minutes' play is not completed. The ‘Any other’ option relates to a draw at either half time or/and full time.
25. First/Next Scoring Play
    a. Winning bets must predict whether the next scoring play is a try, penalty or drop goal in Normal Time. A penalty try will be considered as a try unless a price is specifically offered for 'Penalty try'. If no scoring play is achieved before the end of normal time all bets will be cancelled, unless ‘No scoring play’ is offered as a betting option.
26. Last Scoring Play
    a. Winning bets must predict whether the last scoring play is a try, penalty or drop goal in normal time. A penalty try will be considered as a try unless a price is specifically offered for 'Penalty try' .If no scoring play is achieved before the end of normal time all bets will be cancelled, unless ‘No scoring play’ is offered as a betting option.
    b. Try conversions do not count, in this case ‘Try’ will be the winning option.
27. Team to score the 1st Try
    a. Winning bets must select the first team to score a try in the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no try scored then all bets will be cancelled. If a match is

abandoned before the first try is scored, all bets are cancelled including bets on 'No Try scored'.

b. If a match is abandoned after the first try is scored, all bets stand.

28. Next team to score a try
    a. Winning bets must select the next team to score a try in the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no next try scored then all bets will be cancelled.
    b. If a match is abandoned before the next try is scored all bets are cancelled including bets on 'No Try scored'.
29. First team to score a try in the 1st half/2nd half
    a. Winning bets must select the next team to score a try in the first half or second half of the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no try scored then all bets will be cancelled.
    b. If a match is abandoned before the conclusion of the half that the bet is placed on and no try has been scored up to that point, then all bets are cancelled.
30. Last team to score a try
    a. Winning bets must select the last team to score a try in the match in normal time. Penalty tries count for the purposes of this market. Where a 2-way market is offered if there is no try scored then all bets will be cancelled.
    b. If a match is abandoned before a try is scored, then all bets are cancelled including bets on 'No Try scored'.
31. Total tries in a Match/ Total Tries for each team
    a. Winning bets must select the total number of tries scored in a match in normal time. In the event of a match being abandoned all bets will be cancelled.
    b. For the purposes of this bet, penalty tries count.
32. Total Tries 1st half/2nd half Winning bets
    a. Winning bets must select the total number of tries scored in a half of 40 minutes (including stoppages).
    b. In the event of a match being abandoned, all bets will be cancelled.
    c. For the purposes of this bet, penalty tries count.
33. Total Tries/points/drop goals in a Group of Matches/tournament
    a. Winning bets must select the total number of tries/points or drop goals scored in a group of matches in normal time.
    b. In the event of any matches in the group being abandoned then all bets will be cancelled.
34. How many points will be scored between XX:XX – XX:XX minutes
    a. Winning bets must predict the amount of points scored in the offered timeframe.
    b. In the event that a match is abandoned, all bets stand if they have already passed and been settled. For example, if the match is abandoned after 25 minutes, bets placed on time bands '1-10' and '11-20' will stand, 20-30 and onwards would be cancelled.
    c. In the event of a dispute over the time of any points, the clock display of the TV station broadcasting the game will be applied, these types of bets will only be

offered for televised matches.

35. Will there be a Drop Goal scored?
    a. Winning bets must predict whether there is a drop goal or not in the game and applies for regular time only.
    b. If a match is abandoned, then all bets stand if there has been a drop goal scored before the abandonment.
36. Team to be Relegated
    a. This bet relates to the teams, which occupy the relegation places at the end of the season.
    b. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.
37. Season Match Betting
    a. Bet on which team will finish higher in the table during the regular season. Performances in the play-offs are not considered for settlement purposes.
38. Tournament Winner (including Playoffs)
    a. Wager on the winner of the tournament after any post-season playoff concludes.
    b. All Regular Season records are not taken into count.
39. Tournament Winner (Regular Season Only)
    a. Wager on the winner of the league table at the end of the season.
40. Outright Markets
    a. In the event of a shortened season due to unforeseen circumstances settlement will be based on the official result announced by the competition's governing body.
    b. Bets will stand on any team that does not complete all its fixtures.
41. Regular Season Markets
    a. Wagers will be settled on outcomes after the end of the Regular Season. Any post-season matches will not count.
42. Top Tryscorer and Team to Win
    a. Where there is a special price for a tournament Top Tryscorer and Team To Win, any dead heat occurring in the Top Tournament Tryscorer part of the bet will be applied to the whole special bet. For example, if Rieko Ioane to be Top Tryscorer and New Zealand To Win the Tournament is 12/1, and Rieko Ioane ties for Top Tryscorer with another player, the ½ dead heat for Rieko Ioane would be applied directly to the full stake of the whole special bet before subsequent settlement at 12/1.
    b. Bets placed on a player to be the top scorer in a given tournament will stand as long as the player is named in the squad and has the opportunity to play in the named tournament.
43. Top Tryscorer/Team Tryscorer/Top Points Scorer
    a. Dead Heat Rules apply for season long markets.
    b. If player takes no part for the whole season, then bets will be cancelled, else bets will stand.

