



MASSACHUSETTS HOUSE RULES (MOBILE)

GENERAL RULES

- These Sportsbook House Rules (“House Rules”) apply to all bets placed through the internet and mobile sportsbook (“Sportsbook”) operated by WSI US, LLC (WynnBET”).
- Management reserves the right to add, delete, modify, or change the House Rules and/or payoff odds without prior notice or liability, subject to applicable regulatory approval of the Massachusetts Gaming Commission (“Commission”). It is the customer’s responsibility to review and check for any updates to House Rules.
- Management reserves the right to refuse any bet; or delete or limit any selection(s) prior to the acceptance of the bets.
- Management reserves the right to modify any lines, odds, or any other bet prices or payoffs prior to the acceptance of the bet.
- The minimum wager is \$1 and the maximum wager is \$500,000 per patron for any offered event and/or wager type.
- Wagers may be accepted at other than the posted odds at the discretion of management.
- If, for some reason, an event occurs that is unclear or not covered by these House Rules for sports, Management reserves the right to decide the outcome of each event on a case-by-case basis.
- The Sportsbook will not offer or allow any bets to be placed on any prohibited sporting events.
- Persons under the age of 21 and prohibited persons, as defined below, are prohibited from wagering, collecting winning wagers.
- Individuals may not place bets on behalf of someone else. All bets will be deemed to have been accepted from the individual placing the bet (i.e., customer) only, and not on behalf of an entity or other person.
- All wagers are subject to anti-money laundering standards, including triggers and requirements for filing of suspicious activity reports.

- If the customer or a loved one is experiencing problems with gambling and needs support, please call 1-800-327-5050 or visit <https://gamblinghelpline.com/> to speak with a trained specialist. The helpline is available 24/7, is free, confidential, and available in multiple languages.
- All bets will only be accepted from within the Commonwealth of Massachusetts. Any electronic bets from outside Massachusetts are strictly prohibited.
- Winnings over \$10,000 USD may be delayed until the next regular banking day.
- Patrons may fund their accounts via ACH, Sightline Play+, PayPal, online banking, wire transfer, Wynn branded prepaid cards, Visa/Mastercard Debit, Discover Debit Global Payments/VIP preferred, Global Payments/VIP, Apple Pay, Cash at Cage - Encore Boston Harbor. Listed methods may not be available at all times. Check with customer support at masupport@wynnbet.com for availability of funding methods. Credit cards may not be used to fund wagering accounts in Massachusetts.

PROHIBITED PERSONS

1. Prohibited sports bettors are prohibited from placing a wager on any event for the sport in which they participate or collecting winnings from any such wager. Any sports wager by a prohibited sports bettor shall be deemed void.
2. Prohibited Persons are defined as follows:
 - a. A person who is under 21 years old.
 - b. Management, directors, officers, owners and employees or any relative living in the same household.
 - c. An individual with proprietary or non-public information held by management.
 - d. A professional or athlete, coach, referee, team owner, employee of a sports governing body or its member teams and patron and referee union personnel, seeking to place sports wagers on events in the sport in which the individual participates, or in which the athlete the individual represents participates.
 - e. Persons placing sports wagers as agents or proxies for others.
 - f. Any individual prohibited from sports wagering pursuant to 205 CMR 250.00.
 - g. Any individual who is self-excluded from sports wagering pursuant to 205 CMR 233.00.
 - h. Any individual who is prohibited from or subject to limitations regarding sports wagering pursuant to 205 CMR 254.00 and 255.00.

- i. Any individual wagering while not in the authorized geographic boundaries within the Commonwealth.
- j. Any restricted patron wagering in violation of their restrictions established in 205 CMR 238.32.
- k. Any individual wagering in violation of state, local, or federal law.
- l. Other prohibited persons as determined by the Commission.

ACTION / NO ACTION

1. "Action" refers to a bet that is deemed to be valid after it has been placed. "No Action" refers to a bet that is deemed to be not valid after it has been placed. Bets for events that are deemed No Action will be refunded.
2. Except as noted below or otherwise specified, all events must be held within forty-eight (48) hours of the scheduled start time to be considered "action." Bets will be declared void for postponed events which have not started within 48 hours after the originally scheduled starting time. This rule does not apply to tennis and baseball, for which Sport Specific Rules can be found below.
3. Should an event be moved from the originally announced venue - with or without change of playing surface - all bets will remain valid, unless the new location in which the event shall take place, will be the Home venue of the team which originally was listed as the away team. In such cases all bets will be cancelled.
4. Unless otherwise provided for in specific sports in these House Rules or unless otherwise states in the selection/market/event name, a sporting event player must play to be deemed as Action.
5. All season long bets (such as Regular Season Wins, Exact Regular Season Wins, Team to Make the Playoffs, Championship Futures, Division Wagers, etc.) are Action regardless of cancelled or forfeited games, unless otherwise stated (example: Notre Dame Regular Season Wins – Must Play 12).
6. If a league postpones its season longer than 180 days or cancels the entire season, this will be deemed No Action and all bets will be refunded.
7. For season long player statistical leader and award futures, players must play in at least 50% of regular season games for "action".
8. For cancellations due to COVID-19, please see game-specific rules for cancelled events.

OFFICIAL

1. General: Unless specifically stated below, in case an event is abandoned, all bets will be canceled regardless of the score-line at the time of abandonment, except for:
 - a. Wagers on an event where the organizer of the event provides an official result within 48 hours of the scheduled starting time.
 - b. Wagers on an event where the outcome has already been decided, like first goal scorer or half-time result.
 - c. Wagers where our Sport Specific Rules below specify that the other conditions for settling and canceling bets count.
2. Baseball and Softball: In all nine-inning scheduled games, winners and losers are "official" after nine innings of play unless the home team is leading after eight and one-half innings or the game is tied at the end of 9 innings and goes into extra innings. In all seven-inning scheduled games, winners and losers are "official" after seven innings of play unless the home team is leading after six and one-half innings or the game is tied at the end of seven innings and goes into extra innings. If a game goes into extra innings, winners and losers are "official" after the winner is decided after a full inning of play if the visiting team is ahead, or after the home team has scored to win the game. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead. The called/suspended games rule also applies to seven-inning scheduled games. For bets on the pregame money line, if a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play, unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the results are determined by the score at the time the game is called. For first 5 innings wagers, if a game is suspended in the bottom of the 5th inning with the home team ahead, all money line bets will be posted as official at the time of suspension, with the total being refunded
3. Motor Sports: A race must be completed or deemed official by the governing body, and a winner declared within seven (7) days of the start of the race to be considered "official". If an event does not start, as long as the event finishes within the particular season, all bets are Action.
4. Golf: A tournament must be completed or deemed official by the governing body, and a winner declared within seven (7) days of the start of the tournament to be considered "official". If an event does not start, as long as the event finishes within the particular season, all bets are "action".

DETERMINING THE WINNER

1. The winner of an event or game will be determined on the date of the event's conclusion. Management does not recognize suspended games, protests, overturned decisions, changes to the score, etc.
2. Management, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged. Once the score is posted for payment, no subsequent score changes will be recognized.
3. The winner of a proposition wager that occurs while a game or match is in progress will be Action, regardless if the game or match is played to its conclusion, unless otherwise specified.
4. If conference or division alignment is changed for any reason, the original futures on those specific categories will be deemed "no action".
5. If a league declares a championship, conference, division, award or any other category a winner, all bets on the winning team (or player) will be paid out regardless of team relocation, name change, or changes to regular season schedules or playoff formats, and regardless of when they are determined as long as they are designated winners by the league in a particular season.
6. Bets will be paid out if the league declares a championship, conference, division or any other category a winner without playoffs taking place in a particular season.
7. If a league does not declare a championship, conference, division or any other category a winner, all bets on those futures markets will be void and considered "no action".
8. When betting on the "field", the field includes all other players or teams that are not specifically listed. Regardless of where the "field" selection is located on the mobile app in a particular event, all of the players or teams listed in the event are NOT included in the "field" bet, no matter what order in which they are displayed.

WAGERING TIES

1. Straight Wager: No Action. The wager will be refunded.
2. Parlays: If one or more legs result in a tie or "push," the payout of the parlay will be recalculated based on the remaining legs.
3. Teasers: In the event one teaser leg results in a push or canceled, the entire teaser is cancelled, and the bet refunded for a two-team teaser. For any other teaser, the teaser pay-out will be recalculated removing the cancelled or push legs.

4. Dead Heats: In the case of a tie for an award or any other event, odds will be divided by the number of winners. In case two or more participants in a Win or Group Outright bet type are declared joint winners - and no odds have been offered for a tie or a draw - dead heat rules may be used to settle bets. In such cases, the net odds for the participants in question will be divided by the number of participants involved in the draw scenario.

CALCULATION OF WAGERS

1. Moneyline: The moneyline is expressed as a 3 to 6-digit number. Example of Pricing: Favorite pricing -160 means a player must bet \$160 for every \$100 they wish to win, and multiples thereof. Underdog pricing +120 player will win \$120 for every \$100 bet.
2. Point spread: The point spread is expressed as a 3 to 6-digit number. For example, -110 means a player must bet \$110 for every \$100 they wish to win. Or, +450 means a player will win \$450 for every \$100 bet.
3. Parlay: Odds will be calculated based on the prices of the individual selections. See also summary within betting types.
4. Teaser: Odds are derived from a fixed payout chart.

BETTING TYPES

The Sportsbook has full discretion on whether to offer any betting type permitted by the Commission. Type of bets that may be offered by the Sportsbook include:

Main Market Rules

Bets on half / period / quarter/ set / game / inning / map / round refer to the result achieved in the relevant timeframe. This does not include any other goals / points / runs or similar outcome achieved from other parts of the event. Overtime period is excluded, unless otherwise stated in the specific sport rules.

