General

ID: 1 | Parent: null | Rank: 1 | Expand: true

Terms & Conditions

ID: 5 | Code: AA | Rank: 1

Rule ID: 235 | Rank: 3

GENERAL - Unless otherwise agreed in writing, the rules listed in Terms & Conditions and General apply fully to your access and use of the Website. You may not access or use the Website if you do not accept the Terms listed. If you do not agree, then please leave the Website immediately.

Rule ID: 236 | Rank: 4

UPDATES - These terms and agreements may be updated from time to time in our sole discretion, with or without notice. You understand and agree that you are solely responsible for checking the terms to see if they have been updated.

Rule ID: 237 | Rank: 5

DAMAGES - This website shall not be responsible for any damages or losses deemed or alleged to have resulted from or been caused by this website or its content. This includes any person's use or misuse of its content, the inability of any person to connect with or use the site, delay in operations or transmission, failure of communication lines, or any errors or omissions in content.

Rule ID: 238 | Rank: 6

RECREATIONAL - The website and services are developed for recreational and entertainment purposes. This website provides a service and is not involved in any paying or collecting of funds related to wagering. Any agreements or issues dealing with wagering or gambling of real funds will not result in any monetary compensation by us.

Rule ID: 239 | Rank: 7

UNETHICAL ACTIVITY - Any unethical activity with others related to the usage this website will result in an internal investigation, and we will cease business with those individuals we feel do not operate in an proper manner.

Rule ID: 240 | Rank: 8

PRIVACY - Any personal information collected is private and confidential held on encrypted servers and only accessible to upper level management. This information is destroyed after certain periods of time with only summaries kept and it's important to ask if you are concerned about keeping any long term detailed history of information.

Rule ID: 241 | Rank: 9

BOTS - All actions on the website must be clicked by real human beings through the normal user interface. We will ensure that all robot software or programs designed to act as a real human will be detected and access to the site will be adjusted. Any accounts associated with such activity will be subject to review and if determined to be using bot software the account will be terminated and the IP blocked. If the agent wishes to keep the account open, the accounts using this software will have Bot prevention passwords forced on them to ensure only humans will be in use of the account. Any wagers suspected of being placed via BOT will be subject to review as to their validity.

Rule ID: 242 | Rank: 10

SOLE USAGE - One person per account. If an account is known to have multiple people accessing this account the account will be suspended and the agent notified.

Rule ID: 243 | Rank: 11

RESPONSIBILITY - Users are responsible for ensuring that no third party is able to make use of your user name

and password. Users are responsible for all actions that take place on your account whether or not you knew or consented to such actions taking place.

Rule ID: 244 | Rank: 12

ACCOUNT COMPROMISED - If a user suspects that a third party may have their user name and password, you may contact the office and request a new user name and password.

Rule ID: 245 | Rank: 13

MINIMUM AGE - You must be at least 21 years of age to access the site.

Rule ID: 246 | Rank: 14

LANGUAGE DISCREPANCY - In the event of there being a discrepancy between the English language version of these rules and any other language version, the English language version will be deemed to be correct.

General

ID: 6 | Code: AB | Rank: 2

Rule ID: 247 | Rank: 1

BALANCE VERIFICATION - Account balances must be verified by the user, upon logging into the site each time prior to any other actions. By continuing to onto other actions, you agree that all previous transactions are correct and you do not have any claims. Claims or disputes must be settled at this time. For disputes, claims, additional account information, or to report account discrepancies, contact Customer Service.

Rule ID: 248 | Rank: 2

SYNDICATES - Management reserves the right to reject any wagers from individuals suspected of collusion regarding match outcomes, wager limits, or line manipulation, regardless of when the collusion is discovered.
COURTSIDING — Management reserves the right to void any wager placed within 15 seconds of a scoring/non-scoring event that increases the bettor's implied win probability by more than 10%, regardless of when the violation is discovered.

Rule ID: 252 | Rank: 3

BAD LINES - Any wagers on obviously bad or off lines will be immediately canceled upon discovery. For any wagers that sneak through after an event has started management reserves the right to delete. Any wagers made after the outcome is public knowledge will be canceled regardless of when the wagers were placed.
NBA 1stH Directional - Management reserves the right to reject any wagers on possible bad lines caused by directional change of NBA teams a few hours before the tip-off.

Rule ID: 249 | Rank: 4

BACKUPS - All website actions are logged and backed-up regularly. In any and all cases of dispute, both management and the player agree that the log backup shall serve as the final authority in the dispute and that all actions will be adjusted accordingly. Claims must be lodged within seven days from the date the discrepancy was made. No claims will be honored after this seven-day period has expired.

Rule ID: 250 | Rank: 5

CLAIMS - In order to log a claim the customer must provide valid ticket number and contact customer service via the email system in their account. We will require these to be logged over the internet and not on the phone so we can have a written account of the infraction.

Rule ID: 251 | Rank: 6

MISSING or DUPLICATE WAGERS - Users are solely responsible for their own account transactions. We do not

take responsibility for missing or duplicate wagers made by the client and will not entertain discrepancy requests because a play is missing or duplicated. Contact customer service immediately if you notice any issues.

Rule ID: 253 | Rank: 7

PROTESTED or OVERTURNED DECISIONS - The winner of an event will be determined on the date of the event's conclusion; we do not recognize protested games or overturned decisions for wagering purposes. The result of an event suspended after the start of competition will be decided according to the wagering rules specified for that sport by us.

Rule ID: 254 | Rank: 8

ACCOUNTING ERROR - In the event funds are credited to a customer's account in error, it is incumbent upon the customer to notify us of the error without delay. Unless otherwise notified by us, any transaction resulting from the error shall be void.

Rule ID: 255 | Rank: 9

MESSAGING SYSTEM - We communicate with the user via the internal messaging system. If you have a message it will pop up when you log in. Clicking read and understood assumes the user has done just that. Click on reply if you wish to clarify, comment or have any questions.

Rule ID: 273 | Rank: 10

STEVE HARVEY RULE - For any events that require vote tallies where an individual is to read the winner from a card/teleprompter only the winner at the end of the broadcast counts for wagering purposes. If somebody is announced as the winner in error and then immediately corrected all wagers will be graded with the corrected result.

Rule ID: 274 | Rank: 11

WARREN BEATTY RULE - Please see Steve Harvey rule

Rule ID: 307 | Rank: 12

CURRENT EVENT PROPS - Any wagers placed after the outcome is known are subject to cancellation. Management decision is final.

Glossary of Terms

ID: 256 | Code: AC | Rank: 3

Rule ID: 257 | Rank: 0

STRAIGHT WAGERS - Straight bets are bets placed on a side or a total in Football or Basketball and Baseball. A straight bet on a side usually involves a point-spread. In this case you are wagering on a team to win the given time period on which you wager (game, 1st, 2nd half) after the score is adjusted by the particular point-spread. When you wager on a total you are wagering that the score of the game for the given time period (game, 1st, 2nd half) will be over or under a designated number. In either of these two bets you are laying 11 to win 10 or some variance of those odds, an example being bettors playing one side will lay 12 to win 10 and bettors playing the other side will lay 10 to win 10.

When wagering on game totals you are betting on the combined score of the game to go over or under the designated number for the time period of your bet, i.e. 1st half, half time or full game. Total wagers on the full game or 2nd half include overtime periods except in the case of Soccer when three way betting is offered (the tie is offered as a betting option). If the tie is offered as an option overtime is not included in the calculation of the game total.

Rule ID: 258 | Rank: 0

SPREADS - A spread is a wager where you either give points or take points in order to even the apparent talent differential of each teams. For example, if you wager on the Patriots vs Broncos and the Patriots are -7, this means for you to win your Patriots wager the Patriots must win by 8 or more. If the Patriots win by 7, then the bet will be a push. If the spread was -7.5, then if the Patriots must still win by 8, but if it were to land 7 the Patriots wager would be a loss.

Rule ID: 259 | Rank: 0

MONEYLINE - Money Lines are used to some degree in most major Sports. In a money-line bet you are wagering on the outright winner of the contest independent of any point-spread. For every money line there is one number for each of the two sides of the play, the underdog and the favorite. An example of a money-line in football is:

Colts -140 Dolphins +120

In this example the favorite is denoted by the minus sign and the underdog by the plus sign. You would wager $140 to win $100 on the Colts (the favorite) and you would wager $100 to win $120 on the Dolphins (the underdog). Because no point-spread is used to determine the winner you must risk more money to win less on the favorite and vice-versa on the underdog.

Rule ID: 260 | Rank: 0

TOTAL - The total is a wager on the combined total points scored by both teams in a game. For example if the Patriots and Broncos are playing and you wager over 47, both teams must score a combined 48 points or more to win your wager. If both teams score a combined 47 your wager would be a push. If the total was 47.5, 48 points would be a winner and 47 would be a loser if you wagered on over 47.5.

Rule ID: 261 | Rank: 0

TEAM TOTAL - This is a wager on a specific team and how many points that team will score in the game.

Rule ID: 262 | Rank: 0

SERIES - A series wager is a wager on a Team A vs Team B for the entire length of the series. These wagers can be, but not limited to MLB regular season, MLB Playoffs, NBA Playoffs, and NHL Playoffs. For all series the spread equals the games won and the total equals the number of the games played. Please see sport specific rules regarding the series.

Rule ID: 263 | Rank: 0

LIVE - Live wagering is where you can wager while the game is going on.

Rule ID: 264 | Rank: 0

ALT LINES - Alternate lines allow you to wager on adjusted spreads and total for certain games. The juice on the alternate lines will be adjusted as well to compensate for the adjusted points.

Rule ID: 265 | Rank: 0

PROPS - We offer a variety of proposition wagers for different sports. These can be but are not limited to player points, player receptions, player TD passes, or game props. Please see specific sports regarding prop rules for that sport.

Rule ID: 266 | Rank: 0

FUTURES - Future wagers can also be found at our site. These include wagers to win the championship, conference, division, etc. Over/Under on season wins are also available. All bets are paid at the conclusion of the event or season in question.

Rule ID: 267 | Rank: 0

PARLAYS:

1) A parlay is a wager in which you choose 2 or more teams or totals together in one wager in order to receive a larger payout while risking a smaller amount of money. You can mix and match different sports into parlays, and even create parlays with the same game (with some restrictions). A loss on any part of the parlay constitutes a

loss. In the case of a push AND all other winners the parlay reverts down one level. For example, a 6-team parlay with one push and five winning plays would revert to a 5-team parlay for purposes of payout.
2) Correlated parlays are not allowed. An example of this would be a parlay with the 1st half and the game spread of the same game or a run line to a total in the same baseball game.

Rule ID: 268 | Rank: 0

TEASERS - Teasers allow you to select multiple teams or totals at a better spread or total in the direction of your choice. Payoffs vary based on the number of teams and points you select. Because teaser options may vary between accounts please check with customer service for details on your specific teaser options.

Rule ID: 269 | Rank: 0

IF-BETS - If bets are a chain of conditional straight wagers based on two possible conditions: If win (single action) and if win, tie or cancel (double action). In the first case, single action, the bettor will have action on the next wager in the chain only if the first one wins and so on down the chain. In double action the player will have action on the next bet and so on if the first bet wins, ties or cancels.

Example of Double Action: Padres +135 if win or push then Mets -120

Example of Single Action: Padres +135 if win only then Mets -120

Should the Padres game get rained out on the double action example it would continue to the Mets since that game is a push

If bets can contain 2 or more selections and cannot have any open spots. All parts of an individual if bet must be placed at the same time and for the same amount or lower than the one before it. All bets are graded on an individual basis. This bet lets the player have action on a multiple number of games with minimal risk. You are using the money you wagered on the first game to wager on the second and so forth. Each bet is graded independently so you do not have to win all selections like a teaser or parlay.

Rule ID: 270 | Rank: 0

ACTION REVERSE - A reverse is a wager on all the possible combinations of a 2 team double action if bet. An example of a 2-team reverse is:

Eagles	-7	110/100
Padres	+135	100/135

Here you have two if plays on the reverse: Eagles/Padres and Padres/Eagles. If the eagles win, your Padres bet automatically stand and vice-versa. Your maximum risk in this situation is $210 provided you risk $110 on the Eagles to win $100 and $100 to win $135 on the Padres. If you risked the $210 you stand to win $470.

Example: Eagles -7 -110 $110/100, if win or push then Padres +135 $100/$135

then the reverse is true

Padres +135 $100/$135, if win or push then Eagles -7 -110 $110/100

Rule ID: 271 | Rank: 0

PLEASERS - A pleaser is a group of football side straight bets combined into one bet. The difference between a pleaser and a teaser is that with a pleaser, the line you bet against for each individual wager is moved against your favor 6/7 points. If the regular line is -10 and you play a 6-point pleaser, then your line would be -16.