MGM Springfield
Sports Book House Rules

SNOOKER RULES

General Rules

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

Date/Site Changes

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

Minimum Length of Play

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

Snooker Wagers

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

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

Tournament Betting
Predicting which player will win a tournament.

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

Frame Betting (Correct Score)
The bet refers to the correct final score in frames.

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

First Four/Eight Frame Betting
This bet refers to which player will be leading after the first 4/8 frames.

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

Total Frames (Over/Under)
This wager refers to how many frames will be played in the match.

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

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

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

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

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

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

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

This Frame Winner
This bet refers to who will win the current frame.

Race to X Frame
This bet refers to which player will reach “X” amount of frames first.

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

First Color Potted
This bet refers to which color will be legally potted first in the next frame. The first color legally potted scoring its own value (i.e. not taken as a free ball) will be considered the winner,

irrespective of whether there are any subsequent re-racks.

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

Mini Session/Session Winner
This bet refers to which player will win the stated mini session or session.

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

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

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

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

Century Betting
The following rules apply to breaks of 100 or more

1. Century Betting - How many centuries will be scored in total during the match.

2. Player Century Betting - How many centuries will be scored during the match by the named player.

3. Total Match Centuries - Will the number of match centuries scored in total during the match be over or under the specified line.

4. Player Match Centuries - Will the number of match centuries scored by the named player during the match be over or under the specified line.

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

1. Next Frame Race to 30 – This bet refers to which player will reach 30 points first in the

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

2. Next Frame Total Points - How many points will be accumulated in total in the next frame. This bet refers to the total points scored in the frame include any re-spotted blacks.

3. Next Frame Winning Margin – This bet refers to the winning margin in points achieved by a player in the next frame.

4. Next Frame Highest Break – This bet refers to the player to score the highest break in the next frame.

5. Next Frame Highest Break Bands – This bet refers to how many points will the highest break consist of in the next frame.

6. Next Frame Odd/Even – This bet refers to if there will be an odd or even number of points scored in the next frame.

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

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

Will Player X make a 50 Break in the Match
This bet refers to whether a specific player will make at least one 50 break in the match.

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

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

Will there be a Deciding Frame
This bet refers to whether the match will go to a final Frame decider.

Highest Match Break
This bet refers to which Player will make the highest Break in the Match. Bets will be cancelled if

both players have the same highest break

Highest Match Break (Over/Under)
This bet refers to whether the Highest Break scored in the match will be over or under a specific number.

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

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

SOCCER RULES

Date/Site Changes

Soccer games must be played on the scheduled date and location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules or on printed media in the MGMS. A club team playing a European competition is classed as playing at Home if the event is moved from the club's usual ground to a ground within their national boundaries (e.g., when Tottenham Hotspur played their Champions League home games at Wembley Stadium).

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

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

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Soccer sports wager rules, results are official after 90 minutes of play plus injury time.

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

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

Example:

Real Madrid v Barcelona is 1-0 and is suspended due to a crowd disturbance after 47 minutes. Match does not continue on same day but is played to a conclusion (48-90) a week later. Any bets already determined are settled (e.g. First Goalscorer , Half-Time , First Goal etc.). All other bets are cancelled.
Real Madrid v Barcelona is 1-0 and is suspended due to a crowd disturbance after 47 minutes. Match continues 2 hours later on same day and is played to a conclusion (48-90). All bets are settled as normal.