Spread

This requires the patron to predict the winner of the game or event applying the given spread or handicap. In spread betting, a team is awarded a virtual goal /points /set /games /other advantage. This advantage will be added to the official final result for bet grading purposes.

Examples:

Football. (Team A) +3 vs (Team B) -3. Patron places a bet of \$100 on Team B to win. Team B must win the game with a margin more than 3 for the bet to win. If Team B wins with exact 3 points, bets are considered as void and bets are refunded. If Team A wins or lose game by less than 3 points, bets on Team B lost.

Basketball: (Team A) -2.5 vs (Team B) +2.5. We place a bet of \$100 on Team B +2.5. Bets win if Team B wins or loses by 2 points or less. If Team B loses by 3 or more points bet is lost.

Soccer: The Asian handicap is a special type of handicap used for soccer games. Depending on the strength of each team, a spread is given. This enables the odds for each side to be more similar. All bets on the Asian handicap in live betting (including 1st/2nd half bets / extra time/ 1st half extra time / 2nd half extra time) are settled according to the score line. Any goals prior to the bet being placed are ignored for settlement purposes. Games can be handicapped in $\frac{1}{2}$ and $\frac{1}{4}$ intervals as to eliminate the possibility of a push since no one can score a half-goal. Quarter ($\frac{1}{4}$) handicaps split the bet between the two closest $\frac{1}{2}$ intervals. For instance, a \$100 bet with a handicap of $1\frac{1}{4}$ is the same as betting \$50 at $1\frac{1}{2}$ and \$50 at $\frac{1}{4}$ handicap bets, you can win and draw (win $\frac{1}{2}$ of bet) or lose and draw (lose $\frac{1}{2}$ bet). The $\frac{1}{4}$ goal handicap may be expressed as "0,25" or "0 and $\frac{1}{2}$ ", or as "pk and $\frac{1}{2}$ ". The bettor's bet amount is automatically divided equally and placed as 2 separate bets. This means that with a handicap point of 0-0.5 or 0 and $\frac{1}{2}$, half of your bet is on the 0-point handicap and the other half is on the 0.5 handicap.

Money Line / Winner

Money line or Winner requires a patron to predict the winner of the event. The option of a draw is removed, and a market is offered with 2 outcomes (Team A vs Team B or Player A vs Player B). Bets on a player or team to win an event include overtime if played. Bets on a player or team to win an Inning, Game, Set, Period, Quarter, Half and Map bets do not include overtime unless otherwise stated in the specific sport rules.

If the game, event, or relevant timeframe ends in a draw, bets will be void and the amount wagered will be refunded.

Game Result / 3-Way Money Line

This requires the patron to predict the winner of the game or event. Market has 3 outcomes and draw option is offered (Team A or Player A, Draw, Team B, or Player B). Bets do not include the overtime period unless stated in the specific sport rules.

Draw No Bet

This requires the patron to predict which team will be the winner. Draw No Bet is similar to Winner and Money line markets, but overtime period is excluded unless otherwise is stated. In case of a draw, all bets will be void and full bet will be refunded.

Total (Over/Under)

This requires patron to predict if the points/goals /runs /games scored will be over or under a given number. The market will be settled according to specific rules for each sport. Total market may refer to whole game/event or a part of it (e.g., half, quarter, inning, period, interval). Total market can be offered for a team or player (e.g., Home Team Under/Over, Away Team Under/Over, Player A Under/Over). Total may refer to goals, points, sets, games, corners, turnovers, touchdowns, field goals, touchdowns, sacks, 180s, classified drivers, tries, bases, or player props.

If a game/event is abandoned, bets will be void unless settlement is already determined.

In a 3-way Total, the line is set so that there is also a 3rd outcome (equal or exact).

Example: Team A vs. Team B professional ice hockey. Event Total has 3 outcomes: over 5 goals, under 5 goals, or equal to 5 goals.

Winning Margin

This requires a patron to predict the team to win the game and the margin of victory.

Examples:

Football: Team A vs Team B.: If the patron believes that it will be a close game, but Team A will win, patron can select Team A to win by 1-6 points margin. This means the patron's bet wins if Team A wins by 1 up to 6 points. If Team A wins by 7 points or more our bet will lose.

Basketball: Team A vs Team B. If the patron believes that Team A will easily win, the patron is able to place a bet on Team A to win by 21 or more points. Bet will win only if Team A wins by 21+ points difference.

Half-Time / Full-Time

This requires a patron to predict the result of a game at halftime and at the end of regular time or regulation. In baseball, half time is defined as the first 5 innings of a game.

The possible outcomes of this market (Half Time result / Full Time result) are:

Home Team / Home Team
Home Team / Draw
Home Team / Away Team
Draw / Home Team
Draw / Draw
Draw / Away Team
Away Team / Away Team

Away Team / Draw
Away Team / Home Team

Race to X

This requires a patron to predict which team will be the first to score X points in the game/event. Race to X market may also refer to Runs (Baseball), Corners (Soccer), Games (Tennis), or Goals (Handball).

Race to X can be offered for the game/event or a period of it. For example, in a volleyball game, 1st set Race to X points. In a basketball game, 1st quarter race to 15 points.

In a 2-way market, selections are home and away team (or Player 1, Player 2). If a game/event ends before any team reaches the specific number of points, the market is considered cancelled and bets are refunded. In 3-way market, in addition to home and away, there is a None option.

Highest Scoring Half/Quarter/Period

This requires a patron to predict in which half/quarter/period most points/goals will be scored. If two or more halves/quarters/periods have the same highest score, then Dead-Heat Rules apply unless equal outcome is offered.

Odd/Even

This requires a patron if accumulated goals/points/runs will add up to an odd or even number. When there is a zero score (for example, no goals scored on a soccer game), this will count as Even for settlement purposes. If a game is abandoned, bets will be void, unless an outcome is already determined. The market will be settled according to specific rules for each sport.

Examples:

Baseball: Team A vs Team B. Patron places a bet on Odd. Bet will win only if the total number of accumulated runs in the game add up to an odd number.

Basketball: Team A vs Team B. Patron places a bet on Even number of points. Bet will win only if total number of accumulated points in the game will add up to an even number.

To Qualify: Win the Cup / Advance to Next Round / Win the Group or Division

This is a bet on a team or player to qualify to the next round of the tournament. Winner is the team/player advancing to the next round or winning the group or division. Should a team be disqualified from the tournament prior to the game, and a bye is awarded, then all qualification bets will be void.

One-leg Game: If the referee abandons a game (e.g., due to crowd disturbances, unplayability of the pitch, or one team not having enough players to continue), bets will be settled based on decisions of the relevant governing body.

Division Betting

In case of a change in the official competition rules, during the competition, bets will be considered as void (for example, if the number of teams relegated changes).

For settlement purposes, league tiebreak rules apply. If that doesn't break the tie, Dead-Heat Rules will apply in the event of two or more teams tying in the standings. Bets will stand on any team which does not complete all its fixtures. The only exception to this is for South American leagues, where a playoff is played to determine the league winner when teams are tied 1st on points. In this case, we will deem the league winner to be the winner of the subsequent playoff. If a team is removed from the league before the season has started, then all bets on that market will be made void. If a team is removed or excluded during the season, due to any external reasons (for example due to debt) then all bets concerning this team will be cancelled and settled as void.

Head-to-Head (H2H) and Triple Head (H3H) Betting

This requires a patron to predict which one of the teams/competitors in the Head-To-Head gets the best finishing result/position/points. Both participants in a H2H must start for bets to stand, and at least one of the participants must finish with an official result. Otherwise, all bets will be void and full bets will be refunded.

For H3H, the same rules apply, only in a H3H there will be 3 competitors/teams available to select.

For Season H2H, a patron predicts which team/participant will get the highest final position in a competition. Playoffs are not included unless stated otherwise.

Markets will be settled according to the official standings of the governing body.

Correct Scores

This requires a patron to predict the score at the end of regulation time, unless stated otherwise. Own goals count for determining final score, but House Rules that provide otherwise for player or team wagers govern.

Double Chance

A Double Chance market allows a patron to cover two of the three possible outcomes in a game with one bet.

The following options are available:

1 or X - if the result is either a home win or a draw then bets on this option are winners.

X or 2 - if the result is either a draw or an away win then bets on this option are winners.

1 or 2 - if the result is either a home win or an away win then bets on this option are winners.

Parlays

1. Each parlay risk limits depends on the limits of each selection of the parlay. The payout is calculated by multiplying the exact odds.
2. If one or more legs of the parlay are No Action, cancelled, or a push, the payout of the parlay will be recalculated based on the remaining legs.
3. In case of postponement of a game/event which is selected in a parlay, it will follow the specific sport rules.
4. Management reserves the right to restrict parlays on events at its sole and absolute discretion.

BETTING TRANSACTIONS

Live Betting (a/k/a in-game or in-running wagering)

When scores are displayed during live betting, every effort is made to ensure the accuracy of the score and game/event situation. No liability is accepted for incorrect information displayed.

Placing Bets

1. Management reserves the right to decline part or all of a requested bet.
2. Customer is solely responsible to ensure that the details of requested bet are correct.
3. Customer cannot cancel or change any placed bet when the transaction is completed.
4. Management reserves the right to cancel or void any bet at its sole discretion, with a void bet being subject to any applicable approval by the Massachusetts Gaming Commission.

Confirmation of a Bet

1. A placed bet is not valid until it is validated and shown in the customer open bets.
2. Valid bets have a unique transaction code (Bet ID).