Pleaser payoffs depend on how many teams are in your wager.

Rule ID: 272 | Rank: 0

ALMOST PARLAYS - Have you ever won three out of four games in your parlay or get five winners and the sixth one is a loss? Welcome to Almost Parlays where you get paid if you hit them all or if you almost hit them all. Once you try Almost Parlays, they will become one of your favorite betting options. This is just another way to get more "bang for your buck".

Main Sports

ID: 2 | Parent: null | Rank: 2 | Expand: true

LIVE WAGERING

ID: 130 | Code: BA | Rank: 1

Rule ID: 131 | Rank: 132

GENERAL RULES (LIVE):

1. **ONLINE** - Live Betting wagers may be placed online only.
2. **GRADING** - Any game or event must be played to its conclusion within 7 days in order to have action on live game props. Wagers on games that are suspended on the day of the game but played to conclusion within 7 days of the start time have action and will be graded based on the completed game score. We do not recognize protests or overturned decisions for live wagering purposes.
3. **AVAILABILITY** - We reserve the right to offer/discontinue *LIVE* for any sport or prop at management's discretion.
4. **BAD LINES** - We reserve the right to void any wager placed on an obvious line mistake, or placed after the outcome of the proposition has been determined.
5. **PROPS** - All propositions will have one winning outcome. In the event that more than one winning outcome applies, the first outcome to occur will be considered the winning outcome and all other options will be considered losing outcomes.
6. **TIME & SCORES** - The game time and score information displayed in the live betting scoreboard serves solely as a guide. Though every attempt is made to ensure that the information displayed is current, it is not always possible. The company assumes no liability for the accuracy of this information.
7. **PERIOD WAGERS -** Any wagers made for 1st Half, 1st Period, 1st 5 Innings are graded upon the completion of that Half/Period/5 Innings. The FULL time for the designated Half/Period/5 Innings must be played in full in order for wagers to have action. Should the Half/Period/5 Innings be shortened for any reason then it will be canceled. This rule pertains to all sports below where the LIVE Half/Period/5 Innings lines are offered.
8. **COURTSIDING -** Management reserves the right to void any wager placed within 15 seconds of a scoring event that increases the bettor's implied win probability by more than 10%, regardless of when the violation is discovered.

Rule ID: 132 | Rank: 133

FOOTBALL RULES (LIVE):

1. **OFFICIAL TIME** - 59 minutes of game time must be played and a winner determined.
2. **SCORING PROPS** - Will be graded upon completion of stated prop and have action regardless if the game is suspended or cancelled.

Rule ID: 133 | Rank: 134

BASKETBALL RULES (LIVE):

1. **OFFICIAL TIME** - NBA games must play 46 minutes and have a winner determined. All other leagues must play 38 minutes and have a winner determined.

Rule ID: 134 | Rank: 135

1) MLB BASEBALL RULES (LIVE) - OFFICIAL TIME - GRADING:

-- Scheduled 9 Inning Games- Game must go 8.5 or more innings and be concluded with a winner determined.

-- Scheduled 7 Inning Games - Game must go 6.5 or more innings and be concluded with a winner determined.

2) INTERNATIONAL & COLLEGE BASEBALL (LIVE) - MERCY RULE - Any baseball/softball game ending as a result of the mercy rule will have action on all wagers unless otherwise noted.

3) BASEBALL RULES (LIVE) - PROPS:

--**INNING PROPS** - Will be graded upon completion of stated inning. If the game gets canceled or postponed later these wagers stand regardless of how many innings completed.

--**PLAYER PROPS** - Use batting numbers to represent the numerical value for hitters during that inning regardless of who is scheduled to bat or actually does bat *[Example: Official lineup card is submitted with the starting Pitcher batting 9th but in the 5th Inning he is due up 3rd. So for wagering purposes, the Pitcher will be graded as the #3 Batter in the inning; if the team uses a Pinch Hitter for the Pitcher in the example above the result of the Pinch Hitter will be graded as the #3 Batter].* Errors and Fielder's Choice are not considered hits for wagering purposes. MLB.com will be used to settle all wagering claims for these player props.

Rule ID: 135 | Rank: 136

HOCKEY RULES (LIVE):

1. **OFFICIAL TIME** - 59 minutes of game time must be played and a winner determined. All overtimes and shootouts count.

Rule ID: 136 | Rank: 137

GOLF RULES (LIVE):

1. **ODDS TO WIN** - The tournament will be graded upon completion of tournament regardless of suspension. If the tournament is shortened by tournament officials, the leader at the end of the number of holes determined to be official shall be the winner.
2. **HOLE PROPS** -Scoring props will be graded upon completion of stated hole(s). If the tournament gets cancelled or postponed these wagers stand regardless of how many holes completed. Said player must tee off and complete stated hole(s) for action. Any scorecard changes due to official rulings must be made on day in question.

Rule ID: 137 | Rank: 138

TENNIS RULES (LIVE):

1. **MONEYLINE -** Wagers for the player to win the match must be played to completion for action; should a player be forced to WD, get DQ'ed, or forfeit, then all wagers will be canceled.
2. **GAME BETTING (SPREAD & TOTAL)** - Wagers on the Spread/Total must be played to completion for action; should a player be forced to WD, get DQ'ed, or forfeit, then all wagers will be canceled.

Example: **Game Betting (Spread & Total)**

_Carlos Alcaraz +4.5 (-110) OV20.5
Jannik Sinner -4.5 (-110) UN20.5_

Let's assume the match ends with the following score:

Carlos Alcaraz 4 3
Jannik Sinner 6 6

Based on the score above Jannik Sinner would defeat Carlos Alcaraz 12 games to 7 games. That would mean all wagers on J Sinner -4.5 games would be graded as the winner (12 - 7 = 5), as well as all wagers on under 20.5 games (12 + 7 = 19).

Rule ID: 138 | Rank: 139

SOCCER RULES (LIVE):

1. **OFFICIAL TIME** - 90 minutes must be played for all full games and props to have action. All live wagers will be graded at the end of the 90 minutes + Injury time unless otherwise noted.
2. **OT LINE** - This wager option is for both 15 minute sessions of Overtime & Penalty Kicks if necessary
3. **PROPS** - All props are graded on the result of the scheduled 90 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra time, time allocated for penalty shootout, or 'golden goal'.
4. **Penalty Kicks Made -** This wager is for the number of made goals out of the possible first 10 attempts. The wager has action if it goes to penalties. If there are less than 10 attempts due to the fact that one side can not win, the wager still has action.

Rule ID: 312 | Rank: 140

TABLE TENNIS RULES (LIVE):

1. **MONEYLINE -** Wagers for the player to win the match must be played to completion for action; should a player be forced to WD, get DQ'ed, or forfeit, then all wagers will be canceled.
2. **GAME BETTING (SPREAD & TOTAL)** - Wagers on the Spread/Total must be played to completion for action; should a player be forced to WD, get DQ'ed, or forfeit, then all wagers will be canceled.

Example: **Game Betting (Spread & Total)**

Boris Drunkoffsky +4.5 (-110) OV20.5
Vodka Spillova *-4.5 (-110)* *UN20.5*

Let's assume the match ends with the following score:

Boris Drunkoffsky 4 3
Vodka Spillova 6 6

Based on the score above *Vodka Spillova* would defeat *Boris Drunkoffsky* 12 games to 7 games. That would mean all wagers on *Vodka Spillova* -4.5 games would be graded as the winner (12 - 7 = 5), as well as all wagers on under 20.5 games (12 + 7 = 19).

Football

ID: 8 | Code: BD | Rank: 2

Rule ID: 16 | Rank: 1

OFFICIAL TIME (55 minutes) - Following 55 minutes of play (5:00 left on the clock), all wagers are considered action and will be graded that day, regardless of any stoppages in play throughout the day. If the game is suspended after 55 minutes and resumed by 8:00am EST the following day, only the action on the scheduled day will count for wagering purposes. Any game that does not go 55 minutes will be considered no action and all wagers will be refunded.

Rule ID: 17 | Rank: 2

CANCELED/RESCHEDULED - Games that are canceled/rescheduled for another date or if there is a change of venue will be considered no action and all wagers will be refunded unless otherwise specified. If a player wishes to have action on the rescheduled game they must re-enter their wager on the rescheduled game. If the cancellation of wagers causes any special parlays or teasers to be graded as a loss when they would otherwise be a win or push it is the players responsibility to contact customer service. This only applies to wagers that would otherwise have been a win or a push, if the play would have been a loss with or without the cancellation it will remain a loss.

Rule ID: 18 | Rank: 3

OVERTIME - is included for all **GAME & 2nd HALF** wagers.

Rule ID: 19 | Rank: 4

4th QUARTER WAGERS - Do **NOT** include **OVERTIME.** This includes both 4th Quarter wagers prior to the game starting and also in progress live quarter wagers. The 4th quarter must be fully completed for action.

Rule ID: 20 | Rank: 5

INDIVIDUAL PERIODS & GRADING - All wagers on **1st Qtr**, **2nd Qtr**, **3rd Qtr**, and **1st Half**, will be graded upon completion of the respective period and will have action regardless if the full game goes the required 55 minutes.

Rule ID: 21 | Rank: 6

MERCY RULE - if for any reason both teams involved in the game decide to lower the playing time the game still has ACTION regardless of whether it goes a full 55 minutes or not. In any case where it is unclear if the Mercy Rule was invoked management will make a judgment call which will be considered final.

Example: At halftime Team A leads Team B 52-0 so the coaches agree to play 8 minute quarters in the 3rd and 4th. Even though this game will only be 46 minutes in length it still has action due to the fact that it was shortened by use of the MERCY RULE.

Football Props

ID: 22 | Code: BE | Rank: 3

Rule ID: 293 | Rank: 15

1A) BIG X SCORE 1st TD – This wager is whether the specified players listed in header score the first TD in the game. A TD must be scored in the game for action. Listed players must play for action

1B) B.A.D. B.U.N.N.Y Scores 1st TD - This wager is whether specified players listed in header score 1st TD in game by possessing the ball in the end zone. A TD must be scored in the game and at least **5** of the listed players must play for action (Jake Bobo, Kenneth Walker III, Stefon Diggs, Kayshon Boutte, Nick Kallerup, Jaxon Smith-Njigba, TreVeyon Henderson, Dareke Young).

2) TEAM TO SCORE FIRST - Upon first scoring play this wager is graded and will have action regardless if the game is suspended or canceled early.

3) FIRST SCORING PLAY - Upon a team scoring a touchdown, field goal, or safety the wager will be graded and will have action regardless if the game is suspended or canceled early.

4) SCORE IN DESIGNATED TIME - Upon the completed time period stated, the wager will be graded and will have

action regardless if the game is suspended or canceled early. Should the game be canceled or suspended and not completed on the same day before the designated period of time is complete, then this wager will be canceled and the money refunded. This wager is graded based on the time when the scoring play is complete.

5) THREE STRAIGHT SCORES - This wager is for 3 Straight (unanswered) scores by a team. It is not for 3 consecutive scoring drives. As long as Team A scores 3 times in a row at any point in the game without Team B scoring once, then "Yes" will be a winner. The game must go at least 60 minutes for this wager to be graded. If the game is canceled or suspended early and not resumed by 8am EST the following day, then there will be no action and all money will be refunded. [*Note: Extra points and two-point conversions do not count for this wager*.]

6) LONGEST TD MADE IN GAME – A TD must be scored in the game for action otherwise prop is canceled and all monies will be refunded.

7) A 1-YARD TD SCORE – A TD must be scored in the game for action otherwise the prop is canceled and all monies will be refunded.

8) LONGEST/SHORTEST FIELD GOAL OR PUNT - A field goal or punt must be made for action. If no field goal or punt is made the prop will be canceled and all monies will be refunded.

9) PLAYER PROPS - The stated player must suit up and be on the field for a minimum of one play for action. [*Note: A Kicker who does not participate because of a shutout, but who suited up and was available, is considered to have action.*] This includes the Big X Score 1st TD Prop

10) PLAYER TO SCORE A TD ; YES/NO - This wager is for the player that scores the TD by physically possessing the ball in the endzone.

Header -- Derrick Henry to score a touchdown

101 D Henry scores a TD -120

102 D Henry no TD scored -110

In the above example, you are wagering on whether or not Derrick Henry crosses the goal line and is credited with the touchdown. Throwing a touchdown pass would not count as the player that receives the ball is the one credited with the touchdown.