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

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

Pre-Match Soccer Wager Rules

Soccer wagers are accepted in the following manner:

1. 90-Minute – Wager is on the outcome of a soccer match, determined based on the score at the end of 90 minutes of play PLUS any time the referee adds to compensate for injuries and other stoppages.
    a. 90-Minute wagers do not include periods of extra time or penalty shootouts.
    b. If a match takes place but is not completed as advertised (e.g., it is not a 90-minute match or is split into three periods, rather than two), all bets in the match will be cancelled.
    c. If any team starts a match with less than 11 players, all bets on that match will be cancelled.
    d. If a match is postponed or cancelled, any bets placed prior to the scheduled start of the match will be cancelled.
    e. For second leg knockout stage matches in cup tournaments, this wager does not apply to Team to Advance/Qualify markets.
    f.
2. To Advance/To Lift the Trophy – Wager on a team in a soccer match to advance to the next level or round of competition.
    a. Wagers will be decided on the basis of the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
3. Three Way – A wager in which there are three (3) possible outcomes in a soccer match.
    a. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be lost.
    b. Three Way wagers will be decided based on the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
4. First/Last Goal scorer – A wager on which player will score first/last in a soccer match.
    a. Wagers are cancelled on player who does not take part in the match or who comes on as a substitute after the first goal has been scored.
    b. Own goals do not count for first goal scorer bets and are ignored for settlement purposes.
    c. For Last Goal scorer wagers and wagers for a player to score 2 and 3 or more goals, all players taking part at any point of the match are deemed to have played for the purposes of Last Goal scorer bets, irrespective of whether they were on the field at the time the last goal was scored.
5. Anytime Goalscorer
    a. Wagers are accepted on regular play only. This market will be settled on all players who score a legal goal. If a player doesn't enter the field of play during the game at all, then this player is deemed a "non-runner" and all bets on this player are cancelled. If the game is abandoned at any time, all bets remain valid if already determined, except bets on players who have not entered the field of play during the match.
6. Double Result – A wager on the result at half-time and full-time (i.e. at the end of 45 minutes

plus injury time and 90 minutes plus injury time).

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

7. Top Goal scorer/Top Team Goal scorer – A wager on the player to be the top goal scorer in a tournament, league or cup.
    a. Goals scored in penalty shoot-outs do not count.
    b. Wagers placed on a player to be top Goal scorer in a given league are based on regular season games only and do not include play-offs.
    c. All wagers are action in a tournament provided the player is named in the playing squad and has the opportunity to play in the named tournament.
    d. If more than one player finishes on the same number of goals, then dead heat rules will apply.
8. Time of First Goal Wagers on the time of the first goal in a match.
    a. The 1st minute of the game is considered to be from the 1st second to the 59th second. The 2nd minute is from 1 minute to 1 minute 59 seconds.
    b. If a goal is scored in injury time of first half, the winning selection will be the 41-50 min bracket. If the goal is scored in injury time of the second half, the winning selection will be the 81-90-minute bracket.
9. Spread and Total - Wagers are settled on outcome of the period the markets relate to.
    a. If the outcome is exactly equal to the betting line, then bets will be cancelled.
10. Total Goals Odd/Even - Resulted on the score at the end of regulation.
    a. No goals counts as even in this market.
11. Penalty Shootout Winner - Wager on the outcome of the Penalty Shootout. Should a shootout not take place then bets will be cancelled.
12. Correct Score - Wager on the final score.
    a. The match must be completed or bets will be cancelled.
13. Double Chance - Wager on whether either of the two named teams will be declared the winner for the named market.
14. Team to Score First - Settled on the first score of the game.
    a. Bets stand even if game is not completed.
    b. Any periods of extra time do not count.
15. Team to Score Last - Settled on the last team to score.
    a. Game must be completed.
    b. Extra time is not included unless stated otherwise.
16. Highest Scoring Half - Wager on which half will produce the most goals.
    a. Dead heat rules apply if Tie is not an option.
    b. Game must be completed for bets to stand.
    c. Extra time is not included unless stated otherwise.
17. Race to x Goals - Winner being the team who reaches the specified goals tally first.
    a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
18. **Draw No Bet**
    a. Wager on which team will win the match. If the game finishes in a draw, then stakes

will be refunded.

19. **Moneyline: Rest of Match**
    a. All bets are determined without taking into consideration the current score at the time the bet is placed – as if the game were starting again from 0:0 score after the bet is placed.
20. Total Shots on Target
    a. A deliberate attempt to score that is on target. Includes all Goals being scored and shots on target saved by the Goalkeeper. It also includes shots on target that are Blocked by a last line defending player, preventing the ball from entering the Goal. Shots directly hitting the frame of the goal are not counted as shots on target unless the ball goes in and is awarded as a goal.