3. In cases of uncertainty about the validity of a bet, the customer shall review their transactions after each placed bet in order to ensure that all requested wagers/bets were accepted.
4. Management does not take responsibility for missing or duplicate bets made by the customer.
5. Should a dispute arise about the acceptance or the lack of any transaction, the transaction logs will be the ultimate authority in deciding such matters.

Refusal of Bet

1. Sportsbook management reserves the right to refuse any bet in its sole discretion and without giving a reason.
2. If the Sportsbook is willing to accept a part of a bet or accept a bet at different odds or terms, the Sportsbook may propose a revised bet that the patron can then decide to accept or decline. The patron will be given a limited time to make this decision and, if the patron does not respond within the time, the bet will not be placed.

Void Wagers

1. A void wager is a wager that is cancelled after the event wagered on has begun, subject to any required approval by the Commission.
2. Voided wagers shall be refunded to the player (i.e., stake amount) and deducted from the adjusted gross sports wagering revenue, if previously included.
3. Should a player self-exclude after placing a wager, the player shall not be entitled to a refund or any winnings.
4. The Sportsbook may void a sports wager if management has reasonable basis to believe that there was obvious error in the placement or acceptance of the sports wager and only upon the Commission's advance approval.

Cancellation of Bets

1. The Sportsbook makes every effort to ensure that no errors are made in prices offered or bets accepted. Human, mechanical, or technical issues may occasionally result in errors. The Sportsbook reserves the right to correct any errors and to cancel or void any bets placed where such errors have occurred.
2. All cancelled wagers shall be refunded (i.e., the stake) to the patron as soon as practical.
3. The following are reasons why bets may be cancelled, although the list is not inclusive.

- a. Cancellation/rescheduling of the intended event.
 - b. The patron placed an unintended wager.
 - c. The sports event was created with incorrect odds or other obvious error (see also Obvious Error/Resettlement rule) and the Commission has approved in advance such cancellation or voiding.
4. Unless otherwise stated, in the betting offer or in the special rules of each sport:
- a. If a game is not completed or not played (e.g., through disqualification, interruption, withdrawal, changes in draws, etc.), all undecided markets are considered void.

Examples include the following:

- i. The event or tournament is cancelled or declared void.
 - ii. Head-to-Head (H2H) Bets: If one or more participants withdraw before they have started the event/tournament.
 - iii. Combo / Multi Bet: The cancelled event selection is set to odds 1.00 and the overall bet odds is adjusted accordingly.
- b. In case of technical difficulties, for the Sportsbook to cancel a bet, the management reserves the right to deduct any invalid winnings from the bet winnings.

Obvious Errors and Resettlements

1. The Sportsbook will not cancel or void a wager due to an “obvious error” without prior approval of the Commission. The Sportsbook strives to ensure that there are no errors in odds or price offered or wagers accepted. Notwithstanding these efforts, if due to human or computer error or technical difficulties, if a patron places a wager based upon an obvious error and/or if a patron takes undue advantage of such a situation, then management may void wagers that are placed in obvious error only upon the Commission’s advance approval.
2. Examples of obvious error include:
 - a. Wagers with transposed odds.
 - b. Wagers offered or placed on markets that enlists incorrect participants.
 - c. Wagers offered or placed on markets where participants are incorrectly designated or listed in their incorrect order (e.g., wrong player name, wrong home team).
 - d. At the time a wager was placed for a particular event, the price/wager offered are materially different from the marketplace.
 - e. Misquotation or miscalculation of odds or terms due to human or computer error or due to technical issue.
 - f. Acceptance of bets on a game or an event that is finished or is in progress.

- g. Acceptance of bets on a game or an event that has been suspended or clearly should have been suspended.
 - h. A player taking advantage of obvious errors or colluding with other players to bet or wager on incorrect odds, pricing, or wagers offered.
 - i. Due to technical failure or computer error.
 - j. Wager placed or accepted on unapproved sporting event or team.
 - k. A wager or the result thereof is compromised due to any illegal activity.
 - l. Wager is placed and or accepted on an incomplete or abandoned event.
3. A resettled wager is a wager that may initially have been settled incorrectly or settled before the final outcome is determined. This includes, for example, a resettlement as a result of a technical error that results in a minor error in odds that needs to be corrected after initial settlement but does not meet the criteria for obvious error. In this case, a cash out transaction will be made void and the bet will be settled to the final result.

Settlement of Bets

1. Management reserves the right to remove or suspend a market/event at any given time. When a market is suspended, the requested bets will be rejected.
2. Potential winnings/returns on a ticket or bet slip is for information only.
3. Parlays: Potential winnings/returns are reduced every time one of the selections is deemed void or cancelled (push). Bet settlement will be done based on the rest of the selections.
4. Push: Unless odds are quoted for a tie or draw, any market in which the result is a tie will be refunded.
5. Management reserves the right to withhold payment and/or void the bets for the specific event if management has evidence that the event's integrity has been jeopardized, or the event has been manipulated (odds manipulation, match fixing, etc.). Evidence of the above may be based on the size of bets, the volume of bets, and/or pattern of bets placed. A decision given by the relevant governing body of the sport in question (if any) will be conclusive.
6. Management reserves the right to conduct an internal investigation on repetitive bets containing the same outcomes by a customer. During the investigation time, management reserves the right to withhold payment of such bets and/or void such bets.
7. Management reserves the right to delay the settlement of an outcome or an event until an official confirmation is published.
8. In case of an incorrect settlement of markets, Management reserves the right to correct them at any time.

9. When a problematic bet that meets one of the criteria mentioned above occurs and/or is identified during live betting or after the event has finished, the bet should not get cashed out. If the cash out bet settlement has been accepted, Management reserves the right to reverse cash out or/and cancel or void the bet.
10. All settlements are based on TV insert, results, and statistics provided by the relevant league's governing body. The Sportsbook does not recognize, protests, overturned decisions, changes to the score, etc., after the date that event was completed.

Dead Heat Rules

1. When two or more selections share one of the places, Sportsbook management permits the entry of win dead-heat and place dead-heat reductions, which are fractions indicating by how much the returns to the bettor are reduced. When each-way terms are stored with the bet, management will set reductions for each set of terms that were offered.
2. Management handles dead-heats by dividing the price for each selection by the number of selections that dead-heat. For a dead heat between two selections, each therefore pays out half as much as they would have done if either had won outright. For three dead-heat selections, each pays out only one-third as much, and so on.
3. When calculating how many places are paid, Sportsbook management counts as many selections as there are places, unless there is a dead heat for the last available place. For example, if three places are offered and two selections dead-heat for first, the next-finishing selection takes third place. If there are three places and three selections dead-heat for third, Sportsbook management pays out on all five selections finishing in the top three places.

CASH OUT

1. Cash Out allows the opportunity to fully settle or partially settle a bet at the displayed value ("Cash Out") before the market is resulted.
2. Bets will not be placed with the sole intention to Cash Out, as availability is never guaranteed.
3. Single and Multiple bets placed both pre-match and in-play are eligible to Cash Out.
4. Cash Out is only available on bets made through a wagering account (if available) where all selections placed are from eligible markets.
5. A Cash Out Offer is subject to a time delay; price changes or market suspensions during this time may result in a new Cash Out Offer being made, or in the suspension or removal of the Cash Out Offer on that selection or market at that time.

6. The Cash Out offer considers the following factors: selection, prices taken, current bet status.
7. Once a successful Cash Out message is returned for a full Cash Out, the bet is settled immediately and deemed final. No further event outcome will contribute to that bet.
8. When a bet is partially Cashed Out, part of your bet is settled, and any subsequent events will only impact the part of your bet that has not been Cashed Out.

PATRON COMPLAINTS/DISPUTES

1. If a patron has any complaint, claim, or dispute concerning any outcome of a wager or regarding the Sportsbook services, or any other sports wagering activity, please promptly bring any complaint, claim, or dispute concerning any outcome regarding the services or any other activity to Customer Support at:

WSI US, LLC
Attn: Legal Department
6600 Bermuda Road
Las Vegas, NV 89119
masupport@wynnbet.com

2. The Sportsbook shall diligently investigate all sports bettor complaints upon receipt.
3. A patron can contact the MGC directly to file a complaint by accessing <https://massgaming.com/regulations/fairdeal/> and completing the requisite information. Patrons can submit disputes by calling the Commission's Integrity Tip Line at 1 (844) 303-8477 or completing a form (found on <https://massgaming.com/regulations/fairdeal/>) and sending it via email to MGCcomments@massgaming.gov, or mailing it to: Massachusetts Gaming Commission, 101 Federal Street, 12th Floor, Boston, MA, ATTN: Sports Division.

SPORTS SPECIFIC RULES

The Sportsbook has sole discretion on the types of sporting events offered for wagering that are in accordance with events authorized for wagering by the Commission. The presence of rules for wagering on a particular sporting event does not obligate the Sportsbook to offer the sporting event for wagering. For clarity, there may be a sports category with rules listed below that is not available for wagering by the Sportsbook.

Pro Football / College Football

1. Overtime is included in the final result, unless stated otherwise in market description.
2. AFC/NFC Conference Winner bets are determined by which teams advance to the Superbowl.

3. NFL Divisional Winners are determined by which teams are deemed division winners according to NFL.com at the completion of the NFL Regular Season.
4. Will Either Team Score 3 Unanswered Times: Predict whether either team will string together 3 consecutive scoring plays. A safety, field goal and touchdown count as scoring plays. PAT's (Point after Touchdown) and 2-point conversions do not count as scoring plays as they are a continuation of the actual Touchdown.
5. Player specials (Passing Yards, Pass Completions, Receiving Yards, Rushing Yards, Sacks, Tackles, Assists, Will/Will not Score Touchdown etc.).
6. Players have to participate in the game for bets to stand. If a player does not take part of the game (even when he is in the official active roster), bets will be voided.
7. For settlement purposes, the player who carries the ball into the end zone or catches the ball in the end zone will be considered the touchdown scorer (i.e., not the Quarterback who passed it).