11) YARDS ON 1st RUSH & LONGEST RUSH - If a player plays in a game but does not record a rush then the yards on 1st rush and longest rush will be graded as "0" and under will be the winner.

12) YARDS ON 1st RECEPTION & LONGEST RECEPTION - If a player plays in the game but does not record a reception then both the yards on 1st reception and longest reception will be graded as "0" and under will be the winner.

13) CONTEST PROPS - For all contest wagers all players are action. [*EXAMPLE: Player to Score 1st Touchdown in Game*]

Rule ID: 294 | Rank: 16

2nd HALF PROPS:

1. MUST PLAY - Player must play in the 2nd half for action.

1. **2. PERIOD -** Game and Player props are for 2nd half and overtime period only. 1st half stats do not count toward 2nd half-wagers.

3. SCORE FIRST - Scoring props will be graded when the first score occurs. Should there be no score or the game is suspended/ppd and not completed on the same day the wager will be canceled and money refunded.

4. FIRST SCORE TD - Scoring props will be graded when the first score occurs. Should there be no score or the game is suspended/ppd and not completed on the same day the wager will be canceled and money refunded.

1. **5. SCORE IN DESIGNATED TIME -** All scoring props in a designated period of time will be graded upon the completion of that period of time [*EXAMPLE: Score in 1st 7:00/No score in 1st 7:00*]

6. SCORE ON 1st DRIVE - All props pertaining to the team's first drive of 2nd Half will be graded upon completion of the first drive [*Team must have 1 offensive snap for it to be considered a drive*]

7. GENERAL DISCLAIMER - For all other props 2nd half must go at least 30 minutes for action.

Rule ID: 302 | Rank: 17

NFL DRAFT - For any Draft Props the player must be eligible and declare for the draft. Draft OVER/UNDER props use pick or selection numbers of a player that is determined by the number of players selected before them. The UNDER wins if the selection happens before their number while the OVER wins if it happens after or if the player is undrafted. The Chargers have the 22nd pick, but any player selected will be the 21st pick because the Dolphins forfeited their 1st-round selection using the chart below as an example.

Draft Order	Selection
Pick 1: Carolina Panthers	1st
Pick 2: Houston Texans	2nd
Pick 3: Arizona Cardinals	3rd

Pick 4: Indianapolis Colts	4th
Pick 5: Seattle Seahawks	5th
Pick 6: Detroit Lions	6th
Pick 7: Las Vegas Raiders	7th
Pick 8: Atlanta Falcons	8th
Pick 9: Chicago Bears	9th
Pick 10: Philadelphia Eagles	10th
Pick 11: Tennessee Titans	11th
Pick 12: Houston Texans	12th
Pick 13: Green Bay Packers	13th
Pick 14: New England Patriots	14th
Pick 15: New York Jets	15th
Pick 16: Washington Commanders	16th
Pick 17: Pittsburgh Steelers	17th
Pick 18: Detroit Lions	18th
Pick 19: Tampa Bay Buccaneers	19th
Pick 20: Seattle Seahawks	20th
Pick 21: Miami Dolphins	CHEATER
Pick 22: Los Angeles Chargers	21st
Pick 23: Baltimore Ravens	22nd
Pick 24: Minnesota Vikings	23rd
Pick 25: Jacksonville Jaguars	24th
Pick 26: New York Giants	25th
Pick 27: Dallas Cowboys	26th
Pick 28: Buffalo Bills	27th
Pick 29: Cincinnati Bengals	28th
Pick 30: New Orleans Saints	29th
Pick 31: Philadelphia Eagles	30th
Pick 32: Kansas City Chiefs	31st

Rule ID: 303 | Rank: 18

NFL COMBINE PROPS - NFL Combine props require the player to participate in the relevant part of the combine. For instance, if a player has props for both the 40-yard dash and bench press, but only participates in the 40-yard dash, only that prop will have action. Any wagers on the bench press will be canceled.
Results are taken from NFL.com

Rule ID: 304 | Rank: 19

NOVELTY PROPS - Management's decision regarding the grading of these props will be final.

Rule ID: 305 | Rank: 20

PROP DISCLAIMER - Unless specified otherwise, all proposition wagers require the game to last a full 60 minutes for action. If the game is canceled or suspended early and not resumed by 8am EST the following day, all props will be canceled.

Football Futures

ID: 35 | Code: BF | Rank: 4

Rule ID: 171 | Rank: 6

FOOTBALL FUTURES (NFL - SUPER BOWL):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the Super Bowl.

HEADER -- Patriots, Packers, or Seahawks to win Super Bowl 52
101 Big 3 win Super Bowl -120
102 BIg 3 wont win -110

In the above example you have the choice of risking $120 to win $100 to have any one of the 3 teams listed (Patriots, Packers, or Seahawks) win the Super Bowl or risk $110 to win $100 to have any other team besides the 3 listed win the Super Bowl.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the Super Bowl.

HEADER -- New England Patriots to win Super Bowl 52
103 Patriots win Super Bowl +100
104 Patriots wont win -130

In the above example you have the choice of risking $100 to win $100 if the New England Patriots win Super Bowl 52 or you can risk $130 to win $100 and have any other team besides the Patriots to win Super Bowl 52.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

Rule ID: 172 | Rank: 7

FOOTBALL FUTURES (NFL - CONFERENCES & DIVISIONS):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the Conference.

HEADER -- Patriots, Steelers, or Browns to win AFC Conference
101 Big 3 win AFC -120
102 BIg 3 wont win -110

In the above example, you have the choice of risking $120 to win $100 to have any one of the 3 teams listed (Patriots, Steelers, or Seahawks) win the AFC Conference or risk $110 to win $100 to have any other team besides the 3 listed win the AFC Conference.

2. **YES/NO WIN** - This is a straight wager where you bet on whether the specified team will WIN/NOT WIN the Conference.

HEADER -- Green Bay Packers to win NFC Conference
103 Packers win NFC +100
104 Packers wont win -130

In the above example, you have the choice of risking $100 to win $100 if the Green Bay Packers win the NFC Conference or you can risk $130 to win $100 and have any other team besides the Packers to win the NFC Conference.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

4. **CONFERENCE DISCLAIMER** - If the Super Bowl is played then the teams in that game represent the **AFC** & **NFC Conference** winners regardless of the number of regular-season games played.

5. **DIVISION DISCLAIMER** - For a **Division** winner to be determined all teams in that division must play at least 16 games and be recognized by the NFL.

Rule ID: 173 | Rank: 8

FOOTBALL FUTURES (NCAA - CHAMPIONSHIP):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the College Football Playoff.

HEADER -- Alabama or Nebraska to win the College Football Playoff
101 Big 2 win CFP -120
102 BIg 2 wont win -110

In the above example you have the choice of risking $120 to win $100 to have either one of the 2 teams listed (Alabama or Nebraska) win the College Football Playoff or risk $110 to win $100 to have any other team besides the 2 listed win the College Football Playoff.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the College Football Playoff.

HEADER -- Alabama Crimson Tide to win College Football Playoff
103 Alabama wins CFP +100
104 Alabama wont win -130

In the above example you have the choice of risking $100 to win $100 if the Alabama Crimson Tide win the College Football Playoff or you can risk $130 to win $100 and have any other team besides Alabama to win the College Football Playoff.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

Rule ID: 174 | Rank: 9

FOOTBALL FUTURES (NCAA - CONFERENCES & DIVISIONS):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the Conference.

HEADER -- Alabama or Florida to win SEC Conference
101 Big 2 win SEC -120
102 BIg 2 wont win -110

In the above example you have the choice of risking $120 to win $100 to have either one of the 2 teams listed (Alabama or Florida) win the SEC Conference or risk $110 to win $100 to have any other team besides the 2 listed win the SEC Conference.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the Conference.

HEADER -- Nebraska Cornhuskers to win the Big 10 Conference
103 Nebraska wins Big 10 +100
104 Nebraska wont win -130

In the above example you have the choice of risking $100 to win $100 if the Nebraska Cornhuskers win the Big 10 Conference or you can risk $130 to win $100 and have any other team besides Nebraska to win Big 10 Conference.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

4. **GENERAL DISCLAIMER** - For Conferences with Divisions the winner of the Division is the team to play in the Conference Championship game. Any Conferences that don't have a Championship game the winner for tiebreaker purposes will be determined by that specific Conferences tie breaker rules. All other instances will be graded based off of specifics listed in the HEADER.

Rule ID: 175 | Rank: 10

NFL REGULAR SEASON WINS - Unless otherwise specified the selected team must physically play all scheduled regular season games for action. Post season games don't count towards specified team win total. Forfeits DO NOT count towards season wins. All games must be physically played in order to count towards the regular season wins and if they are not physically played then the season wins for those team/teams will be canceled.

Rule ID: 176 | Rank: 11

NCAA REGULAR SEASON WINS - Unless otherwise specified the selected team must physically play all scheduled regular season games for action. Post season games [*EXAMPLE: Conference Championships or Bowl Games*] don't count towards specified team win total. Forfeits DO NOT count towards season wins. All games must be physically played in order to count towards the regular season wins and if they are not physically played then the season wins for those team/teams will be canceled.

Basketball

ID: 38 | Code: CA | Rank: 5

Rule ID: 39 | Rank: 1

OFFICIAL TIME - For wagering purposes a basketball game becomes official after (**43 minutes**) of play for Pro leagues, and (**35 minutes**) for all other leagues. Games lasting less than official time will be graded as No Action and all monies refunded.
If the game is suspended early, did not go the official time and not resumed by 8:00am EST the following day, then there will be no action and all wagers will be refunded except for periods that have already concluded, i.e. 1st half, 1st, 2nd, 3rd Quarters.

Rule ID: 40 | Rank: 2

CANCELED/RESCHEDULED - Games that are canceled/rescheduled for another date or if there is a change of venue will be considered no action and all wagers will be refunded unless otherwise specified. If a player wishes to have action on the rescheduled game they must re-enter their wager on the rescheduled game. If the cancellation of wagers causes any special parlays or teasers to be graded as a loss when they would otherwise be a win or push it is the players responsibility to contact customer service. This only applies to wagers that would otherwise have been a win or a push, if the play would have been a loss with or without the cancellation it will remain a loss.

Rule ID: 41 | Rank: 3

OVERTIME - is included for all **GAME & 2nd HALF** wagers.

Rule ID: 42 | Rank: 4

4th QUARTER WAGERS - Do **NOT** include **OVERTIME.** This includes both 4th Quarter wagers prior to the game starting and also in progress live quarter wagers. The 4th quarter must be fully completed for action.

Basketball Props

ID: 43 | Code: CB | Rank: 6

Rule ID: 44 | Rank: 1

MUST PLAY - Named player in prop must play in the game or all wagers have no action and monies refunded.

Rule ID: 45 | Rank: 2

* **COMPLETE GAME** - All props for Pro leagues must go (48 minutes) while other leagues must go (40 minutes) for action. Should the game be canceled or suspended and not resumed by 8:00am EST the following day all wagers will be canceled and monies refunded.

Rule ID: 46 | Rank: 3

OVERTIME - All props include Overtime unless specifically stated.

Rule ID: 306 | Rank: 4

JA RULE - All wagers on the Ja Morant suspension length will be graded using the max amount of games if the penalty has any conditions applied to it:

1. Ja Morant suspended 82 games that can be reduced to 50 with completed counseling will be graded as 82 games.
2. Ja Morant suspended indefinitely until he completes league counseling will be graded by the number of games he actually misses.

Basketball Futures

ID: 47 | Code: CC | Rank: 7

Rule ID: 48 | Rank: 1

NBA REGULAR SEASON WINS - Unless otherwise specified the selected team must play all scheduled regular-season games for action. Any post-season game (Play In or Playoffs) will not count towards a specified team win total.

Rule ID: 178 | Rank: 2

BASKETBALL FUTURES (NBA - CHAMPIONSHIP):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the NBA Championship.

HEADER -- Warriors, Cavaliers, or Spurs to win NBA Championship

101 Big 3 win NBA -120
102 BIg 3 wont win -110

In the above example you have the choice of risking $120 to win $100 to have any one of the 3 teams listed (Warriors, Cavaliers, or Spurs) win the NBA Championship or risk $110 to win $100 to have any other team besides the 3 listed win the NBA Championship.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the NBA Championship.

HEADER -- Golden State Warriors to win NBA Championship
103 Warriors win NBA +100
104 Warriors wont win -130

In the above example you have the choice of risking $100 to win $100 on the Golden State Warriors to win the NBA Championship or you can risk $130 to win $100 and have any other team besides the Warriors win the NBA Championship.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

Rule ID: 179 | Rank: 3

BASKETBALL FUTURES (NBA - CONFERENCES & DIVISIONS):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the Conference.