21. Total Shots Outside Box
    a. Wager on total number of shots taken from outside the box. A shot taken on the 18-yard line will count as being inside the box.

22. Total Tackles
    a. A tackle is defined as where a player connects with the ball in a ground challenge where they successfully take the ball away from the player in possession. The tackled player must clearly be in possession of the ball before the tackle is made.

23. Total Passes
    a. An intentional played ball from one player to another. Open play passes, goal kicks, corner kicks, and free kicks can be played as a pass. Crosses, throw-ins, and keeper throws do not count as a pass.

24. Total Goalkeeper Saves
    a. A goalkeeper save is defined as a goalkeeper preventing the ball from entering the goal with any part of their body when facing an intentional attempt on goal from an opposition player. An attempt on goal that hits a defending player before being collected by the goalkeeper is not defined as a save and will be registered as a block. Saves have the following attributes:

        i. Body Part – Hands/Feet/Body
        ii. Save Type – Caught/Collected/Parried Safe/Parried Danger Area/Fingertip
        iii. Goalkeeper Position – Diving/Standing/Reaching/Stopping

25.
26. Team to Qualify for Next Round
    a. If a game offered within a specific round of a competition is postponed, 'Team To Qualify' bets still stand, irrespective of the length of the delay. If a team qualifies for the next round but no match is played (opposition withdraws/is disqualified), all bets on the To Qualify market will be cancelled. When a price is quoted for a team to

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

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

Soccer Propositions

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

Soccer Futures

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

Soccer Division Winner Futures

For Divisional/League winner markets, wagers are settled on the final League positions at the end of the scheduled season, irrespective of what happens in any Divisional play-offs, with wagers on “Who Will Win a League” being settled on the team who lifts the trophy. Wagers will stand on any team that does not complete all of its games.

Season match wagers are settled on which of two teams will place highest in the league at the end of the season. If teams finish level on points, then the tie breaker used by the league (e.g., goal difference or head-to-head records) will decide the winner.

Soccer Top Goal Scorer Futures

Wagers placed on a player to be the Top Goal scorer in a given league are based on regular season games only. Any goals scored in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, wagers will stand.

Wagers placed on a player to be the top scorer in a given Tournament, or to be Top Team Goal scorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then dead heat rules apply (any tournament top scorer award, for example "Golden Boot" is ignored for settlement purposes). Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

Live (In-Play) Soccer Rules

All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only.

If a match is interrupted and continued within 48 hours after initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered cancelled.

Regular 90 minutes: markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

Corner kicks awarded but not taken are not considered.

Three Way- Outcome (Away, Home, Draw)
Reg – Which team will win the match; Regulation only
H1 – Which team will win the first half
H2 – Which team will win the second half; Regulation only
OT – Which team will win the overtime; Does not include penalty shootout

Money Line-Winner (Away, Home)
Reg – Regulation only; If match ends in a draw after regulation, all bets are considered cancelled
Pen – Which team will win penalty shootout; Only goals during penalty shootout are considered

Advance Next Round – Which Team Advances to Next Round (Away, Home)
Game – Includes overtime and penalty shootout if applicable

Win Rest- New Game (Away, Home, Draw)
Reg – Which team will score more goals in the remaining time; Not including overtime
H1 – Which team will score more goals in the remaining time of the first half
OT – Which team will score more goals in the remaining overtime period.

Next Goal- Which Team Scores Next Goal (Away, Home, No Goal Scored)
Reg – Regulation Only
H1 – Only goals scored in first half are considered
OT – Only goals scored in overtime are considered

Pen – Only goals scored in the penalty shootout are considered

Next Goal When- When will Next Goal be Scored (Time Intervals)
Reg – Settled on the time when the goal is scored; 15:01 counts as 16-30; 31-45 and 76-90 include any injury time; The time which is displayed on TV is considered, if not available the time when the ball crosses the goal line is considered and will be settled based on the time clock shown on TV.