Pro Basketball / College Basketball

1. Bets will be determined and settled on the official final score of the full match including overtime, unless stated otherwise below (please see: Regular Time Only Markets). The final score of the match is determined only if the match is completed in its entirety. Bets requiring a fulltime outcome of a match that is abandoned will be considered void. All betting markets which are not reliant on the completion of the full match are eligible to be settled assuming the period for which they refer to is complete.
2. Regular Time Only Markets: Examples are:

Match Result
Half-Time / Full-Time
Highest Scoring Half
Highest Scoring Quarter
2nd Half Total Points Over / Under
3. 4th Quarter Markets: Resulted at the end of the fourth quarter, overtime will not count.
4. Overtime Included Markets: Examples are:

Money Line
2nd Half Total Points Over / Under (Including Overtime)
2nd Half Point Spread (Including Overtime)

Baseball and Softball

1. The Sportsbook offers all Baseball markets as Action without listed pitchers (Unless otherwise stated). If a listed pitcher is selected by customer and the pitcher does not start the game the bet will be a void.
2. Matches which have not started or are abandoned and not resumed within 12 hours of the originally scheduled starting time, will be postponed and markets will be voided.
3. All markets include Extra Innings unless stated otherwise.
4. Money Line: Result becomes official once 5 innings have been played (4.5 if the home team has the lead) and if the official Organizer announces a winner.
5. Run Line, Total Runs Over / Under, Team Total Runs Over / Under, Game Total Runs Odd / Even and Last Team To Score: At least 9 innings must be played (8.5 if the home team has the lead) and the official Organizer must announce the winner for bets to stand. If the match is abandoned, or continued on a later date, more than 12 hours after the original start time, the markets will be voided unless the outcome of the bet is already decided.
6. Player Specials: Any player involved in a player special must play in the game for bets to stand. For pitchers, they must throw at least one pitch. For batters, they must be featured in the starting line-up and make at least one plate appearance. For any games where 9 innings (8.5 if the home team is in the lead) aren't completed, all player specials will be voided, unless the outcome is already determined. The outcome may be determined by going over or the player being removed from the game before the game ends.
7. Change to Number Of Innings Being Played: If the official Organizer announces a change to the number of innings being played (for example, 7 innings instead of 9) before the match starts, then all bets will be valid if 7 innings are played (6.5 if the home team has the lead). This will count for all bets offered except for Money Line where just 5 innings would need to be completed (4.5 if the home team has the lead) for the result to become official.

Ice Hockey

1. Examples of bet types for Regular Time (60 minutes only):

Match Result (1X2)

Handicap (2 Way)

Handicap (3 Way)

Total Goals Over/Under

Odd/Even Total Goals

Home Team Goals Over/Under

Away Team Goals Over/Under

Team Shots on Goal Markets

Shots on Goal Over/Under
Home Team Shots on Goal Over/Under
Away Team Shots on Goal Over/Under
Most Shots on Goal H2H(2Way)
Correct Score
Player to score in the 3rd Period

2. Examples of bet types that include Regular Time and Overtime only (Shootout not included): All player specials
3. For H2H, or handicap H2H, all players must participate in the match for bets to stand. All points/goals/assist/shot (or any other stat) includes Regular Time and Overtime, Shootout not included. For Goalie Specials Goalkeeper must start a match for bets to stand.

4. Examples of bet types that include Overtime and Shootout:

Money Line
Handicap (2 Way) OT Included
Total Goals Over/Under OT Included
Odd/Even Total Goals OT Included
Home Team Goals Over/Under OT Included
Away Team Goals Over/Under OT Included

5. OT included markets will be resulted by the Operator by adding on a single goal to the team who wins the Shootout.
6. NHL Western or Eastern Conference Winner: The team that progresses to the Stanley Cup Final will be the winner.

Soccer

1. First / Last / Anytime / Next Goal Scorer: Predict the First / Last / Anytime / Next Goal Scorer in a match. Bets on players that have not played any part in the match will be void. For First Goal Scorer bets will also be voided for players that enter the pitch after the 1st goal was scored. Own goals do not count. For First Goal Scorer, in case the first goal is an own goal, the bet will be settled on the goal scorer of the second goal. For Last Goal Scorer, in case the last goal is an own goal, the bet will be settled on the goal scorer of the goal before that. For Next Goal Scorer (Livebet), in case the next goal is an own goal, bets will be voided. When the "No Goal Scorer" option is available and no goals are scored all bets on Goal Scorers will be resulted as lost, provided that the player has taken part in the game.
2. Hat-trick: Predict a player to score three (3) goals or more. Any players that do not take part in the match will be voided.

3. Match Result: First "X" Minutes: Predict the match result after period "X" has finished (only goals scored before/at "X" minutes count).

Example -

Match Result:

First 15 minutes (00.01-14:59)

First 15 minutes definition: Game clock 00.01-14.59

4. To Be Relegated: Predict which team will be relegated from a league. Bets will be settled according to the teams that occupy the relegation zone at the end of the season. In leagues, where relegated team(s) will be decided in the relegation playoff, bets will be settled according to relegation playoff results. Any changes affected after the end of the season are not considered for this bet.
5. Team To Win Both Halves Yes / No: Predict the winner of both halves.
6. Will / Will Not Lead During the Match: Predict whether the selected team will have the lead at some time during the match. Only regular time counts.
7. Grand Salami: Predict if there will be over or under a certain number of goals / points in one round of a league / fantasy league. If any of the matches are interrupted, and are not continued within 48 hours of the scheduled starting time, the bets will be refunded. The same will happen if a match is postponed more than 48 hours. If the Grand Salami is over the projected total, the winnings will be paid out even if one or more matches are postponed or interrupted.
8. Club Friendlies: In a case Club Friendly match is scheduled to be played in any other form or length than regular 2X45 minutes (f.e 3X30 min, 2X40 min), ALL bets on a match will be voided, including live betting. In a case Club Friendly match has been finished before regular 2X45 minutes has been played, all bets will be voided (odds will be set to 1,00, combos, parlays and system bets will be recalculated). Bets which have already been decided (for instance if a Soccer match is abandoned in the 2nd half), all bets related to the 1st half of this match will be settled as normal. This also applies in cases when the referee decides to finish a match earlier than scheduled 2X45 minutes format.
9. Player Specials (For example Will / Will not Score; Player to Score & Match Result; and similar): The player(s) must start the match for bets to stand, otherwise bets will be voided. Own goals (official) do not count.
10. Corners: Only taken corners will count.
11. Offsides: Only offside where the game is stopped will count.

12. Tournament Bets: All Tournament total bets (Goals, etc.) will be settled according to official statistics provided by the governing body. All bets include any extra time played but not penalty shoot outs.

Motor Sports (Formula 1, Rally, Indy Car, NASCAR, and Motor Bikes)

1. If the driver/team does not start (DNS), all bets will be voided (odds will be set to 1,00, combos, parlays and system bets will be recalculated). The exception to this rule is Outright markets that are treated as all-in markets and no refunds will be made on non-starters.
2. Race: All race bets will be conducted based on the official classification at the time of podium trophy ceremony presentation, further penalties/disqualifications don't apply for settlement purposes. If the race is abandoned before the completion of the race, then all the markets will be determined according to the declared official result, if that will be provided. If the race is abandoned and no official result is declared, then all selections will be voided.
 - a. *H2H*: If both drivers failed to finish the race, the driver who completed a higher number of laps is the winner. If both drivers failed at the same lap, then all bets will be voided. Rally has different H2H rules, please see Rally specific H2H rules below.
 - b. *Qualification*: All qualification bets will be conducted according to the official classification at the end of the qualification race. Further penalties/disqualifications do not apply for settlement purposes. If the event is abandoned before the completion of the qualification race, it will be resulted, as long as an official result is provided. If the event is abandoned and no official result is declared, then all bets will be voided.
3. Formula 1:
 - a. *Winner (Constructor)*: Market will be determined based on the team who was represented by the driver who won the race, not the team who achieved the most points in the race.
 - b. *Top 3 / 6 / 10*: Only drivers from the official FIA race classification will be resulted as winners. This also includes cases, when there are fewer drivers in the race classification, than indicated in the market name. Example: 12 drivers from 20 starters retire and 8 will finish the race. Only those 8 drivers who finished the race will be the winners for Top10 market.
 - c. *Fastest Lap*: Predict the driver who achieves best single lap time during the race.
 - d. *Constructor H2H*: The market is resulted based on the highest ranked driver from the H2H teams. If both drivers from one of the involved teams will not start the event (DNS) the market is determined as voided and odds set to 1.00. If at least one driver from each team starts the event, then the market is valid and will be determined accordingly.

- e. *First Lap Leader*: Predict the driver who will lead the race on the start/finish line at the end of the first lap. Formation laps are not included. If the race is declared to start behind the Safety Car the market will be resulted as voided.
- f. *First Lap Retirements*: Predict the number of drivers that will not complete the first lap. The market will be determined based on official FIA race classification: drivers having "0" under column "Laps" will be treated as retired drivers during the first lap. Formation laps and drivers who did not start the race (DNS) do not count. If the race is declared to start behind the Safety Car, the market will be voided.
- g. *Number of Classified Cars*: Predict the number of cars that will be classified in official FIA race classification. Please note: all cars that completed at least 90% laps from the number of laps completed by the winner, will be treated as classified by FIA.
- h. *Safety Car*: Predict whether the Safety Car will be used during the race or not. Virtual Safety Car periods and in case the race will be declared to start behind Safety Car do not count.
- i. *Winning Margin*: Predict the time gap between race winner and runner-up (between 1st place & 2nd place)
- j. *Hat-trick*: Predict if the driver will win all of the following: Qualification, Race and achieve Fastest Lap in the Race.