HEADER -- Cavaliers or Knicks to win Eastern Conference
101 Big 2 win East -120
102 BIg 2 wont win -110

In the above example you have the choice of risking $120 to win $100 to have either one of the 2 teams listed (Cavaliers or Knicks) win the Eastern Conference or risk $110 to win $100 to have any other team besides the 2 listed win the Eastern Conference.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the Conference.

HEADER -- San Antonio Spurs to win Western Conference
103 Spurs win West +100
104 Spurs wont win -130

In the above example you have the choice of risking $100 to win $100 on the San Antonio Spurs to win the Western Conference or you can risk $130 to win $100 and have any other team besides the Spurs win the Western Conference.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

4. **GENERAL DISCLAIMER** - The winners of both Conferences (Eastern & Western) are the teams that will be represented in the NBA Finals.

Rule ID: 180 | Rank: 4

BASKETBALL FUTURES (NCAA - CHAMPIONSHIP):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the NCAA Basketball Championship.

HEADER -- Kentucky or Duke to win the NCAA Basketball Championship_
101 Big 2 win NCAA -120
102 BIg 2 wont win -110

In the above example you have the choice of risking $120 to win $100 to have either one of the 2 teams listed (Kentucky or Duke) win the NCAA Basketball Championship or risk $110 to win $100 to have any other team besides the 2 listed win the NCAA Basketball Championship.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the NCAA Basketball Championship.

HEADER -- North Carolina Tarheels to win NCAA Basketball Championship
103 North Carolina wins NCAA +100
104 North Carolina wont win -130

In the above example you have the choice of risking $100 to win $100 on North Carolina to win the NCAA Basketball Championship or you can risk $130 to win $100 and have any other team besides North Carolina to win the NCAA Basketball Championship.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

Rule ID: 181 | Rank: 5

BASKETBALL FUTURES (NCAA - CONFERENCES):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the Conference.

HEADER -- Alabama or Florida to win SEC Conference
101 Big 2 win SEC -120
102 BIg 2 wont win -110

In the above example you have the choice of risking $120 to win $100 to have either one of the 2 teams listed (Alabama or Florida) win the SEC Conference or risk $110 to win $100 to have any other team besides the 2 listed win the SEC Conference.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the Conference.

HEADER -- Nebraska Cornhuskers to win the Big 10 Conference
103 Nebraska wins Big 10 +100
104 Nebraska wont win -130

In the above example you have the choice of risking $100 to win $100 if the Nebraska Cornhuskers win the Big 10 Conference or you can risk $130 to win $100 and have any other team besides Nebraska to win Big 10 Conference.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

4. **GENERAL DISCLAIMER** - Unless otherwise specifically stated all Conference tie breakers will be determined by the team receiving the #1 Seed in their Conference Tournament.

Baseball

ID: 49 | Code: DA | Rank: 8

Rule ID: 50 | Rank: 1

1) MLB GRADING – FULL GAME - OFFICIAL TIME (REGULAR SEASON)

--Scheduled 9 Inning Games - All wagers are official after 8.5 innings if the home team is ahead, or after 9 full innings if the visiting team is tied or ahead. Any game that has a stoppage in play that has not met the official innings rule must be restarted by 8 am EST the following day otherwise all wagers on the full game will be canceled. _[Rule applies to Moneyline, Runline, Total, & Team Totals]

Should a game go to extra innings and be suspended and not completed by 8am EST it will revert back to the last full inning and be graded as such. For example if 2 teams go into extra innings and in the 12th inning the game is suspended, the game will revert back to the last full inning and be graded as final for wagering purposes.

--Scheduled 7 Inning Games- All wagers are official after 6.5 innings if the home team is ahead, or after 7 full innings if the visiting team is tied or ahead. Any game that has a stoppage in play that has not met the official innings rule must be restarted by 8 am EST the following day otherwise all wagers on the full game will be canceled. *[Rule applies to Moneyline, Runline, Total, & Team Totals]*

Should a game go to extra innings and be suspended and not completed by 8am EST it will revert back to the last full inning and be graded as such. For example if 2 teams go into extra innings and in the 12th inning the game is suspended, the game will revert back to the last full inning and be graded as final for wagering purposes.

2) MLB GRADING - FIRST HALF - OFFICIAL TIME

--5 INNING (FIRST HALF) - All wagers are official after 5 full innings have been completed. Once 5 innings of play are complete all wagers stand regardless of whether the full game is completed or not. *[Rule applies to Moneyline, Runline, Total, & Team Totals]*

3) MLB GRADING - FULL GAME - OFFICIAL TIME (SPRING TRAINING)

--SPRING TRAINING - Unless otherwise specified all *Moneyline* wagers are official after 5 innings. All *Runline & Total* wagers are official after 8.5 innings if the home team is ahead, or after 9 innings if the visiting team is ahead. If both teams deem any half-inning complete after at least 20 pitches have been thrown and not 3 outs recorded then for gambling purposes the inning will count as complete. If 5 innings are specified in the game shell and game header those wagers will be graded at the conclusion of the 5th inning regardless of how many innings are completed (EX: Twins - 5 innings)

Rule ID: 51 | Rank: 2

MLB – WAGERING TYPE

--FIXED WAGERING makes baseball just like any other sport in that your wager is official at the confirmed line regardless of the pitcher that starts the game. Starting pitchers will not be tied to the wagering process for **FULL GAME** and **5 INNING (FIRST HALF)** lines.

EXAMPLE:

You wager on Mariners/Indians over 8 runs and there is a pitching change where the new total is adjusted to 10.5

runs. Your initial wager on over 8 runs is locked in at the original price with **FIXED WAGERING.**

You wager on the Nationals at (+170) vs the Dodgers and there is a pitching change where the new price is adjusted to Nationals (-125). Your initial wager on (+170) is locked in at the original price with **FIXED WAGERING.**

Rule ID: 53 | Rank: 4

GRAND SALAMI - All scheduled games must go at least 8.5 innings if the home team is winning to have action on the Baseball Grand Salami for specified day.

Rule ID: 55 | Rank: 6

MLB – OFFICIAL TIME (PLAYOFFS)

FULL GAME - All wagers are official after 8.5 innings if the home team is ahead, or after 9 full innings if the visiting team is ahead. If a game starts and is postponed it will remain pending until completion regardless of date. During the playoffs all wagers will be graded upon the date of completion in the event it finishes on a different day. *[Rule applies to Moneyline, Runline, Total, & Team Totals]*

5 INNING (FIRST HALF) - All wagers are official after 5 full innings have been completed. **5 INNING** wagers will also be graded in the same manner as **FULL GAME** during the playoffs in the event a game is completed on a different date. *[Rule applies to Moneyline, Runline, Total, & Team Totals]*

MLB – WAGERING TYPE (PLAYOFFS)

--FIXED WAGERING makes baseball just like any other sport in that your wager is official at the confirmed line regardless of the pitcher that starts the game. Starting pitchers will not be tied to the wagering process for **FULL GAME** and **5 INNING (FIRST HALF)** lines.

EXAMPLE

1). You wager on Mariners/Indians over 8 runs and there is a pitching change where the new total is adjusted to 10.5 runs. Your initial wager on over 8 runs is locked in at the original price with **FIXED WAGERING.**

1. 2). You wager on the Nationals at (+170) vs the Dodgers and there is a pitching change where the new price is adjusted to Nationals (-125). Your initial wager on (+170) is locked in at the original price with **FIXED WAGERING.**

3). **PLAYOFF DISCLAIMER** - Any rule not specified above will follow the same rules used for MLB REGULAR SEASON games, for example, MLB Props follow regular season rule

Rule ID: 56 | Rank: 7

INTERNATIONAL BASEBALL (JAPANESE, MEXICAN, & KOREAN)

1. **WAGERING** - International baseball follows the same rules as Regular Season MLB or Playoff MLB depending if the league is in the Regular Season or Playoffs
2. **MERCY RULE** - Any baseball game ending as a result of the mercy rule will have action on all wagers unless otherwise noted.
3. **HOME TEAM** - Bottom team listed does not necessarily bat last.

Rule ID: 57 | Rank: 8

MINOR BASEBALL/SOFTBALL (NCAA & LITTLE LEAGUE)

1. **SCHEDULE** - Minor baseball/softball games have action regardless of the start or completion date as long as both teams do not play another opponent once a game is started. If a game is canceled before the start, it will remain pending as long as the next game is against the same opponent. If a game is suspended and either team plays another opponent before completing their suspended game all wagers will be canceled on the suspended match. Should a game be postponed and in turn create a double header for the next day, the 1st game played will be determined to be the game from the previous day. The wagers will be graded upon the result of the 1st game. If the game is changed from 9 innings to 7 innings as part of the double header then we will invoke rule #2 and cancel the game.
2. **GRADING -** Each game must be played to its scheduled length. For example if a game is scheduled for 9 innings it must go the 9 innings for action and a winner determined. If the Softball game is scheduled for 7, then it must go 7 and a winner determined. If that game is scheduled for 9, rained out in the 6, and declared FINAL, then all wagers are canceled. If that game was suspended in the 6th, see Rule #1. If a game is called due to Mercy Rule, see Rule #3.
3. **MERCY RULE** - Any baseball/softball game ending as a result of the mercy rule will have action on all wagers unless otherwise noted.
4. **HOME TEAM** - Bottom team listed does not necessarily bat last.

Rule ID: 58 | Rank: 9

MLB SERIES (REGULAR SEASON)
3 GAME SERIES - Regular season series wagers are for the first 3 games of the series regardless of dates, # of games in the series, have action as long as a minimum of two games are completed and neither team plays another opponent between games. If less than 3 games are played, the team with the advantage is the winner of the series. For games to count towards the series they must be official in the MLB standings for action. If the series is scheduled for 4 games, ONLY the 1st 3 games that are played will count towards the series wager.

Rule ID: 292 | Rank: 10

MLB ALL STAR GAME
GRADING - All wagers are official after 8.5 innings if the home team is ahead, or after 9 full innings if the visiting team is ahead. If the game is tied after 9 innings then the tie will be broken via Home Run Contest. The winner of the contest shall be awarded 1 run in order to break the tie. This will be for all game and LIVE markets.. Run Line, MoneyLine, Total, and Team Total.

For example if the game is tied 3-3 and enters the Home Run contest tiebreaker, if the AL wins the Home Run contest, then the final score for all game markets will be 4-3 with the American League winning.

For all player props, they will not include the Home Run contest and will be graded at the end of the 9th inning.

LIVE Wagering will follow the same rule above.

Baseball Props

ID: 59 | Code: DB | Rank: 9

Rule ID: 60 | Rank: 1

GAME & PLAYER PROP RULES (MLB) - Scheduled 9 Inning Games
Player Props – Specified players in the prop must start the game or all wagers have no action. For player props to have action the game must go at least 8.5 innings if the home team is ahead, or 9 full innings if the visiting team is ahead.

Score in the 1st Inning – These props are graded upon completion of the 1st inning regardless of whether the full game is completed or not.

Team to score first – This prop is graded as soon as the first team scores a run in the game and has action regardless of whether the full game is completed or not.

Total Bases - **Single** is worth 1, **Double** is worth 2, **Triple** is worth 3, **Home Run** is worth 4. No other type of play counts towards Total Bases markets.

Total Hits, Runs, & Errors – This is an over/under bet on the total number of hits, runs, and errors in the game by both teams combined. The game must go at least 8.5 innings if the home team is ahead, or 9 full innings if the visiting team is ahead.

Contest Props – The game must go at least 8.5 innings if the home team is ahead, or 9 full innings if the visiting team is ahead.

Suspended Games - Should a game be suspended before the 8.5/9 Innings rule has been met, all player props will be canceled. For example, should a playoff game be suspended in the 3rd Inning and be scheduled to finish the following day, all the player props will be canceled due to the fact that the game was suspended and had not completed the 8.5/9 Inning Rule. The game will still have action, but the props will be canceled due to the fact the game was suspended.

Rule ID: 289 | Rank: 2

GAME & PLAYER PROP RULES (MLB) - Scheduled 7 Inning Games
Player Props – Specified players in the prop must start the game or all wagers have no action. For player props to have action the game must go at least 6.5 innings if the home team is ahead, or 7 full innings if the visiting team is ahead.

Score in the 1st Inning – These props are graded upon completion of the 1st inning regardless of whether the full game is completed or not.