Asian Handicap- Winner with Handicap in .25 Increments (Away, Home)
Quarter handicaps split the bet between the two closest half intervals. For example, a $1000 bet on a handicap of +.75 is the same as $500 on +.5 and $500 on +1. The bet is automatically split between the two. The player can win, tie, or lose, each half.
Reg – Only goals during regulation time are considered
H1 - Only goals during the first half are considered

Total- Total Goals Scored by both Teams in .5 Increments (Over, Under)
Reg – Only goals during regulation time are considered
H1 – Only goals during the first half are considered
H2 – Only goals during the second half are considered
OT – Only goals during overtime are considered

Asian Total- Total Goals by both Teams in .25 Increments
Quarter handicaps split the bet between the two closest half intervals. For example, a $1000 bet on a handicap of +1.75 is the same as $500 on +1.5 and $500 on +2. The bet is automatically split between the two. The player can win, tie, or lose, each half.
Reg – Only goals during regulation time are considered
H1 – Only goals during the first half are considered

Away Total- Total Goals Scored by Away Team (Over, Under)
Reg – Total goals scored by away team in the game
Home Total- Total Goals Scored by Home Team (Over, Under)
Reg – Total goals scored by home team in the game

Match and Total- Match and Total (Team and Total Parlay)
Reg – No overtime
Correct Score- Exact Final Score (Away Team Winning Score, Home Team Winning Score)
Reg – No Overtime

Exact Goals- Exact Number of Goals Scored by Both Teams (0-1, 2, 3, 4, 5, 6+)
Reg – Only goals scored in regulation are considered
H1 – Only goals scored in the first half are considered

Away Goals- Exact Number of Goals Scored by Away Team (0, 1, 2, 3+)

Reg – Only goals scored in regulation are considered
H1 – Only goals scored in the first half are considered

Home Goals- Exact Number of Goals Scored by Home Team (0, 1, 2, 3+)
Reg – Only goals scored in regulation are considered
H1 – Only goals scored in the first half are considered

How Decided- How Will The Game be Decided (Away, Home in Reg/OT/PKS)
Game – Either team can win in regulation, in overtime, or in a penalty shootout
Both Score- Will both Teams Score (Yes, No)
Reg – Regulation only

Odd Even- Final Combine Score will be (Odd, Even)
Reg – Regulation only
Corner Bet- Most Corners (Away, Home)
Reg – Regulation only
H1 – Only corner kicks in first half will be considered

Corner Handicap- Head to Head Handicap in .5 Increments (Away, Home)
Reg – Regulation only
H1 – Only corner kicks in first half will be considered

Total Corners- Combined Corner Kicks in .5 Increments (Away, Home)
Reg – Regulation only
H1 – Only corner kicks in first half will be considered

Corners Away- Total Corner Kicks by Away Team in Fixed Intervals (0-2, 3-4, 5-6, 7+)
Reg – Regulation only

Corner Home– Total Corner Kicks by Home Team in Fixed Intervals (0-2, 3-4, 5-6, 7+)
Reg – Regulation only

SOFTBALL RULES

Date/Site Changes

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

Minimum Length of Play

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

Softball Mercy Rule

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

MGM Springfield
Sports Book House Rules

Softball Wagers

Extra Innings

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

Run Line

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

TENNIS RULES

Date/Site Changes

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

Minimum Length of Play

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

Pre-Match Tennis Rules

Tennis wagers are accepted in the following manner:

1. Match – A wager on one or more specified player(s) versus one or more other specified player(s) in a designated match.
    a. If a player withdraws (retires) or is disqualified after the first set has been completed, the player progressing to the next round or who is awarded the match by the umpire will be considered the winner.
    b. If the first set has not been completed, all match bets will be cancelled.
    c. If a match does not reach a natural conclusion, any markets (besides match betting) that are not unconditionally determined will be cancelled. In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all bets stand.
2. Propositions – Various unique wagers may be offered from time to time. Rules for these types of wagers can found in the specific sports rules section or on printed media in the MGMS.
3. Set Betting: The full number of sets required to win the match must be completed.
    a. If a player is awarded the match prior to the full number of sets being completed, all set betting on that match will be cancelled.
    b. If a match is decided by a Champions tie-break then this will be considered the third set.
4. Bet In Play, Game by Game betting
    a. A game is defined as an ordinary game (not a tie break) which is completed on

the same day that it commenced.

b. If a game is completed after an interruption for any reason that game shall be deemed to be complete for wagering purposes.
c. If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However, if a game is completed by the awarding of a penalty game by the umpire, the game shall be cancelled, and all stakes shall be returned.
d. If a player retires from a match while a game is in progress, but before that game has been completed, that game shall be deemed to be incomplete and all stakes shall be returned. Bets on a game which subsequently becomes a tie break will be settled as cancelled.