4. Rally

- a. *Stage Winner / Top3 / H2H / Best Team Driver / Winning Car*: If the stage is abandoned before the completion of the stage, then all the markets will be conducted according to the declared official result, if that will be provided.
- b. *H2H & Best Team Driver*: In H2H/Best Team Driver we set up a match between two or more drivers, and the best final position will be the winner. If one or all drivers do not start the rally or stage, or if none of them gets a result, then all bets will be voided. If all drivers start the rally/stage, but only one of them gets a result, the bet will stand.
- c. *Winning Car*: Market will be determined based on the car who was represented by the driver who won the rally/stage, not the team who achieved the most points in the race/stage.
- d. *Manufacturer Winner*: Market will be determined based on the official FIA teams standings classification.

Golf

1. Players must tee off on their 1st hole for bets to stand, otherwise the bet will be void. If the player withdraws after teeing off, the selection will be resulted as a loss.
2. Bets will be settled according to the results published by the Official site of that Tour. This includes tournaments that might be abandoned before their scheduled number of

rounds/holes. If a tournament is scheduled to play 72 holes, but is abandoned after 54 holes, all bets placed before the start of the last completed round are valid if the Official Organizer publishes final tournament results. All bets placed after the last completed round will be declared void.

3. In the event of a tie, match bets will be void.
4. Playoffs will count for settlement purposes on all bets.
5. Winner / Outrights: Bets on non-starters will be void. Bets are settled based on the player awarded the trophy as long as the result is confirmed by the governing Golf Tour, regardless of how many rounds/holes are completed. The result of the playoffs will be taken into account. If betting option "The Field" is available, the price for The Field includes all players not quoted in this market.
6. Tournament Match Betting (H2H): Bet on which player will achieve the highest finishing position on the leaderboard at the end of the tournament. Bets will stand regardless of the amount of holes played, as long as an official Trophy presentation occurs. If both players miss the cut, then the player with the lowest score after the cut has been made, will be declared as the winner. If all players fail to complete a particular round for any reason, the winner is the player with the lowest total score after the previous round. If a player is disqualified or withdraws after the cut has been made and his/her opponent has already missed the cut, the disqualified player will be the winner.
7. Match Betting Handicap: Bet on which player will achieve the lowest score at the end of the tournament after the stated handicap has been applied. If all players fail to complete a particular round for any reason, the winner is the player with the lowest total score plus (+) or minus (-) the handicap after the previous round. If a player is disqualified after the cut has been made and his/her opponent has already missed the cut, the disqualified player will be the winner.
8. Holes Match Betting Handicap: Which player will achieve the lowest score at the end of 18 holes round after the stated handicap has been applied.
9. Miss the Cut: Any reference to make/miss the "cut" requires an official cut/exclusion affected by the Organizers for bets to stand. If the tournament is abandoned before the completion of the 2nd round or cut/exclusion, then the market will be voided.
10. Hole Betting (2 ball / 3 ball / mythical 2 / 3 Balls, H2H): Bet on which of the stated players will achieve the lowest score over 18 holes. The market is determined at the end of the round. All bets will stand once all stated players tee off their first hole. If a round is abandoned, all bets on that round will be declared as void. Official tour sites scores recorded on the day will count for settlement of bets. Subsequent disqualification after this time does not count. For tournaments using the Stableford scoring system the highest points scorer during the round is deemed the winner.

11. 3 Balls: If two or more players have a tie for the best score at the end of the round, Dead-Heat rules will apply.
12. Finishing Positions: What will the official final finishing position be for the selected player (ties included). As an example: Top 5/10/20 - All players finishing in the Top 5/10/20, including ties, are paid the full amount. Groups/Top nationality/Round Six Shooter - Groups and Nationality will be resulted on the total score once the tournament is finished. Round Six Shooter is, as indicated in the name, the lowest score for that particular round for the selected players. In case of ties for these markets we apply the "Dead Heat" rule.
13. Team Competition (e.g., Ryder Cup): If a match is not completed and the players agree to stop playing, then bets will be settled on the official result declared by the competition's governing body.

Tennis

1. Match Winner: One full set must be completed for bets to stand (if a match is discontinued for any reason after the 1st Set, bets will stand). If the 1st set is not completed for any reason, all bets will be void.
2. Total Games Over / Under: Predict if the match will end over or under a projected total of games played in the match. If one of the players withdraws before this total is reached, the bets will be refunded. If Total Games has been decided already, bets will be settled (f.e. Total games line is 17.5 and one player retires when score is 6-4 5-3: Over will be winner and all Under bets will be lost). Total Game Over/Under betting for specific sets will be settled accordingly.
3. Set Betting: If a tennis match is not completed for any reason, all bets on Set Betting (Best of Three or Best of Five) will be voided. All bets on a specific set will stand if the set is completed.
4. Game Handicap: If a tennis match is not completed for any reason, ALL bets on Game Handicap will be voided. Game Handicap betting for sets will be settled when the set is finished. Bets will be voided for the set where retirement took place.
5. Set Handicap: If the result of the bet is already determined (not possible to win or to lose a bet), all bets will be determined accordingly.
 - a. Example 1 (Best of 3 match): If player A wins the first set and player B retires in the second set, +1.5 set handicap for player A will be settled as won and -1.5 set handicap for player B will be settled as lost since any natural conclusion to the match would result in player A either winning 2-0, winning 2-1 or losing 1-2.
 - b. Example 2 (Best of 5 match): If player A wins the first and second set, +1.5 and +2.5 sets for player A will be settled as won and -1.5 and -2.5 sets for player B

will be settled as lost since any natural conclusion to the match would result in player A either winning 3-0, winning 3-1, winning 3-2 or losing 2-3.

6. Match Tie Break: When a Match Tiebreak is played in the final set to determine the match, it will be counted as 1 Set and as 1 Game.
7. Special Bets: If a tennis match is not completed for any reason special bets that are not determined will be voided. Bets on already decided outcomes will stand. All bets related to a specific set stand if the set is completed.
8. Delay or Suspension: Bets will still stand when it's a delay in the starting time of the match, or suspension during the match as long as the match is eventually completed.
9. Change of Venue Or Playing Surface: All bets will stand even if there is a change of announced playing surface or they are changed from indoor to outdoor.

Boxing and MMA

1. Results will be graded based on the official result decided at ringside. The result may be revised or altered after initial presentation by the ring announcer. Bets are not official until results are verified by officials at the fighting venue.
2. Any alterations after the ringside result by a sanctioning body, which overturns a fight decision, based on appeal, lawsuit, drug testing result, or any other sanction will not be recognized and bets will remain as they were based on ringside result.
3. For bets on a specific total number of rounds, if a fighter does not answer the bell to start a round where the fight has gone the exact distance listed on the total, the UNDER is the winner as that round never officially started.
4. If a fight is deemed as "No Contest" or "No Decision", ALL bets will be voided (combos, parlays and system bets will be recalculated), regardless if they were already decided or not.
5. A Draw happens when the scorecard is a draw.
6. A Knockout (KO) happens when a boxer does not stand up after a 10 count. A Technical Knockout (TKO) is the third knockdown on the same round, the fourth during the whole match or if the referee steps in. Any corner retirement will be considered a technical knockout (TKO), unless the fight is subsequently decided by the judges' scorecards, or is declared as "No Contest".
7. A Decision result is the precedent from the scorecard points between the judges. A Technical Decision is settled by the judges' scorecards at any time other than at the end of the scheduled rounds.

8. A Unanimous Decision is recognized when all three judges score the same fighter as the winner.
9. A Split Decision is recognized when two judges score the same fighter as the winner and one judge scores the other fighter as the winner.
10. A Majority Decision is recognized when two judges score the same fighter as the winner and one judge scores the fight a draw.
11. Disqualified Opponent is defined when a bout is stopped short of a KO, TKO or judge's decision because, intentionally, one or both contestants have repeatedly fouled or violated the rules, and the referee declares a disqualified boxer who as a result automatically loses the bout to the opponent.
12. For wagering purposes, a wager on a fighter to win by "KO/TKO" wins if the selected fighter wins by KO, TKO, DQ, submission, corner stoppage (RTD). Any other form of stoppage will be also considered as TKO.
13. To Go the Distance Yes / No: Predict if the result of the fight will be decided by judges. Official designated number of rounds must be fully completed for YES to be a winner. NO will be resulted as winner, when the winner of a fight will be decided before all designated number of rounds has been completed.
14. Change in Number of Scheduled Rounds: Following bets will stand: Fight Result (1x2) or Fight Result (Draw No Bet). Following bets will be voided: Total Rounds Over/Under; Exact Ending Round Number; Win by KO, Win by TKO, Win by DQ; Win by Unanimous Decision; Win by Split Decision; Win by Majority Decision; Win by Submission; To Go the Distance
15. Boxing: Over/Under rounds are based on only completed rounds. The halfway point of a round is at exactly one minute and 30 seconds of a 3 minutes round. As an example, thus, 3½ rounds would be one minute and thirty seconds of the 4th round. Technical Draw happens if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or Disqualification. Exhibition boxing matches where no official result will be given, bets will be settled according to the unofficial scores provided by the judges of WBC, WBA, IBF or WBO. In case no scores are provided by any of these organizations, bets will be voided.
16. Mixed Martial Arts (MMA): Over/Under rounds are based on only completed rounds. The halfway point of a round is at exactly two minutes and 30 seconds of a 5 minutes round. As an example, thus, 3½ rounds would be two minutes and thirty seconds of the 4th round. Submission will be considered when the referee stops the fight or one of the fighters taps out during a submission technique. As an example, at UFC a technical submission is recorded as a submission, and any submission to strikes counts as a

technical knockout. If either fighter fails to answer the bell for the next round then his opponent will be deemed to have won in the previous round.