Team to score first– This prop is graded as soon as the first team scores a run in the game and has action regardless of whether the full game is completed or not.

Total Hits, Runs, & Errors – This is an over/under bet on the total number of hits, runs, and errors in the game by both teams combined. The game must go at least 6.5 innings if the home team is ahead, or 7 full innings if the visiting team is ahead.

Contest Props – Game must go at least 6.5 innings if the home team is ahead, or 7 full innings if the visiting team is ahead.

Baseball Futures

ID: 65 | Code: DC | Rank: 10

Rule ID: 182 | Rank: 2

BASEBALL FUTURES (MLB – WORLD SERIES):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the World Series.

HEADER -- Yankees, Red Sox, or Cubs to win World Series
101 Big 3 win World Series -120
102 BIg 3 wont win -110

In the above example you have the choice of risking $120 to win $100 to have any one of the 3 teams listed (Yankees, Red Sox, or Cubs) win the World Series or risk $110 to win $100 to have any other team besides the 3 listed win the World Series.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the World Series.

HEADER -- New York Yankees to win World Series
103 Yankees win World Series +100
104 Yankees wont win -130

In the above example you have the choice of risking $100 to win $100 on the New York Yankees to win the World Series or you can risk $130 to win $100 and have any other team besides the Yankees to win the World Series.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

Rule ID: 183 | Rank: 3

BASEBALL FUTURES (MLB - PENNANTS & DIVISIONS):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the Pennant/Division.

HEADER -- Cubs or Cardinals to win National League Pennant
101 Big 2 win NL -120
102 BIg 2 wont win -110

In the above example you have the choice of risking $120 to win $100 to have either one of the 2 teams listed (Cubs or Cardinals) win the National League Pennant or risk $110 to win $100 to have any other team besides the 2 listed win the National League Pennant.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the Pennant/Division.

HEADER -- New York Yankees to win American League Pennant
103 Yankees win AL +100
104 Yankees wont win -130

In the above example you have the choice of risking $100 to win $100 on the New York Yankees to win the American League Pennant or you can risk $130 to win $100 and have any other team besides the Yankees win the American League Pennant.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

4. **GENERAL DISCLAIMER** - The winners of both Pennants (American & National) are the teams that will be represented in the MLB World Series.

Rule ID: 184 | Rank: 4

MLB REGULAR SEASON WINS - Unless otherwise specified the selected team must play 160 games for action. Post season games don't count towards specified team win total.

Hockey

ID: 67 | Code: EA | Rank: 11

Rule ID: 68 | Rank: 1

OFFICIAL TIME (55 MINUTES) - Hockey games must go at least 55 minutes to have action. If a game is suspended after the minimum time has been played and not resumed by 8:00am EST the following day, then regardless of whether the game is completed at a later date, the score when the game is halted will determine the betting results. If play is suspended before the minimum time has been reached and not resumed the same day, all bets will be scored as "no action" and all plays are canceled.

PLAYOFFS - Playoff Hockey will have action regardless of when it starts or is completed. Should a game be postponed to another date, all wagers will stand. Should a game be started and then suspended, it will have action as long as it plays to it's completion.

Rule ID: 69 | Rank: 2

REGULATION ONLY OR OVERTIME INCLUDED - On the header above the games it will be clearly marked if the Spread, Moneyline or Total includes Overtime or not. In general Spreads in hockey do not include Overtime while Moneylines, Totals, and Team Totals do include Overtime. This will be clearly marked in the review wagers section as well as in the pending wagers. Make sure to check your pending wagers carefully and ensure your information is correct.

Rule ID: 70 | Rank: 3

PENALTY SHOOTOUTS - Penalty Shootouts are considered part of overtime. If there is a Penalty Shootout the winner will be credited with an extra goal.

Rule ID: 71 | Rank: 4

3rd PERIOD WAGERS - 3rd period wagering does not include overtime.

Rule ID: 72 | Rank: 5

INDIVIDUAL PERIODS & GRADING - Wagers on the 1st Period, 2nd Period, and 3rd period are graded upon completion. The full period must be played for action and then immediately graded and will not be canceled regardless of what happens later in the game.

Rule ID: 73 | Rank: 6

GRAND SALAMI - The "Home Goals vs Away Goals" will be decided by the total goals scored in all games scheduled in the given league for the given day. All scheduled games must play three full periods for action.

Rule ID: 74 | Rank: 7

HOCKEY DISCLAIMER - If there is no clarification if overtime is included or not it is to be assumed to be included.

Rule ID: 290 | Rank: 8

NCAA HOCKEY - These wagers will INCLUDE OVERTIME.
INTERNATIONAL HOCKEY - These wagers are for Regulation ONLY unless otherwise specified.

Hockey Props

ID: 75 | Code: EB | Rank: 12

Rule ID: 76 | Rank: 1

INDIVIDUAL GAME & PLAYER PROP RULES (NHL)

1. **LENGTH** - Game must go full 60 minutes
2. **OVERTIME** - Props include Overtime but do not include any penalty shootouts

Rule ID: 77 | Rank: 2

TEAM TO SCORE FIRST - Team to score first will be graded after the first goal.

Rule ID: 78 | Rank: 3

SCORE IN DESIGNATED TIME - Score/No Score in a certain allotted time will be graded upon completion of that allotted time or graded upon the first score.

Rule ID: 79 | Rank: 4

FIRST GOAL - Player to score 1st goal will be graded upon the first goal.

Rule ID: 80 | Rank: 5

GOALIE PROPS -For goalie player props the goalie must start the game for action.

Rule ID: 81 | Rank: 6

PLAYER POINTS - For total player points in a game both goals & assists count as 1pt each (Penalty Shootouts do not count).

Rule ID: 298 | Rank: 7

SHOTS - The player prop Shots are for Shots on Goal during the game, including overtime (Penalty Shootouts do not count).

Rule ID: 309 | Rank: 8

MUST PLAY - Unless otherwise specifically stated the named player in prop must play in the game or all wagers have no action and monies refunded.

Hockey Futures

ID: 82 | Code: EC | Rank: 13

Rule ID: 83 | Rank: 1

NHL REGULAR SEASON WINS - Unless otherwise specified the selected team must play 82 games for action. Post season games don't count towards specified team win total.

Rule ID: 84 | Rank: 2

NHL REGULAR SEASON POINTS - Unless otherwise specified the selected team must play 82 games for action. Post season games don't count towards specified team point total.

Rule ID: 185 | Rank: 3

HOCKEY FUTURES (NHL – STANLEY CUP):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the Stanley Cup.

HEADER -- Blackhawks or Bruins to win Stanley Cup
101 Big 2 win Stanley Cup -120
102 BIg 2 wont win -110

In the above example you have the choice of risking $120 to win $100 to have either one of the 2 teams listed (Blackhawks or Bruins) win the Stanley Cup or risk $110 to win $100 to have any other team besides the 2 listed win the Stanley Cup.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the Stanley Cup.

HEADER -- New York Rangers to win Stanley Cup
103 Rangers win Stanley Cup +100
104 Rangers wont win -130

In the above example you have the choice of risking $100 to win $100 on the New York Rangers to win the Stanley Cup or you can risk $130 to win $100 and have any other team besides the Rangers win the Stanley Cup.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

Rule ID: 186 | Rank: 4

HOCKEY FUTURES (NHL - CONFERENCES & DIVISIONS):

1. **BIG "X" WIN** - This is a straight wager where you can bet on the specified teams to WIN/NOT WIN the Conference/Division.

HEADER -- Blackhawks or Blues to win Western Conference
101 Big 2 win West -120
102 BIg 2 wont win -110

In the above example you have the choice of risking $120 to win $100 to have either one of the 2 teams listed (Blackhawks or Blues) win the Western Conference or risk $110 to win $100 to have any other team besides the 2 listed win the Western Conference.

2. **YES/NO WIN** - This is a straight wager where you bet on whether specified team will WIN/NOT WIN the Conference/Division.

HEADER -- Detroit Red Wings to win Eastern Conference
103 Red Wings win East +100
104 Red Wings wont win -130

In the above example you have the choice of risking $100 to win $100 on the Detroit Red Wings to win the Eastern Conference or you can risk $130 to win $100 and have any other team besides the Red Wings win the Eastern Conference.

3. **CONTEST WAGERING** - This is a straight wager where you select your team from a list of contestants to win a specified event.

4. **GENERAL DISCLAIMER** - The winners of both Conferences (Eastern & Western) are the teams that will be represented in the NHL Stanley Cup.

Soccer

ID: 85 | Code: FA | Rank: 14

Rule ID: 87 | Rank: 2

START TIMES - Soccer kickoff dates and times displayed on our website are an indication only and are not guaranteed to be correct. Bet offers are often posted before exact kickoff dates and times are set by league administrators. As matches draw near, our displayed times will become more accurate. When kickoff dates or times change slightly for any reason (examples include, but are not limited to: television broadcasting requirements, team and supporter travel requirements, scheduling of European club competitions, and minor ground repair) wagers will continue to be valid. If prior to the match starting, a match is canceled and rescheduled more than 48 hours into the future, wagers will be considered void and all stakes will be refunded. In case of inclement weather or other disruption, wagers will remain "pending" for 48 hours. If it is unclear as to whether bets should stand or be refunded because of a postponement, we will follow the consensus rulings of bookmakers in Asia and in Europe.

Rule ID: 88 | Rank: 3

REGULATION TIME (FULL TIME) - Unless otherwise specified, wagers on the outcome of a match will be decided on regulation time only. This includes two halves of play and any time the referee adds on to compensate for injuries and other stoppages and will be referred to at times as "Full Time". It does not include periods of extra time nor penalty shootouts. If, in a game scheduled for two halves of 45 minutes each, a referee ends the game with an official result with what appears to be a time different than 2 halves of 45 minutes each, wagers will have action. If a referee declares a game abandoned for any reason, wagers will be void and stakes returned.

Rule ID: 89 | Rank: 4

MATCH SUSPENDED - After a match has started, should a match be suspended before full time is reached and not completed the same day, wagers on the outcome of the match are considered void and all stakes shall be returned.

Rule ID: 90 | Rank: 5

3 WAY BETTING - When the "Draw" option is offered for a soccer game then there will be no pushes for the money line. *[Example: if the 3 way line is the following]*

Mexico +175

USA +150

Draw +200

If you wager on USA, USA must win the game in full time (both halves + injury time) for you to win the wager. If USA and Mexico are tied after full time, then the Draw is the winner and any wagers on Mexico and USA will be scored as a loss.

Rule ID: 91 | Rank: 6

ASIAN HANDICAP (DOUBLE HANDICAP) - Asian handicap operates in a similar way to traditional handicap but there is a guarantee of funds being won or lost on each selection. There will be two handicaps listed for a game in Spread, Total, or Team Total. For example if the Asian Handicap (Double Handicap) is the following:

Arsenal -½, -1 (-130) ov2½, 3 (-110)

Chelsea +½, +1 (+110) un 2½, 3 (-110)

If you select Arsenal to win $200 you would be risking $260 ($130 to win $100 on Arsenal -½ (-130) & $130 to win $100 on Arsenal -1 (-130)). If Arsenal won the game by 2 or more goals you would win $200 ($100 on -½ and $100 on -1). If Arsenal won the game by 1 goal you would win $100 ($100 on -½ and Push on -1). If the game ended in a DRAW or if Chelsea won the game you would lose $260 ($130 on -½ and $130 on -1 (-130)).

If you select Chelsea and risk $200 you could possibly win $220 ($100 to win $110 on Chelsea +½ (+110) & $100 to win $110 on Chelsea +1 (+110). If Arsenal wins the game by 1 goal you would lose $100 ($100 on Chelsea +½ and Push on +1). If the game ends in a DRAW or Chelsea wins outright you win $220 (Chelsea +½ and Chelsea +1 (+110)).

If you select Arsenal/Chelsea over to win $200 you would be risking $220 ($110 to win $100 ov ½ (-110) & $110 to win $100 ov 3 (-110)). Just like the Asian Handicap for the Spread a player can win/lose all or half of their bet depending on the outcome of total goals.

Rule ID: 92 | Rank: 7

TOTALS (OVER/UNDER) - A match must reach full time or the referee deem it a valid match for wagers on the total number of goals scored in the match to be valid. Extra time and penalty shootouts do not count.

Rule ID: 106 | Rank: 8

RAISE THE CUP or ADVANCE - Wagers on a team to Raise the Cup or to Advance or any other term implying that the team will win the match will be graded based on the final outcome of the game including all overtime and shootout periods.