5. Current Set Betting
    a. If a player retires from a match while a set is in progress, but before that set has been completed, that set shall be deemed to be incomplete and all stakes shall be returned.
6. Handicap betting - This bet is based on the number of games each player wins in a given match (e.g. a player given a 3.5 game start on the handicap who loses 7-6, 7-6, 7-6, would be the winner for handicap betting purposes).
    a. If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all handicap bets on that match will be cancelled unless, at the time of the withdrawal, the result of the handicap betting is already determined.
7. Total games - Bets on the total number of games in a match will be over/under a particular number, e.g. 19.5 games. In the event of retirement, bets will be cancelled unless at the time of the withdrawal at least one set has been completed and the result of the total games is already determined [to be over a certain number of games if the match had been completed] (e.g. If a match is abandoned at 6-4 4- 4, bets on Over/Under 19.5 games or fewer in the match are settled as winners/losers respectively, since any conclusion to the match would have to have completed at least 20 games. To Win / Lose First Set and Win the Match
    a. If either player withdraws from the match before the first set finishes, then bets will be cancelled.
    b. If the first set has been completed, then the match part of the bet will be determined by the player awarded the match.
8. Match Tiebreaks - In some competitions, an extended tie-break (Match Tiebreak – sometimes referred to as a “Super Tiebreak”) is played in place of a final deciding set.
    a. For settlement purposes, this Match Tiebreak will be considered as one set (for set-related markets) and one game (for game-related markets). For example, in a ‘Best of three sets’ match, if Team A won the first set 6-0, Team B won the second set 6-0 and then Team B went on to win the Match Tiebreak, then the market Set Betting would be settled as 2-1 in Team B’s favor. The market Total Games would be settled against a total of 13 games.
    b. For tennis matches that use the Match Tiebreak (in place of a final set), in the event that the next game turns out to be a Match Tiebreak, bets on the following markets will all be settled as cancelled.

9. Game/Point Related Markets
    a. If the wrong player has been set as the server for any individual game (Current or Next Game) then all markets relating to the outcome of that specific game will be cancelled, regardless of the result.
    b. In the event of a game not being completed, all bets on the game will be cancelled with the exception of Game to Deuce if the result has already been determined.
10. Lead after x points - Who will have most points after the listed number of points have been played.
    a. Draw will be an option and will be the winner if tied at that stage. Should Draw not be offered, and the score is tied, then bets will be cancelled.
11. Race to x points - Winner being the team/player who reaches the specified points tally first.
    a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
12. Who will win nth point: Wager on who will win the named point.
    a. Should the point not take place, bets will be cancelled.
13. Tournament Winner - Team/Player to win the named tournament.
    a. Should a participant take no part in the competition then bets on them will be cancelled.
    b. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.
14. Quarter Winner - Team/Player to win the Quarter of the Draw they are in.
    a. Should a participant take no part in the competition then bets on them will be cancelled.
    b. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.
15. IPTL (International Premier Tennis League) Substitute Players
16. If during a set a player is substituted, ALL bets including "bet in play" will stand. If a set doesn't start with the players indicated, all bets on that set will be cancelled.

Live (In-Play) Tennis Rules

In case of a retirement or walk over of any player, all undecided bets are considered cancelled.

In case of a delay (rain, darkness…) all markets remain unsettled and the trading will be continued as soon as the match continues.

If penalty point(s) are awarded by the umpire, all bets on that game will stand.

In case of a match being finished before certain points/games were finished, all affected point/game related markets are considered cancelled.

If a match is decided by a match tie-break then it will be considered to be the third set.

Every tie-break or match tie-break counts as 1 game.

Money Line – Winner (Player1, Player2)
Game – Which player will win the match.
TSet – Which player will win the specific set.
TGame – Which player will win the next game.

Total – Total games played (Over, Under)
Game – Entire match.
TSet – Specific set.

Which player will win games X and Y of set N (Player1, Player2, Split)
Game – Always for the next 2 games; offered only before the first of the 2 games is started.