Rugby (Union, League, & Sevens) & Australian Rules Football

1. All market types are based on the result at the end of 80 minutes (Regular Time).
2. A Try and Drop Goal is a way of scoring points (goals). When a try is scored, the scoring team gets to attempt a conversion, which is a kick at goal to convert the try from one set of points into another larger set of points (Try Converted).
3. If the match is abandoned before the completion of regular time (or 1st half for Half-Time bets) then all markets will be voided regardless of whether the outcome has already been determined.
4. The exception is for Tryscorers when the match is abandoned in the 2nd half, but a try has been scored in the 1st half.
5. For the Australian NRL State of Origin competitions, the Sportsbook will result all other selections as lost regardless of whether they were on the field of play or not at the time of the first/last try. All bets related to "To Score," "First Try Converted," and "First Try Time," penalty tries do count, while bets related to "Tryscorer" penalty tries do not count.

Olympics/Athletics

1. General rules and individual sport rules apply. See Sport specific rules for details.
2. The results are determined by the official result list at the time of the medal ceremony. When there is no medal ceremony within 30 minutes after the completion of the event, the results will be determined by the official result list available at that time.
3. In H2H, the participant who has the best final position wins. If one participant should proceed further than the other one, the one proceeding the furthest will win. If both participants are knocked out at the same level (for example both fail to advance from quarter finals), the one with the better result will be the winner. If for any reason it is not possible to define the better result, the bets will be voided. If one participant is a non-starter all H2H or special bets involving that participant will be void, however outright bets will stand. In H2H events with qualifications and semi-finals preceding the final bets will be refunded if the athlete did not proceed to the rest of the competition after placing the bet. On the other hand, bets placed before the part where the athlete occurred will be settled according to official results.

Cycling

1. The Winner of the race or stage will be settled on the result of the podium ceremony. If there is no podium ceremony, then the Operator will result markets based on the results published by the organizers official result list.

Alpine Skiing

1. In Slalom and Giant Slalom both runs of the event must be completed for bets to stand and at least one skier must complete both runs for a H2H bettor stand. The same applies if Downhill or Super G is run in two runs due to weather conditions or any other reason.
2. In Downhill and Super G both skiers must leave the start gate for a H2H bet to stand, if both skiers do not complete the run, the bet is void.
3. Olympics medal specials: The athlete will have to participate in at least one competition, otherwise all bets will be voided
4. Best Finisher: In case any of the listed athletes is a non-starter in the event, all bets will be voided.

Athletics

1. The results are determined by the official result list at the time of the medal ceremony. When there is no medal ceremony within 30 minutes after the completion of the event, the results will be determined by the official result list available at that time.
2. In H2H, the participant who has the best final position wins. If one participant should proceed further than the other one, the one proceeding the furthest will win. If both participants are knocked out at the same level (for example both fail to advance from quarter finals), the one with the better result will be the winner. If for any reason it is not possible to define the better result, the bets will be voided. If one participant is a non starter all H2Hor special bets involving that participant will be void, however outright bets will stand.
3. In H2H events with qualifications and semi-finals preceding the final bets will be refunded if the athlete did not proceed to the rest of the competition after placing the bet. On the other hand, bets placed before the part where the athlete occurred will be settled according to official results.

Badminton

1. If any participants retire, all match winner and handicap bets will be voided.
2. If a listed player doesn't start in a singles or a doubles match the bets on this individual match will be voided. All bets on the outcome of a team match will however not be

affected by any player substitutions or changes in the team line-ups. All bets stand on the outcomes of a team match, even in the event that one or more individual matches is settled by walk over decisions due to player resignation.

3. If any participants retire, the Over/Under bets will be voided unless the line has already been exceeded in which case it will be resulted accordingly.

Beach Volleyball

1. If a player withdraws from the match before it is finished, the bets will be refunded, regardless of when in the match the player resigns.

Biathlon

1. The results are determined by the official result list at the time of the medal ceremony. When there is no medal ceremony within 30 minutes after the completion of the event, the results will be determined by the official result list available at that time.
2. Shooting H2H: Both participants must finish the event for bets to be valid.
3. Olympics Medal Specials: The athlete will have to participate in at least one competition, otherwise all bets will be voided.
4. Best Finisher: In case any of the listed athletes is a non-starter in the event, all bets will be voided.
5. Winning Nation: The bet type will contain one or more nations and "Any other nation" as the betting options. In case any of the teams that are not part of "Any other nation" does not start, all bets will be voided. In case any of the teams that are part of "Any other nation" does not start, all bets will stand.

Cricket

1. If an event is affected by external factors (such as bad weather) and is not declared as a 'no result' then the Operator will result markets based on the official competition rules according to the events governing body. Please note that this includes events where the result is determined by the Duckworth-Lewis method and where the scheduled number of overs is reduced.

Curling (Winter Olympic Curling only at this time)

1. Match Betting: All matches will be settled on the final score including extra ends / over time.

2. In case a match has been played and ended without numeric score but winner is determined anyway, Match Winner market will be determined accordingly while Handicap & Total Points markets will be voided.
3. End Betting: For end betting purposes, if a Blank End price is not offered for a specific end, all bets will be void if the end is blank. (0-0)

Darts

1. Match Result (No Draw): In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be the winner.

Handball

1. For player H2H and H2H handicap all players must participate in the match for bets to stand.
2. Number Of Players To Score: Predict the number of different players to score in the game. Both goalkeepers and field players are included.
3. Player H2H and H2H Handicap: All listed players must participate in the match for bets to stand.
4. Player Scoring Efficiency: Players will need to have at least one attempt on goal for bets to stand.
5. Player Specials: The player must take court during the match for bets to stand. Player specials include, but are not limited to, goals, assists, individual fast break goals, 7m goals, blocks, steals, saves.
6. Player + Player Total Goals: Both listed players must participate in the match for bets to stand.
7. Player + Player Over / Under Saves: At least one of the listed players must participate in the match for bets to stand.

Nordic Combined

1. In case the athlete does not qualify for the competition, all bets which include that athlete (except outright winner and top 3) will be voided. If the ski jump part of the competition did not take part, all bets will be void.
2. Olympics Medal Specials: The athlete will have to participate in at least one competition, otherwise all bets will be voided.

Ski Jumping

1. H2H: Both jumpers must qualify for and start the event for bets to be valid.
2. Olympics Medal Specials: The athlete will have to participate in at least one competition, otherwise all bets will be voided
3. World Championship Ski Flying: In case all competition rounds scheduled for the 2nd day of the individual event are officially cancelled and not rescheduled to any other date (= 1st day results count as final results of the event) then all bets placed after the 1st day is completed will be voided
4. Ski Jumping Live bet: In case the final round of the event is officially cancelled then all the bets placed after the previous round is completed will be voided. The same rule applies to final round of the first day for individual competition during the Ski Flying World Championships

Snooker

1. Match Result (No Draw): In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory, will be the winner.
2. Total Frames Over / Under: This market is determined at the end of the match. If the match is abandoned before the completion of regular time, then the market will be voided regardless of whether the outcome has already been determined.
3. 1st Frame Markets: If the match is abandoned before the completion of the first frame, then the markets will be voided. 1st 4 Frames Markets: If the match is abandoned before the completion of the first four frames, then the markets will be voided. 1st 8 Frames Markets: If the match is abandoned before the completion of the first eight frames, then the markets will be voided.

Volleyball

1. Outright: In the event of a match taking place and not being completed then the team progressing to the next round or is awarded the victory will be the winner.
2. Full Time Related Markets: If the match is abandoned before completion, then all markets will be voided regardless of whether the outcome has already been determined.
3. Specific Set Related Markets: If the match is abandoned before completion of the specific set, then all markets will be voided regardless of whether the outcome has already been determined.
4. Lose 1st Set & Win Match: This market is determined at the end of the match. If either team withdraws from the match before the first set finishes, then we will result in the

market as void. If the team who loses the 1st Set is then awarded the victory, then the market will be resulted as a winner.

5. For competitions with two legs ties are decided by a 'Golden Set'. For settlement purposes the Golden Set does not count. Except markets such as: Which Team Qualifies? Which team will advance? Will they need to Play Golden Set? Or any other market which specifies Golden Set in the description.

Lacrosse

1. If 60 minutes is not completed by any reason then all bets will be void, except for bets where the outcome has already been decided. If an official result is declared by the relevant governing body within 48 hours, all bets will stand. Examples of bet types that include Regular Time and Overtime only (Shootout not included): player specials

Floorball

1. All bets are regular time unless otherwise stated.
2. Player specials: For all player matches, or handicaps all players must participate in the match for bets to stand. All points/goals/assist/shot (or any other statistic for players) scored during Regular time and Overtime count; however points scored during penalty shootouts do not.

Table Tennis

1. If any participants retire, all match winner and handicap bets will be voided. If any participants retire, the Over/Under bets will be voided unless the line has already been exceeded in which case it will be resulted accordingly.