Rule ID: 107 | Rank: 9

SHOOTOUTS - In the case of a shootout the team winning the shootout will be awarded one goal towards any wager (side, total, etc) in which shootout time is included.

Rule ID: 108 | Rank: 10

2nd HALVES - 2nd half wagers are only for the 2nd half. Overtime and shoot-outs are not included in 2nd half wagers.

Soccer Props

ID: 109 | Code: FB | Rank: 15

Rule ID: 111 | Rank: 1

PROP RULES:

1. **GRADING** - For player props to have action the player must start and the game must go the full time (both halves + injury time). Overtime and shoot-outs do not count for props unless otherwise specified. "First" props will be graded when the props happen. These include but are not limited to: First Goal, First Penalty Kick, First Corner Kick, First Card, etc. 1st half props will be graded at the end of the first half. Any props that have a time limit to them will be graded when that limit has been met. Example: Goal in first 20 minutes will be graded after the first 20 minutes has been reached.
2. **DISPUTES** - Should there be a dispute over a proposition (examples include, but are not limited to: name of the first goal scorer; time of a goal) wagers will be settled and paid based on the reports of the sporting media.

Golf

ID: 112 | Code: GA | Rank: 16

Rule ID: 299 | Rank: 2

MAIN SECTION

1. BIG "X" WIN or **YES/NO WIN** - This is a straight wager where you can wager on the specified golfer(s) to WIN or NOT WIN a Tournament.

_HEADER -- Tiger Woods or Phil Mickelson to win the US Open
101 Big 2 win US Open -140
102 Big 2 won't win +110_

_HEADER -- Tiger Woods to win the US Open
103 Woods wins US Open -140
104 Woods won't win +110_

In both examples, you can choose between $140 to win $100 to win the US Open with specified golfers or risk $100 to win $110 with any other golfer. Specified golfers representing the YES price must complete 36 holes for action unless otherwise explicitly stated in the header.

2. FINISH POSITIONS – You are wagering on what the official finishing position of the selected golfer will be at the end of the tournament regardless of ties. If 3 golfers tie for the 12th position, each golfer will be graded as finishing 12th. The specified golfer must complete 36 holes for action unless otherwise explicitly stated in the header.

3. ROUND SCORES – You are wagering on the number of strokes it takes for the specified golfer to finish their round; Playoffs are not included in round score props. The specified golfer must complete all 18 holes in the round for action.

4. PLAYER ROUND STATS – You are wagering on the cumulative number of stats the specified golfer finishes their round with (EX: *Total Birdies/Better*, *Total Bogeys/Worse*). The specified golfer must complete all 18 holes in the round for action.

5. TOURNAMENT PROPS – All props are for the whole tournament unless otherwise explicitly stated in the header.

6. PENALTIES – We do not recognize any penalties assessed after midnight EST for the previous round(s).

7. OFFICIAL TIME - If a tournament does not go the specified number of holes (usually 72) the winner will be determined by the governing body as long as 36 holes have been completed. If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 96 hours, otherwise, the bets will be void.

Rule ID: 300 | Rank: 3

MATCHUPS

1. TOURNAMENT MATCHUPS (Stroke Play) – In head to head matchups, both golfers must tee off and complete 36 holes for action. The golfer with the most completed holes is the winner of the matchup. If both players complete the same number of holes the golfer with the lower score is the winner. If both golfers are tied at the end of regulation and leading the tournament a playoff is used to determine the winner.

2. ROUND MATCHUPS (Stroke Play) – In head to head matchups, both golfers must tee off and complete 18 holes for action. The golfer with the lower score is the winner for individual round matchups. For 4th Round matchups the playoff counts ONLY if the 2 golfers in the matchup shoot the exact same score in the 4th Round. The winner is then determined by the golfer who wins the playoff or completes more holes.

3. THREE BALL MATCHUPS (Stroke Play) – All 3 golfers must tee off and complete 18 holes for action. The golfer with the lowest score out of the 3 is the winner of the matchup. If 2 golfers tie the odds are split between them; if all 3 golfers tie the bet is void.

4. MATCH PLAY – This is when a player, or team, earns a point for each hole in which they have bested their opponents. In match play the winner is the player, or team, with the most points at the end of play. In this format both golfers must tee off in order to have action as there is no minimum requirement of holes.

5. GOLF SPREADS – A golfer that completes more holes automatically covers the golf spread. If both golfers are involved in a playoff the winner will be graded as a 1 stroke winner regardless of the playoff scores.

Rule ID: 301 | Rank: 4

ODDS TO WIN (CONTESTANT)

1. WINNER – All odds to win wagers in the contest section are settled on the player winning the tournament, including any playoffs. Once a golfer tees off he has action.

HEADER – Odds to win the US Open

101 **Jon Rahm +1200**
102 **Justin Thomas +1400**
103 **Cameron Smith +1500**
104 **Scottie Scheffler +1600**
105 **Collin Morikawa +2000**

106 **Dustin Johnson +2400**
107 **Patrick Cantlay +3000**
108 **Tony Finau +3800**
109 **Jordan Spieth +4400**
110 **Tiger Woods +5000**
111 **Phil Mickelson +8000**

In the above example if you wager $100 on Jon Rahm and he wins the US Open you would profit $1200.

2. Top 5 / Top 10 / Top 20 – All finish position wagers in the contest section are settled based on the golfers position at end of the tournament including ties. Once a golfer tees off he has action.

3. OFFICIAL TIME - In the event a tournament does not go the specified number of holes (usually 72) the winner will be determined by the governing body as long as 36 holes have been completed. If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 96 hours, otherwise, the bets will be void.

Tennis

ID: 119 | Code: HA | Rank: 17

Rule ID: 120 | Rank: 1

MATCH BETTING - One full set must be completed for Money Line wagers to stand. If less than one set is completed, all Money Line wagers will be graded as NO ACTION and the money will be refunded. The winner of the match is the participant declared the victor by the umpire of the match.
[Example: Nadal trails 0-6, 0-2 vs Djokovic and Djokovic is forced to retire due to injury (or disqualification). All money line wagers stand. Nadal is declared the winner while Djokovic is deemed the loser. All other bets on the Spread, total, team total and sets betting will be void regardless of current score.]

Rule ID: 121 | Rank: 2

GAME BETTING (SPREAD & TOTAL) - If a player retires or is disqualified at any point during a match Game Betting wagers are void. If the match is shortened for any reason and a winner declared then all bets will be cancelled and the money will be refunded.

Example: Game Betting

_Maria Sharapova +4.5 (-110) OV20.5
Serena Williams -4.5 (-110) UN20.5_

Let's assume the match ends with the following score:

Maria Sharapova 4 3
Serena Williams 6 6

Based on the score above Serena Williams would defeat Maria Sharapova 12 games to 7 games. That would mean all wagers on Williams -4.5 games would be graded as the winner (12 - 7 = 5), as well as all wagers on under 20.5 games (12 + 7 = 19).

Rule ID: 122 | Rank: 3

SET BETTING - If a player retires or is disqualified at any point during a match Set Betting wagers are void. If the match is shortened for any reason and a winner declared then all bets will be cancelled and the money will be refunded.

Example: Set Spread Betting

Maria Sharapova - Sets +1.5 (-110)
Serena Williams - Sets -1.5 (-110)

Let's assume the match ends with the following score:

Maria Sharapova 4 3
Serena Williams 6 6

Based on the score above Serena Williams wins the match 2 sets to 0. All wagers on Serena Williams -1.5 sets would be graded the winner (2 - 0 = 2).

Rule ID: 123 | Rank: 4

DELAY OR SUSPENSION - If a tennis match is completed, without retirement or disqualification, all wagers stand as written. A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as play is resumed and/or the match is completed.

Fighting

ID: 124 | Code: IA | Rank: 18

Rule ID: 125 | Rank: 1

BOXING RULES:

1. **DATE & TIME** - Fights must take place within one week of the listed date of the fight or the bout will be graded "no action" (unless otherwise noted). Venue changes within the same country will not affect the status of pending wagers. Venue changes to a different country will result in a grade of "no action" on all pending wagers.
2. **WEIGHT CLASS** - If a fight weight class is changed for any reason, this will have no effect on any pending wager status. No wager will be voided based on a weight class change.
3. **ROUND CHANGE** - If the number of scheduled rounds in a boxing match is changed or misposted, the following wagers will have action: the fight winner, fighter wins only, and draw options. "Fight totals" and "will go / won't go" will have action if the updated scheduled rounds is more than the total listed on the prop. Exact round of ending, fighter to win inside distance, win by decision, and goes distance props will all be no action if scheduled rounds are changed or misposted.
4. **GRADING** - Results will be graded/regraded based on the official result at ringside. A result may be revised or altered after initial presentation by the ring announcer. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
5. **GENERAL DISCLAIMER** - A win by decision is not a win in the final round of the fight. For example if round 12 ends and then Johnson wins by a decision, Johnson to win in round 12 will be a loser since round 12 ended and Johnson won by decision. The same rule is applied to win in multiple rounds. For example Johnson to win in round 10-12, 6-12, etc...

Rule ID: 206 | Rank: 2

INSIDE DISTANCE - A wager on a fighter "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, submission, or technical decision.

Rule ID: 208 | Rank: 4

KO - A wager on a fighter to win by "KO" wins if the selected fighter wins by KO, TKO, or DQ.

Rule ID: 209 | Rank: 5

UNANIMOUS DECISION - A fighter wins by "Unanimous Decision" when all three judges score him as the winner.

Rule ID: 210 | Rank: 6

SPLIT DECISION - A fighter wins by "Split-Decision" when two judges score him as the winner and one judge scores the other fighter as the winner.

Rule ID: 211 | Rank: 7

MAJORITY DECISION - A fighter wins by "Majority Decision" when two judges score him as the winner and one judge scores the fight a draw.

Rule ID: 212 | Rank: 8

UNANIMOUS DRAW - A fight is a "Unanimous Draw" when all three judges score the fight as a draw.

Rule ID: 213 | Rank: 9

SPLIT DECISION DRAW - A fight is a "Split-Decision Draw" when one judge scores the fight a draw, one judge scores the fight for one fighter, and one judge scores the fight for the other fighter.

Rule ID: 214 | Rank: 10

MAJORITY DRAW - A fight is a "Majority Draw" when two judges score the fight a draw and one judge scores the fight for either of the two fighters.

Rule ID: 215 | Rank: 11

TECHNICAL DRAW - A fight is a "Technical Draw" when a fight ends before an allotted number of rounds (between four to six rounds, depending on sanctioning body rules) usually because of an accidental head-butt.

Rule ID: 216 | Rank: 12

DRAW OPTION - If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on either fighter will be lost. If the wagering offer includes only the two boxers, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.

Rule ID: 217 | Rank: 13

OVER/UNDER - A total listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three minute round. Thus, 4½ rounds would be one minute and thirty seconds of the 5th round. The halfway point of a two minute round is at the one minute mark. The halfway point of a five minute round is at the two minutes and thirty seconds mark. [EXAMPLE: a fight is scheduled for 5 rounds and after the 3rd round ends but before the 4th round begins, Johnson fails to answer the bell to start the 4th round. Johnson's opponent will be graded as a winner in the 3rd round. A round is not complete until the fighters start the following round. One exception to this rule is the last round of a fight.] Based on these rules should the total be 4 or a whole number there will never be a push. If the total is 11 and the 11th round bell sounds to end the fighting and if either fighter does not answer the bell for the 12th round then the UNDER would be a winner. The 11th round does not end for wagering purposes until the 12th round begins. Once the 12th round bell sounds and begins then at that point the 11th round is finished and the OVER would then be the winner.

Rule ID: 277 | Rank: 14

NO CONTEST - Should a fight be ruled a NO CONTEST all wagers associated with that fight will be canceled. This will pertain to the fight, props, contest wagers, etc....

MMA

ID: 204 | Code: IF | Rank: 19

Rule ID: 205 | Rank: 1

MMA RULES:

1. **DATE & TIME** - Fights must take place within one week of the listed date of the fight or the bout will be graded "no action" (unless otherwise noted). Venue changes within the same country will not affect the status of pending wagers. Venue changes to a different country will result in a grade of "no action" on all pending wagers.
2. **WEIGHT CLASS** - If a fight weight class is changed for any reason, this will have no effect on any pending wager status. No wager will be voided based on a weight class change.
3. **ROUND CHANGE** - If the number of scheduled rounds in a MMA match is changed or misposted, only the moneyline to win the fight will have action. All fight totals, fight props, exact round of ending, fighter to win inside distance, win by decision, and goes distance props will all be no action if scheduled rounds are changed or misposted.
4. **GRADING** - Results will be graded/regraded based on the official result at ringside. A result may be revised or altered after initial presentation by the ring announcer. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
5. **GENERAL DISCLAIMER** - A win by decision is not a win in the final round. For example if round 5 ends of a scheduled 5 round fight and Johnson wins by a decision, Johnson to win in round 5 will be a loser since round 5 ended and Johnson won by a decision.