Number of Sets, Best of 3 – Exact number of sets played in match (2 Sets, 3 Sets)
Game – Best of 3 sets.

Number of Sets, Best of 5 – Exact number of sets played in match (3 Sets, 4 Sets, 5 Sets)
Game – Best of 5 sets.

Final results (Player1 Wins 2-0, 2-1; Player2 wins 2-0, 2-1)
Game – In sets, best of 3.

Final results (Player1 Wins 3-0, 3-1, 3-2; Player2 wins 3-0, 3-1, 3-2)
Game – In sets, best of 5.

Correct Score – Exact final score (Player1 Winning Score, Player2 Winning Score)
TSet – Specific score for the set.
TGame – Specific score for a specific game by set.

Odd Even – Total number of games played
Game – Games for the entire match are considered.
TSet – Only games of specific set are considered.

ALL FUTURES RULES

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

1. On all future wagers involving a recognized sporting organization - i.e. Pro Football Championship, World Series, etc. - the winner, as determined by the league

commissioner, chairman, or other authoritative officer at the conclusion of set event will be declared the winner for wagering purposes. If a Massachusetts collegiate team or individual competing through a Massachusetts collegiate program (a "prohibited collegiate participant") finishes as the winner of a futures market that does not involve a collegiate tournament, the second-place team in that market (or highest placing team that is not prohibited) will be considered the winner for purposes of settling the futures market (i.e. Boston College wins the ACC regular season title, the highest finishing team that is not a prohibited collegiate participant will be considered the winner).

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

3. Future wagers that are originally offered more than seven (7) days from the start of the specified event will have NO refund on specific non-starters (such said event may have specific rules).

4. All future wagers are action regardless of team name changes or relocation, suspension, sanctions, and/or exclusions to participate.

5. Bets on futures markets which have been unconditionally determined will be settled as such, unless otherwise specified in the specific sport's betting rules.

PARLAY ODDS

A parlay is a type of wager where multiple outcomes are selected. Each of the outcomes must win in order for the parlay to win. Any point spread tie or event cancellation reduces to the next lowest number of teams in the parlay. Parlays are calculated using true odds.

Off the Board Teaser Odds

A teaser is a wager where a patron can alter the point spread or total on a list of games (2-10 teams) in the players favor. The additional points that the player receives on each selection reduces the odds. Below are the pay table teaser odds and associated values, which may be altered.

Example: Two team 6-point pro football teaser for 120 dollars.
Giants are +4 add 6 points, the teased line is now +10.
Jets + 6 points add 6 points, the teased line is now +12.
The payout is -120. In this case, you will risk 120 dollars to win 100 dollars.

In case of a wagering tie or no action on a two-team teaser, the wager is refunded.

Otherwise, a tie or no action reduces teaser to next lowest number of plays.

Pro Football Teasers
(Sides and Totals)

	6 Point	6.5 Point	7 Point
2 Teams	-130	-140	-150
3 Teams	+160	+140	+120
4 Teams	+250	+200	+180
5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2000	+1500	+1200
10 Teams	+2500	+2000	+1500
11 Teams	+3500	+2500	+2000
12 Teams	+5000	+3500	+2500
13 Teams	+7500	+5000	+3500
14 Teams	+10000	+7500	+5000
15 Teams	+15000	+10000	+7500

College Football
(Sides and Totals)

	6.5 Point	7 Point	7.5 Point
2 Teams	-130	-140	-150
3 Teams	+160	+140	+120
4 Teams	+250	+200	+180
5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2000	+1500	+1200
10 Teams	+2500	+2000	+1500
11 Teams	+3500	+2500	+2000
12 Teams	+5000	+3500	+2500
13 Teams	+7500	+5000	+3500
14 Teams	+10000	+7500	+5000
15 Teams	+15000	+10000	+7500

Basketball
(Sides and Totals)

MGM Springfield
Sports Book House Rules

	4 Point	4.5 Point	5 Point
2 Teams	-110	120	-130
3 Teams	+160	+140	120
4 Teams	+250	+200	+180
5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2500	+2000	+1700
10 Teams	+3500	+3000	+2500
11 Teams	+5500	+5000	+3500
12 Teams	+8000	+7500	+5000
13 Teams	+10000	+9000	+7000
14 Teams	+15000	+12500	+10000
15 Teams	+20000	15000	+12500