BET BUILDER (SAME GAME PARLAY)

Bet Builder Rules (Same Game Parlay) -- Soccer

1. Bet Builder bets placed on Soccer apply to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and Penalties. Match officials determine whether the full 90 minutes and injury time has been played.
2. Any postponed events will be voided unless continued within 48 hours of kick-off time.
3. If the venue of a match is changed from the one advertised, all bets on that match will be voided.
4. For matches played at a neutral venue, all bets will stand regardless of the order in which the teams are listed, and of whether or not the game is or had been explicitly listed as being played at a neutral venue.

5. If any individual selection is void, or a player in the bet does not take any part in the match, then the whole bet will be made void.
6. For any obvious pricing errors, we reserve the right to cancel any bets placed at that wrong price upon advance approval by the Commission.
7. If an event is abandoned, any bets where the outcome has already been decided, e.g., half-time result or first team to score will stand.
8. Be sure to check your betslip before you confirm your bet. The Sportsbook does not process requests to void any BetBuilder bets that were made by mistake.
9. Soccer Specific Market Rulings:
 - a. Who will win?: Patron bets on the result, i.e. Team A, Draw or Team B.
 - b. Who will score?: Patron is betting on whether a nominated player will score a goal. Own goals do not count towards this market.
 - c. How many match/team corners?: Patron is betting on whether the total number of corners will be above or below the numbers quoted. Only corners that are taken will count. Corners that are indicated as given but subsequently not taken will not count. If a corner is retaken, it will only count as one corner. Corners in extra time do not count towards the total.
 - d. How many team goals?: Patron is betting on how many goals a nominated team will score. Own goals committed by the opposing team are included in the settling of this market.
 - e. What else will happen/What else will happen to a team?: Patron is betting on whether a nominated event will occur either in the match or to a selected team respectively, such as:
 - i. Penalty missed – Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick directly. If a penalty is ordered to be retaken, the original penalty will not count towards any official settlement. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
 - ii. Penalty scored – Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection.
 - iii. 2+ penalties scored – Whether two, or more, penalties will be scored. Penalties scored but ordered to be retaken, the original penalty will not count.

- iv. Free kick goal – Whether a free kick will be scored. Any bets involving free kick goals must be scored directly from a free kick. Penalties do not count. The player taking the free kick must be the scorer of the goal.
 - v. Header goal – Whether a header will be scored over the course of the match. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
 - vi. Outside box goal – Whether a goal will be scored from outside of the 18-yard box/penalty area. Own goals are excluded. Any other method of goal scored from outside of the penalty area will count, including free kicks.
 - vii. Own goal – Whether an own goal will be scored.
 - viii. Woodwork – Whether the frame of the goal is hit during active play. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.
 - ix. Go to extra time – Whether the match will go to extra time after the 90 minutes, in applicable matches where extra time can be played.
 - x. Go to penalties – Whether the match will go to penalties/a penalty shootout, in applicable matches where penalties can be played.
 - xi. Team clean sheet – Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc, would be winning outcomes.
 - xii. First/last team to score – Which team will score the first or last goal. Rescinded and/or disallowed goals do not count. If no goals are scored in the match, these markets will be resulted as losers.
 - xiii. First/last corners – Which teams will be awarded and subsequently take the first/last corner in the match. If no corners are awarded in the specified period, these markets will be resulted as losers.
 - xiv. Most corners – Which team will take the most corners in the match. If the corner count is tied at the end of the match, this selection will be resulted as a loser.
 - xv. Team woodwork – Whether the frame of the goal is hit by that team during active play. A team woodwork will still count if it is the defending team hitting their own woodwork with the ball. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.
- f. Which player will score first/last?: Patron is betting on which player will score the first/last goal within the match. Own goals do not count. For example, if you have selected a player to score the first goal in the match and the first goal was an own goal, then the bet will be settled on the next goal that is scored. In this same scenario the scorer of the first goal that is not an own goal will be settled as the first goal scorer. In relation to 'Which player will score first', if your player has not participated in the match at the point the first goal is scored, selections will be made void. In relation to 'Which player will score last', If your player has participated in the match before or during the time the last goal is scored, related selections will stand. If no goals or only own goals have been scored in a match,

first and last goal scorer markets will be settled as losers, if the selected player(s) participated in the relevant periods of the match as described above.

- g. How many player goals?: Patron is betting on whether the nominated player will score 1+/2+ or 3+ goals in the match. Own goals are excluded.
- h. How will a player score?: Patron is betting on the method by which the nominated player will score, with the following options available (own goals are excluded for all):
 - i. Header – the nominated player scores a goal that is classed as coming off the player’s head or shoulder, whether it is intentional or not.
 - ii. Free kick - the nominated player scores a direct free kick for their own team.
 - iii. Outside of the box – the nominated player scores from outside of the 18-yard box/penalty area for their own team. A free kick scored from outside of the box counts as a winning selection.
 - iv. Penalty – the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A rebound from a penalty will not be classified as a goal scored by penalty.
- i. What is the double chance?: Patron is betting on the match (or specified period) ending in one of the two displayed outcomes. For example, Team A/Draw would require the match (or specified period) to end with either Team A winning or a draw in order to be a winning selection.
- j. Who will be ahead at half time / full time?: Patron is betting on the result of the match at halftime and at full-time. Both need to be correct in order for this to be a winning selection.
- k. How will a team win?: Patron is betting on different markets relating to how a team will win, including:
 - i. Winning margin – By what margin the nominated team will win by.
 - ii. Win to nil – Whether the nominated team wins to nil. For example, nominated team winning 1-0, 2-0, etc., would result in this being a winning selection.
 - iii. Win from behind – Whether the nominated team wins the match (or specified period) after having been behind by at least one goal at any point within that period.
 - iv. Win in extra time – Whether the nominated team wins the match in extra time. Patron selected team must win the extra time period (2 x 15 minutes plus injury time, unless otherwise stated). If the match does not go to extra time, this market will be settled as a loser.
 - v. Win on penalties – Whether the nominated team wins the match after penalties/a penalty shootout. If the match does not go to penalties, this market will be settled as a loser.
 - vi. Qualify – Whether the nominated team qualifies to the next round of fixtures in the specified tournament/cup/league.

Bet Builder Rules (Same Game Parlay) -- Football

1. Selection and Bet Results: All Football BetBuilder selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. For instance, selections on a team to win a match where it is a tie after overtime, even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a quarter, half or match finishes scoreless, then touchdown or point-scoring selections for that period (e.g., Player to Score a 1st Half Touchdown) will be settled as losers. If one more selections in any bet are resulted as void due to the player(s) in question not participating in a game (as per section 4), the entire bet will be resulted as void. Selections voided for other reasons (typically game abandonment or postponement) will be resulted according to these House Rules.
2. Overtime: All Football matches will be settled on the official declared result including any overtime.
3. Second Half / Fourth Quarter Markets: All second half and fourth quarter market selections do include overtime if it occurs. For example, a total second half points selection would include the points scored in both the second half and overtime.
4. Player-Specific Markets: All player selections will be considered active if a player participates in at least one play at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player does not participate in a single play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score a touchdown in the second half would be active (and therefore settled as a loser) if that player participated in the first play of the match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced and did not participate in any plays whatsoever, the selection and therefore bet would be void.
5. Postponed and Incomplete Matches: If a match is postponed or incomplete, all bets will stand if the game is subsequently resumed or played within the same scheduling week of the NFL schedule (Thursday – Wednesday local stadium time) as the originally scheduled start time. All bets placed on games which are postponed and commence outside their originally designated scheduling week will be void, and stakes will be refunded. Same principles apply to College Football.
6. Abandoned Matches: If a game is abandoned prior to commencement, it falls within the same scheduling week rule for postponed matches as described above. If it is halted during play, and then resumed and completed during the same scheduling week, all bets will stand also as per section 5. If a game is halted after commencing but prior to

completion, and it is not resumed and completed within the same scheduling week, the following rules apply:

- a. BetBuilder bets will be void if they include at least one selection involving a player who has not yet been on the field for at least one play. The rules outlined below are all applied subject to and subsequent to the application of this rule.
 - b. If every selection within a BetBuilder bet on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the BetBuilder bet in its entirety will be treated as a winner. For example, a 2-leg BetBuilder bet containing an over total points selection and a certain player to score a touchdown, in a game where the required points have been reached and the player did score a touchdown before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
 - c. If a single selection of a BetBuilder bet has been lost and a match is then abandoned, the BetBuilder bet will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, a BetBuilder bet including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
 - d. If there are no losing selections within a BetBuilder bet and at least one void selection at the time of a match abandonment, the BetBuilder bet will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an BetBuilder bet including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.
7. Venue Changes: If the venue of a match is changed from the one advertised, all bets on that match will be voided.

Bet Builder Rules (Same Game Parlay) -- Baseball

1. Selection and Bet Results: All baseball BetBuilder selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. For instance, selections on a team to win a match where the game finishes in a tie or draw, whether the final result has been determined with or without extra innings, and even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to MLB as extra innings are played until a team wins, but may be applicable to

other baseball leagues or competitions as per their individual competition rules. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If one or more selections in any bet are resulted as void due to the player(s) in question not participating in a game (as per section 4), the entire bet will be resulted as void. Selections voided for other reasons (typically game abandonment or postponements) will be resulted according to the rules outlined in sections 7 and 8 of this document.