Rule ID: 222 | Rank: 2

INSIDE DISTANCE - A wager on a fighter "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ,

submission, or technical decision.

Rule ID: 223 | Rank: 3

SUBMISSION - A submission is a term for yielding to the opponent, and hence resulting in an immediate defeat. The submission (*tap out* or *tapping out*) is often performed by clearly tapping the floor or the opponent with the hand or sometimes with the foot, to signal the opponent and possibly the referee of the submission to end the match. A technical submission is also considered a submission.

Rule ID: 224 | Rank: 4

KO/TKO - A wager on a fighter to win by "KO/TKO" wins only if the fighter wins by KO, TKO, DQ, or corner stoppage. A win by submission is not considered a KO/TKO in MMA.

Rule ID: 225 | Rank: 5

UNANIMOUS DECISION - A fighter wins by "Unanimous Decision" when all three judges score him as the winner.

Rule ID: 226 | Rank: 6

SPLIT DECISION - A fighter wins by "Split-Decision" when two judges score him as the winner and one judge scores the other fighter as the winner.

Rule ID: 227 | Rank: 7

MAJORITY DECISION - A fighter wins by "Majority Decision" when two judges score him as the winner and one judge scores the fight a draw.

Rule ID: 228 | Rank: 8

UNANIMOUS DRAW - A fight is a "Unanimous Draw" when all three judges score the fight as a draw.

Rule ID: 229 | Rank: 9

SPLIT DECISION DRAW - A fight is a "Split-Decision Draw" when one judge scores the fight a draw, one judge scores the fight for one fighter, and one judge scores the fight for the other fighter.

Rule ID: 230 | Rank: 10

MAJORITY DRAW - A fight is a "Majority Draw" when two judges score the fight a draw and one judge scores the fight for either of the two fighters.

Rule ID: 231 | Rank: 11

TECHNICAL DRAW - A fight is a "Technical Draw" when a fight ends before an allotted number of rounds (between four to six rounds, depending on sanctioning body rules) usually because of an accidental head-butt.

Rule ID: 232 | Rank: 12

DRAW OPTION - If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on either fighter will be lost. If the wagering offer includes only the two boxers, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.

Rule ID: 233 | Rank: 13

OVER/UNDER - A total listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three minute round. Thus, 4½ rounds would be one?minute

and thirty seconds of the 5th round. The halfway point of a two minute round is at the one minute mark. The halfway point of a five minute round is at the two minutes and thirty seconds mark. _[EXAMPLE: a fight is scheduled for 5 rounds and after the 3rd round ends but before the 4th round begins, Johnson fails to answer the bell to start the 4th round. Johnson's opponent will be graded as a winner in the 3rd round. A round is not complete until the fighters start the following round. One exception to this rule is the last round of a fight.] Based on these rules should the total be 4 or a whole number there will never be a push. If the total is 11 and the 11th round bell sounds to end the fighting and if either the fighter does not answer the bell for the 12th round then the UNDER would be a winner. The 11th round does not end for wagering purposes until the 12th round begins. Once the 12th round bell sounds and begins then at that point the 11th round is finished and the OVER would then be the winner.

Rule ID: 278 | Rank: 14

NO CONTEST - Should a fight be ruled a NO CONTEST all wagers associated with that fight will be canceled. This will pertain to the fight, props, contest wagers, etc....

Racing

ID: 127 | Code: JA | Rank: 20

Rule ID: 128 | Rank: 1

NASCAR RULES:

1. **WINNER** - The Official NASCAR winner of the race shall be the winner of the race for wagering purposes; this includes all races which are halted prematurely for any reason.

2. **MATCHUPS** - In head-to-head matchups, both drivers must start the race in order for the wager to be considered "action".

3. **SUBSTITUTE DRIVER** - If a starting driver who has completed at least one lap is replaced during the race by another driver for any reason, the starting driver will be awarded the finishing driver's position at the end of the race.

[Example: Driver WATSON starts the race, completes 8 laps, but leaves the race due to injury, and then replacement driver JACKSON finishes the race and places 10th. In the race standings, driver WATSON would be credited with a 10th place finish.]

4. **QUALIFYING MATCHUPS** - Only the times posted during the qualifying session are used.

5. **NASCAR DISCLAIMER** - Official results from a date later than 9am ET the following day of the race that reflect disqualifications, position penalties, or appeals will not be recognized for wagering purposes.

Rule ID: 129 | Rank: 2

HORSE RACING RULES:

1. **BIG "X" WIN** or **YES/NO WIN** - This is a straight wager where you can wager on the specified Horse(s) to WIN or NOT WIN a race.

_HEADER -– ***S***ecretariat or Justify to win the Kentucky Derby
101 Big 2 win Derby -140
102 Big 2 won't win +110_

HEADER -– Secretariat to win the Kentucky Derby

103 Secretariat wins Derby -140
104 Secretariat won't win +110

In both examples, you can choose between $140 to win $100 to win the Kentucky Derby with the specified horse(s) or risk $100 to win $110 with any other horse. Specified horses representing the YES price must run in the race.

2. **FIXED ODDS** - Fixed odds betting in horse racing means that the odds at the time of placing the bet will be fixed and will not change regardless of any subsequent fluctuations in the market. Once a bet is placed, the odds will be locked in, and the payout will be based on those odds, even if the odds change later. If there is a header specifying certain horses must run, then those horses must run for action

3. **MATCHUPS** - If either horse does not run or is scratched, the matchup will be cancelled, and any bets placed will be refunded.

Other Sports

ID: 3 | Parent: null | Rank: 3 | Expand: true

Politics

ID: 9 | Code: XA | Rank: 1

Rule ID: 139 | Rank: 0

POLITICAL GRADING:

1. **SOURCE** - If newyorktimes.com does not have information available for a particular election, we will use the local election board if official results are available. This will be looked at 10am Eastern the following day assuming 90% of the votes have been counted. The next day at 10am Eastern if newyorktimes.com still does not have the results and the local election results are unavailable with 90% of the votes counted it will continue to go day to day until either one of those have the information. Events will be graded the following day at 10am Eastern Time. This is assuming that newyorktimes.com has declared a winner in the election. If newyorktimes.com has NOT declared a winner, then we will use the results from the next day at 10am Eastern, and keep going day-to-day until an official newyorktimes.com projection has been made. It is irrelevant what % of the actual votes have been counted as long as newyorktimes.com has declared a winner.
2. **CHANGES** - Once a wager has been graded, it will not be overturned due to events that happen in the future. For example, all absentee ballots and recounts will not be counted assuming newyorktimes.com has declared an official winner as of 10am Eastern the following day.
3. **NO ACTION** - All wagers and prop bets that become public knowledge will have NO ACTION, if wagered on following the information becoming public.

Rule ID: 140 | Rank: 0

POLITICAL SPREADS:

1. **GRADING** - For all spreads, over/under, finishing positions and other prop bets on political elections we will also use those newyorktimes.com results based on if they have declared an official winner. If there is a dispute between 3rd and 4th place, as long as a winner has been declared it is irrelevant and we will use the vote count used by newyorktimes.com at 10am Eastern the following day. For all spreads and over/under, the decimal places will be used for grading purposes *[Example: if the spread is -3 and the candidate wins by 3.2%, then -3 is a winner and +3 is a loser] [Example: for over/under if the total is 25, and the final is 25.2%, then over is a winner and under is a loser]*.

Rule ID: 141 | Rank: 0

CANDIDATE PROPS - If there is a prop wager on a candidate to declare to run for office, they must officially declare for said office. Exploratory committees do not count, and is a separate prop wager. If there is a propwager on a candidate to drop out of the race, the candidate will be considered dropped out when they have made any similar type announcement and they are no longer actively campaigning for votes.

Lottery

ID: 97 | Code: XB | Rank: 2

Rule ID: 142 | Rank: 0

LOTTERY RULES:

1. **TIME** - Lottery wagers will be for the day/time that is stated in the header.
2. **RESULTS** - Lottery results will be taken from the official website of the offered lottery.

Cricket

ID: 143 | Code: XC | Rank: 3

Rule ID: 144 | Rank: 0

CRICKET GENERAL RULES:

1. **VENUE -** If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.
2. **GRADING** - All wagers will be settled using the official result as declared by the relevant governing body of the

match or competition concerned.

3. **ABANDONED** - If a match is abandoned due to outside interference, bets on the outcome for the total of the game are voided, if no winner is declared from the official site all bets on the winner of the match are voided.

4. **DRAW/TIE** - Where no price is quoted for the tie and the official competition rules do not determine a winner then all wagers will be graded canceled. In competitions where a bowl out or super over determines a winner, then bets will be settled on the official result.

Rule ID: 145 | Rank: 0

CRICKET (TEST MATCHES):

1. **MATCH BETTING** - In case the game did not go at least 4 innings all bets on the outcome for the winner of the match are settled based on the official announcement

2. **OVER/UNDER** - In case the game did not go at least 4 innings all bets on the outcome for the over/under are voided.

3. **DRAW** - If a three-way moneyline with the draw as the third betting option is offered, only those bettors who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.

4. **MATCH TIED** - In the event of a tied test match (i.e. where all innings have been completed and both teams have the same score) all bets on the game will be voided

5. **ABANDONED** - If a test match is abandoned or disrupted by outside interference (riot, etc) all bets on this match are void.

Rule ID: 146 | Rank: 0

CRICKET (ONE DAY INTERNATIONALS):

1. **MATCH BETTING** - In case the game did not go at least the official number of overs, all bets on the outcome for the winner of the match are settled based on the official announcement.

2. **OVER/UNDER** - In case the game did not go at least the official number of overs, all bets on the outcome for the over/under are voided.

3. **MATCH TIED** - In the case of the game ending in a draw all bets on the outcome of the match will be voided.

4. **RESERVE DAY** - In matches where a reserve day is used all wagers will stand and carry over to the reserve day.

Rule ID: 147 | Rank: 0

CRICKET (TWENTY/20):

1. **MATCH BETTING** - In case the game did not go at least the official number of overs, all bets on the outcome for the winner of the match are settled based on the official announcement.

2. **OVER/UNDER** - In case the game did not go at least the official number of overs, all bets on the outcome for the over/under are voided.

3. **MATCH TIED** - In the case of the game ending in a draw, all bets on the outcome of the match will be voided.

Rugby

ID: 148 | Code: XD | Rank: 4

Rule ID: 149 | Rank: 0

RUGBY & AUSSIE RULES:

1. **GRADING** - Wagers will be paid on the Final result of a contest (normal time or extra time where applicable).

2. **DRAW** - We may offer a so called three-way line with the draw as the third betting option. In these cases, when the outcome is a draw, only those bettors who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.

Lacrosse

ID: 150 | Code: XE | Rank: 5

Rule ID: 151 | Rank: 0

LACROSSE RULES:

1. **OFFICIAL TIME** - All games must go 60 minutes for action. If no draw price is offered then overtime is included.

Poker

ID: 152 | Code: XF | Rank: 6

Rule ID: 153 | Rank: 0

POKER (MATCHUPS):

1. **GRADING** - Player who places highestin the money will win. If both players finish out of the money, then the player who plays in more sessions wins.In a poker matchup both players must play at least one hand for there to be action. If both players play the same number of sessions the matchup will be a push. *[Example: player A begins the tournament on day one and goes out on day one and player B begins the tournament on day two and goes out on day two, the matchup A vs. B would be scored as a tie, since they had both played the same number of sessions.]*

2. **SESSIONS** - A session will be defined as 1 day of poker regardless of the amount of time played in that day. All sessions will begin after 7:00 AM location time. If a session starts one day and ends the next morning, it will still be counted as one session.

Rule ID: 154 | Rank: 0

POKER (PROPS):

1. **MUST START** - For propositions concerning in the money finishes, the contestant must start the event for action.
2. **WSOP** - For grading purposes, any proposition related to a player winning a bracelet(s)at the WSOP will not include the Casino Employee event, the Ante up for Africa event, or the Tournament of Champions freeroll. For gradingpurposes, any proposition related to a woman winning a bracelet(s) at a WSOP open event will not include ladies' events, Employee events, Ante up for Africa event, any age-restricted events, and any freeroll event.