2. Extra Innings: All baseball matches will be settled on the official declared result including any extra innings. All team and player statistics accrued during extra innings are included for the purposes of bet settlement.
3. Listed / Designated / Named Pitchers: BetBuilder baseball bets do not include and are not reliant on listed/designated/named pitchers. If either or both originally announced starting pitchers in a game are scratched or replaced by other pitchers, prior to the match commencing and after any bets have been placed, those bets will stand. Where pitchers may have been listed in or relative to the display of any selections, these will be treated as indicative only, and will not affect or prevent the application of this rule. Selections specifically involving a pitcher who does not play (and therefore bets including those selections) will still be voided as per the rules for player-specific markets in section 4.
4. Player-Specific Markets: If a player does not participate in a match, selections specific to that player (and therefore the entire bet) will be void. This rule is applied as follows:
 - a. Selections on hitting / batting markets will be active if the player in question gets at least one plate appearance. If the player does not appear at the plate, these selections will be treated as void.
 - b. Selections on base stealing markets will be active if the player in question enters the game at any point. This includes making a plate appearance but also playing as a fielder, defensive substitute, pinch-runner, and so on. If the player does not enter the game in any such capacity at any point, these selections will be treated as void.
 - c. Selections on pitching markets will be active if the player in question throws at least one pitch in the game. If the player does not do so, these selections will be treated as void. Player selections will be considered active or void per the rules above, regardless of whether a selection may reference a specific period of a match. For instance, a selection on a certain player to get 1+ hits in the first 5 innings of a match would be active (and therefore settled as a loser) if that player only entered the game as a substitute after the 5th inning, and made his plate appearance(s) from that point. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and thus did not make any plate appearances, the selection and therefore bet would be void.

5. 7 Innings Games / Double Headers: Where baseball games have been originally scheduled prior to commencement to be played for fewer than 9 innings (e.g. 7 innings games for MLB double headers), matches will be settled as normal in accordance with the rules outlined in this document (i.e. treated as regular rather than reduced-innings matches).
6. Postponed and Incomplete Matches: If a game does not commence on the scheduled calendar day of the officially listed start time (local stadium time), all bets on the match will be void. If a game is suspended after it has commenced, and is then resumed within 36 hours (inclusive) of the original start time, all bets will stand. If a game is suspended after it has commenced, and is resumed more than 36 hours after the original start time or not at all, it will be treated as an abandoned game and settled under the rules in sections 7 and 8 (all bets will be void apart from those which have already been irrevocably determined). This rule does not apply to playoff games; in the case of a suspended playoff or postseason tournament game, all bets will stand through any case of suspension, until the game is officially completed as per the relevant league/organization.
7. Reduced-Innings Matches: Where baseball games are shortened after the match has commenced (e.g., innings reduced due to bad weather), they will be settled according to the following rules:
 - a. Bets will be void if they include at least one selection involving a player who does not participate in the game, as per the rules outlined in section 4. The rules outlined below are all applied subject to and subsequent to the application of this rule.
 - b. If every selection within a bet on the game is already a winner where the fact of reduced innings had no impact on the outcome of each selection, the bet in its entirety will be treated as a winner. For example, a 2-leg bet containing an over total runs selection and a certain player to hit a home run, in a game where the required runs total had been reached and the player did hit a home run, and where the match was played with reduced innings, will be treated as a winner. In this case, the game being played with reduced innings had no impact on either selection. The same would not apply to an under-total runs selection where a game is shortened while the total score is still under the chosen number, as the reduced innings would impact that outcome.
 - c. If a single selection of a bet has lost and a match is then shortened, the bet will be treated as a loser, where regardless of the fact of reduced innings, the selection(s) in question had been irrevocably concluded. For example, a bet including a first team to score selection, in a game where the other team scored first and the match was subsequently then played with reduced innings, will be treated as a loser. In this case, the bet had already been lost, and this outcome could not be affected in any way by whether the game was subsequently shortened or not.
 - d. If there are no losing selections within a bet and at least one void selection on a match where innings are reduced after commencement, the bet will be treated as void. This rule applies where one or more selections are effectively undecided

after the reduced number of innings have been completed, and may still have won or lost if the full amount of innings had been completed as scheduled. For example, a bet including an over total runs selection, in a shortened game concluded while the total runs are still below the required amount, will be treated as void. In this case, the total runs selection was still undecided and may have won or lost but for the shortening of the match, so the selection and therefore bet will be voided.

- e. The only exception to the rules above is the Match Winner / Money Line / Head-to-Head market result. This will be settled according to the official league result of the match – if a game with reduced innings still ends in an official win/loss result per the relevant league, the Match Winner market will be settled as such. Matches concluded after 8.5 innings (where the home team is ahead after 8.5 innings and the match has ended there) are not treated as shortened matches. They will be settled as per normal settlement rules and not by the rules presented in this section for matches with reduced innings. This also applies to games scheduled to be 7 innings which finish after 6.5 innings with the home team ahead.
8. **Abandoned Matches:** If a game is abandoned prior to commencement, it falls within the scheduled calendar day rule for postponed matches as described in section 6. If a game is abandoned after commencing, but still ends with an official win/loss result per the relevant league/organization, it will be settled under the rules in section 7 for reduced innings matches. This will include the settling of that official result under subsection 7.5. If a game is abandoned after commencing and is not designated with an official win/loss result by the relevant league/organization, it will be settled as per the rules in section 7 for reduced innings matches, but the Match Winner / Money Line / Head-to-Head market result will be settled as void.
 9. **Venue Changes:** If the venue of a match is changed from the one originally scheduled, bets will stand if the original home and away teams remain designated as such. If the venue is changed and the home and away team designations are reversed, bets placed under the original home/away listing will be void.

Bet Builder Rules (Same Game Parlay) -- Basketball

1. **Selection and Bet Results:** All Basketball BetBuilder selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void. For instance, selections on a team to win a match where it is a draw after overtime (or normal time if no overtime is to be played), even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to NBA or NBL matches as they play repeated overtime periods until a team wins, but may be applicable to other basketball leagues or competitions as per their individual competition rules. Similarly, 'Race to X'

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

2. Overtime: All basketball matches will be settled on the official declared result including any overtime.
3. Second Half / Fourth Quarter Markets: All second half and fourth quarter market selections do include overtime periods if they occur. For example, a total second half points selection would include the points scored in both the second half and any overtime periods played.
4. Player-Specific Markets: All player selections will be considered active if a player enters the court as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the court during a match, selections specific to that player will be void. For instance, a selection on a certain player to score 10.5+ points in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the court during the second half. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and never took to the court, the selection and therefore bet would be void.
5. Postponed and Incomplete Matches: Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.
6. Abandoned Matches: If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:
 - a. BetBuilder bets will be void if they include at least one selection involving a player who has not yet entered the court as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
 - b. If every selection within a BetBuilder bet on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the BetBuilder bet in its entirety will be treated as a winner. For example, a 2-leg BetBuilder bet containing an over total points selection and a certain player to score 10.5+ points, in a game where the required points have been reached and the player did score more than 10 points before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.

- c. If a single selection of a BetBuilder bet has been lost and a match is then abandoned, the BetBuilder bet will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, a BetBuilder bet including a first player to score selection, in a game where a different player scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already been lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
 - d. If there are no losing selections within a BetBuilder bet and at least one void selection at the time of a match abandonment, the BetBuilder bet will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an BetBuilder bet including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.
7. Venue Changes: If the venue of a match is changed from the one advertised, all bets on that match will be voided.

Bet Builder Rules (Same Game Parlay) – Ice Hockey

1. Selection and Bet Results: All ice hockey BetBuilder selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void. For instance, selections on a team to win a match where it is a draw after overtime (or normal time if no overtime is to be played), even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to NHL matches as they advance to shootouts after a tied overtime period (regular season) or play open-ended sudden death overtime (playoffs), but may be applicable to other ice hockey leagues or competitions as per their individual competition rules. Similarly, ‘Race to X’ selections where neither team reaches the selected score will be settled as losers, regardless of whether a ‘neither team to reach X’ selection was available as an alternate selection or not. If a period finishes scoreless, then goalscoring selections such as First or Last Goalscorer for that period will be settled as losers.
2. Overtime / Shootouts: All ice hockey matches will be settled on the official declared result including any overtime and shootouts. Goals scored in shootouts are disregarded for settlement purposes. The goal assigned to the score of a winning team after a shootout (e.g., the only goal in a game that finishes 0-0 after overtime and therefore 1-0 after the shootout) counts for the purposes of total game score and total team goal selections, but

is not assigned to a player and does not count towards the settlement of any player scoring markets.

3. Third Period Markets: All third period market selections do include overtime and the resultant goal from shootouts if they occur. For example, a total third period goals selection would include the goals scored in both the third period and the winning goal from either overtime or resulting from the shootout
4. Player-Specific Markets: All player selections will be considered active if a player takes to the rink as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the rink during a match, selections specific to that player will be void. For instance, a selection on a certain player to score in the third period would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the ice during the third period. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and never took the ice, the selection and therefore bet would be void.
5. Postponed and Incomplete Matches: Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.
6. Abandoned Matches: If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:
 - a. BetBuilder will be void if they include at least one selection involving a player who has not yet entered the rink as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
 - b. If every selection within a BetBuilder on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the BetBuilder in its entirety will be treated as a winner. For example, a 2-leg BetBuilder containing an over total goals selection and a certain player to score, in a game where the required goals have been reached and the player did score before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under-total goals selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
 - c. If a single selection of a BetBuilder has lost and a match is then abandoned, the BetBuilder will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, a

BetBuilder including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already been lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.

- d. If there are no losing selections within a BetBuilder and at least one void selection at the time of a match abandonment, the BetBuilder will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, a BetBuilder including an over-total goals selection, in a game abandoned while the total goals are still below the required amount, will be treated as void. In this case, the total goals selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.
7. Venue Changes: If the venue of a match is changed from the one advertised, all bets on that match will be voided.