Cycling

ID: 155 | Code: XG | Rank: 7

Rule ID: 156 | Rank: 0

CYCLING RULES:

1. **GRADING** - We settle bets based on the classification that is published immediately after the race. We do not recognize results overturned later via protests, doping tests, or other means.
2. **HEAD TO HEAD MATCHUPS** - For head to head matchups, if there is a race rule that adjusts the time of the competitors due to a fall, puncture, mechanical incident, etc. in the last few kilometers of a race, the rider with the fastest time in the official standings will win the match up.
3. **SINGLE RACE MATCHUPS** - In single-race matchups between riders, both riders must start and at least one of them complete the race for bets to stand.
4. **MULTIPLE LEG/STAGE MATCHUPS** - In Multiple leg/stage overall race matchups, the winner will be the rider that is classified highest at the end of the contest. If neither rider finishes the contest, then the winner will be the rider that completed the most stages. If both riders complete the same number of stages, then the winner will be the rider that was classified higher in their last completed stage.

Wrestling

ID: 157 | Code: XH | Rank: 8

Rule ID: 158 | Rank: 0

WWE WRESTLING:

1. **GRADING** - Bouts noted as being graded with the "initial ruling" are graded with the initial ruling at the venue. Appeals, reversals of decisions, or bout continuations will not be honored for wagering purposes. All wagers made on selections having the "initial ruling" notation are graded immediately when any announcement of a winner is made at ringside. No claims, voids, or concessions will be accepted or honored regardless of the circumstances at hand. Official or unofficial wrestling website results ARE NOT used for grading purposes.
2. **MANAGEMENT DECISIONS** - Wagering on WWE (World Wrestling Entertainment) events is only to be done with the understanding that all Management decisions are final for grading purposes. No other rules on the website apply to WWE wagers other than the rules listed above.

Darts

ID: 159 | Code: XI | Rank: 9

Rule ID: 160 | Rank: 0

ODDS TO WIN - All players are **ACTION**. If a player withdraws before a tournament begins then all wagers on that player to win will be graded as losses.

Rule ID: 161 | Rank: 0

MATCH BETTING - The player advancing to the next round will be the winner as long as one of the players has thrown a dart. If the first dart is not thrown then all bets are canceled.

Rule ID: 162 | Rank: 0

SET BETTING - Refers to the correct final score in sets for the match. If the match is not completed for any reason then all bets on the overall sets will be canceled.

Table Tennis

ID: 163 | Code: XJ | Rank: 10

Rule ID: 164 | Rank: 0

MATCH BETTING - If a match starts but is not completed for any reason then all bets on the outcome of the match will be canceled.

Rule ID: 165 | Rank: 0

TABLE TENNIS (SETS):

1. **SET BETTING** - Refers to the correct final score in sets for the match. If the match is not completedfor any reason then all bets on the overall sets will be canceled.
2. **INDIVIDUAL SET WINNER** - Refers to the winner of a specified set. The respective set must be completed for bets to stand regardless if the match is completed or not.

Rule ID: 166 | Rank: 0

TEAM MATCHES - In the event of a matchup between players being played twice only the first result counts for wagering purposes.

Rule ID: 286 | Rank: 0

NAMES AND SPELLINGS: When it comes to the names of the players there may be different translations. For Example: Andrii Hrytsai and Andrey Gritsay, Daniil Havrysh and Daniil Garvish, Oleksandr Melashenko and Aleksandr Melashenko, etc...
Depending on the provider and/or the grading source there may be a different spelling of the same person's name. Please don't blame us we do not speak Russian. As long as it is the SAME Person then the match will have action regardless of the spelling. If there is a misspelling and they are 100% different people then the match will be cancelled.

Olympics

ID: 167 | Code: XK | Rank: 11

Rule ID: 168 | Rank: 0

OLYMPICS:

1. CONTEST FUTURES - All wagers are action for any contest future unless otherwise stated.

2. MATCHUPS / HEAD TO HEAD - If a particular team has a YES/NO to win a gold medal then the athlete or team must start the competition for action. If there is a matchup between 2 athletes or countries in any even then both participants must start the event for action.

3. MEDAL COUNT - If the total medals for a county within a sport then the total is for both men's and women's competitions within that sport. For example if the USA wins 10 medals in men's gymnastics and 9 in women's gymnastics then the total medals won by the USA is 19 in gymnastics. Medals awarded to a team will be counted as 1 medal per country. For example, if the USA wins a gold medal in basketball that counts as 1 Olympic gold medal

for the USA and not 12 because there are 12 players on the basketball team. If 2 or more countries are tied for the most gold medals then the country with the most overall medals won will be used as a tiebreaker.

4. MEDAL CEREMONY - Events are official once the original medal ceremony takes place. Any changes due to drug results or any other reason do not count.

5. OLYMPIC HOCKEY - Unless otherwise specified wagering on the game result is based on regulation and does not include overtime.

6. PROPS - For any prop on an individual athlete the competitor must start the first event for action. For example if you wager on Bolt to win the gold in the 100 meters, he must just start the 1st heat for action. Once he participates in the first scheduled heat that prop has action regardless of whether or not he advances or is injured and can not continue.

Handball

ID: 187 | Code: XL | Rank: 12

Rule ID: 188 | Rank: 0

1. REGULATION - Unless otherwise specified all wagers are for regulation only. Extra Time / Over Time will not count.

2. 3 WAY LINE - Should there be 3 options available such as Team A, Team B, and Draw and the game is tied then all the wagers on the Draw will be winners and all wagers on Team A or Team B will be marked as losing wagers.

3. Postponed Match - Should the matched be postponed for any reason, then all wagers will be cancelled.

Track & Field

ID: 189 | Code: XM | Rank: 13

Rule ID: 190 | Rank: 0

General Rules:

1. MEDALS - Participants awarded Gold, Silver, and Bronze medals at the medal ceremony will be deemed 1st, 2nd, and 3rd respectively for wagering purposes.

2. MEDAL CEREMONY - Wagers are graded immediately after the race and medal ceremony. Any changes or disqualifications made after the medal ceremony will not be recognized.

Rule ID: 191 | Rank: 0

Head to Head Wagering:

1. MUST START - Both participants must start in any heat or final.

2. ADVANCING ROUNDS - Competitor that advances further is the winner. If Runner A advances to the semifinals and runner B is knocked out in the quarterfinals then Runner A will be the winner.

3. PRELIMINARY STAGES - If both contestants are eliminated in the exact same race run at the exact same time then the better finisher will be declared the winner. If both contestants are knocked out in the same round, but separate races all wagers will be graded as no action. For example if Runner A is in Heat 1 and Runner B in Heat 2 of the quarterfinals and neither advance to the semifinals then the wagers will be graded as no action since neither advanced and did not race head to head.

4. FINALS - Should both contestants reach the finals then whoever finishes better will be declared the winner.

Badminton

ID: 192 | Code: XN | Rank: 14

Rule ID: 193 | Rank: 0

General Rules:

1. COMPLETION OF A MATCH - If a match starts and does not finish for any reason all wagers will be void. If a player withdraws from any match before it has finished then all wagers will be voided regardless of when in the match the resignation takes place.

Rule ID: 194 | Rank: 0

Sets Betting:

1. If a match is not completed due to a withdrawal or disqualification then all sets wagers will be voided.

2. For wagers that are on a specific set, that particular set must be completed for action. For example if you wagered on Player A to win Set 1, then once Set 1 is completed that wager will be graded.

3. If you are wagering on the correct score of the sets then you are wagering on the correct final score of sets. For example Player A to beat Player B 2-1 in sets.

Rule ID: 195 | Rank: 0

Team Matches:

1. All wagers on the outcomes of a team match will have action even though 1 or more individual matches should be settled by walk over decisions due to player resignation.

2. If a player is changed in a singles or doubles match then all wagers on the individual match will be voided. All wagers on the outcome of a team match will have action regardless of player substitutions or changes in the team line ups.

Rule ID: 196 | Rank: 0

Delay or Suspension:

1. As long as the match is completed the wagers will have action. If there is a delay during the match as long as the match is resumed and completed the wagers will have action.

2. If the match does not go the specified number of sets and is shortened by tournament officials, the leader determined to be official by the tournament officials shall be the winner.

Volleyball

ID: 197 | Code: XO | Rank: 15

Rule ID: 200 | Rank: 0

General Rules:

1. If the match is suspended before full time is reached and not completed the same day, all wagers will be voided.

2. If a match venue is changed all bets will stand.

3. If a match is not completed the following markets will be voided: Match Winner, Set Betting, Total Match Points, Team Total Match Points, and Handicap Set Betting

Rule ID: 201 | Rank: 0

Sets Betting:

1. Any wagers with the set betting correct score refers the final score in sets.

2. The set winner refers to the winner of a specific set. Once that set is completed, wagers for that set will be graded and have action. If that specific set is not completed, then wagers for that specific set will be voided.

Water Polo

ID: 202 | Code: XP | Rank: 16

Rule ID: 203 | Rank: 0

General Rules:

1. Unless otherwise stated all wagers are for regulation time only and do not include overtime or penalty shootouts.

ESports

ID: 280 | Code: XQ | Rank: 17

Rule ID: 281 | Rank: 0

1. If the name of a player/team is misspelled, all bets will stand unless it is an obvious wrong object.
2. All wagers will be settled using the official result as declared by the relevant governing body of the competition concerned.
3. Total Betting: A total in Esports can be Rounds/Maps/Kills/ Other counting measures depending on the game. The total will only be referred to as the "Total"
4. Spread Betting: If the match consists of 1 Map, then the Spread refers to "Rounds Won". If the match consists of

3 Maps, then the Spread refers to "Maps Won". For Example, in ESEA Regular Season play the match consists of 1 map so Chaos -2.5 refers to the number of "Rounds Won" in that 1 map. Whereas in ESL play the match is consists of 3 Maps, so Astralis -1.5 refers to "Maps Won".

5. If the announced number of maps/rounds is changed, all bets on the handicap and total are canceled. However bets on the moneyline (outcome of the match) will still have action.

6. If a player or team receives a walkover, win by admin decision, or forfeits on at least one map, all wagers on the map and on the series (moneyline, spread, and total) will be canceled.

7. Wagers will not be canceled because a team is playing with a stand in or replacement player.

8. In a match where one team begins with an advantage of one or more maps, "Map 1" refers to the first map played, "Map 2" refers to the second map played and so on.

9. The bets on a match will stand as long as the 2 teams are correctly listed, regardless of the League header under which the teams are place on the website.

10. If there was an error/typo or system failure that would result in incorrect odds, we reserve the right to void the bet.

11. If the draw option has not been made available, then overtime/extra time will count if played.

12. If a player or team changes their name, any wagers placed on the lines offered under the previous name will still have action, as long as it's clear what game or match the wagers are on.

13. Unless otherwise specified wagers are for the entire match. In matches that consist of a best of 3 format, then we may offer the winner of Map 1, Map 2, or Map 3. It will be displayed as follows:

ENCE (Map 1)
    Vitality (Map 1)

Whereas the match will just list the team names with nothing behind them such as:

ENCE

Vitality

14. If a match starts and then is postponed or suspended it must resume within 24 hours of the scheduled start time in order to have action. If it does not then ALL wagers will be canceled for the match will be canceled regardless of the score. (Spread, Money Line, and Total) All wagers that were graded before the suspension or postponement will have action. For example if a match is postponed in Map 2, then all wagers on Map 1 will stand since that Map was completed before the suspension.

Virtual Sports

ID: 282 | Code: XR | Rank: 18

Rule ID: 283 | Rank: 0

GAME STYLE -- All games will clearly state the method of **PLAY** type (EX: *Arcade or Simulation*).

Rule ID: 284 | Rank: 0

GAME LENGTH -- All games will clearly list the amount of time used for each Quarter and must be **FULLY COMPLETED** for action. If any game goes offline/freezes and does not restart from where the connection was lost all bets will be **CANCELED** regardless of how much time was left.

Rule ID: 285 | Rank: 0

MISCELLANEOUS -- For all matters not addressed above **MANAGEMENTS DECISION** is final when resolving disputes regarding any of the Sport Simulations.

Conclave

ID: 310 | Code: XS | Rank: 19

Rule ID: 311 | Rank: 0

1. **Papal Conclave Length** - After the words *extra omnes* – everyone out – are declared, referring to all but voting cardinals and a handful of officials and doctors, the doors are locked, and the process begins of selecting a new Pope. The process will continue until there is **WHITE SMOKE** emerging from the 60 ft chimney announcing that a new Pope has been elected. This will mark the end of the process for grading purposes.

line set

ID: 308 | Parent: null | Rank: 4 | Expand: false