



RETAIL SPORTS WAGERING HOUSE RULES

MANAGEMENT

1. Management reserves the right to add, delete, or change the House Rules and/or payoff odds subject to regulatory approval of the Rhode Island Division of Lotteries (“Lottery”).
2. Management reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of the wagers. The Lottery may unilaterally direct the Sportsbook to limit, halt, or suspend wagering on any event, including Parlay Card wagers.
3. Management determines the minimum and maximum wagers on all events, subject to approval of the Lottery.
4. The Lottery may unilaterally direct Sportsbook to limit, halt, or suspend wagering on any event, including Parlay or Teaser wagers.
5. The use of two-way electronic communication devices while you are at the counter placing a wager is prohibited.
6. Persons under the age of eighteen (18) are prohibited from placing wagers or collecting winnings.
7. All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity or anyone else.
8. Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
9. Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details. If there is a conflict between a stipulation on an odds sheet/display and these House Rules, the stipulation on the odds sheet/display will prevail.
10. Accepting telephone or electronic wagers from outside of the licensed premises is strictly prohibited.
11. Payoffs over \$10,000 may be delayed until the next regular banking day.
12. The Sportsbook will not offer any prohibited sports events. “Prohibited sports event” means any collegiate sport or athletic event that takes place in Rhode Island or a sport or athletic event in which any Rhode Island college team participates regardless of where the event takes place.
 - a. A prohibited sports event does not include the other games of a collegiate sport or athletic tournament in which a Rhode Island college team participates, nor does it include any games of a collegiate tournament that occurs outside Rhode Island even though some of the individual games or events are held in Rhode Island.
 - b. A prohibited sports event includes all high school sports events but does not include international sports events in which persons under age eighteen (18) make up a minority of the participants.

13. Management will keep a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the customer and Management in the event of an obvious computer, mechanical, technical or human error. In the event that such an obvious error(s) occurs, Management reserves the right to pay out the wager(s) at the correct lines/odds, as determined by the marketplace comparison at the time of the placement of the wager(s), or to refund the wager(s), subject to approval from the Lottery.
14. A Prohibited Sports Wagering Participant shall be prohibited from placing sports wagers in the Sportsbook, including Sportsbook Rhode Island kiosks located at Twin River Casino Hotel and Tiverton Casino Hotel.

Description of Prohibited Sports Wagering Participants:

- Twin River/Tiverton Casino self-excluded patron
- Twin River/Tiverton Casino banned patron
- Rhode Island Lottery employees
- Employees of any Gaming Vendor doing business with the Lottery
- Designated employees of Twin River/Tiverton Casino
- Any person who has been convicted of any felony or misdemeanor involving breach of gambling laws or any person who has been convicted of the crime of bookmaking
- Any person prohibited from placing sports wagers by the sports league or sports governing body with which they are affiliated
- "Prohibited Sports Wagering Participant" also includes government officials or residents of certain embargoed countries and/or whose names are included on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's List or Entity List or successor or similar lists

TICKET ACCURACY

1. Please check your ticket for accuracy as all tickets go as written after you leave the wagering counter. Once a wager is accepted by both parties, tickets will not be altered or voided except at the discretion of Management and with the approval of both parties.
2. No winning wager will be paid without the customer's wagering ticket. No reproductions or photos of wagering tickets will be accepted.
3. Management is not responsible for lost, stolen, altered or unreadable tickets.
4. Expiration of any winning ticket will be one year from the date of the conclusion of the last event on the wager.
5. Management is not responsible for paying winning tickets resulting from any system or terminal malfunction.
6. The time on the tickets is Eastern Standard Time (EST).

METHODS OF FUNDING SPORTS WAGERS

1. Cash.
2. Redeemable Sportsbook tickets or vouchers.

WAGERING

1. Sports wagers will be accepted only during specified wagering hours.
2. All wagers are subject to Sportsbook Rhode Island's House Rules and Terms and Conditions, Lottery regulations and the General Laws of the State of Rhode Island.
3. Check the video displays for the latest odds. All odds are subject to change. All wagers must be at full face value.
4. Winnings are taxed in accordance with IRS requirements. Management will report all W-2G information to the IRS, as required. Taxable income may also be subject to Rhode Island personal income tax.
5. Management reserves the right to declare the sports wagering system closed for receiving any or all wagers.

INQUIRIES AND DISPUTES

Inquiries and disputes may be addressed to:

Twin River Casino Hotel, Attention: Sportsbook, 100 Twin River Road, Lincoln, RI 02865
(401) 723-3200

Tiverton Casino Hotel, Attention: Sportsbook, 777 Tiverton Casino Blvd, Tiverton, RI 02878
(401) 816-6000

DEFINITION OF "ACTION"

1. Except as noted below or otherwise specified, all events must be held within seven (7) days of the scheduled date to be considered "action."
2. BASKETBALL, HOCKEY, BASEBALL, SOFTBALL, SOCCER, AUSTRALIAN RULES FOOTBALL, LACROSSE, RUGBY AND VOLLEYBALL games must be played on the date scheduled for "action." If a game is postponed and/or rescheduled to a later date, said game will automatically constitute "no action."
3. AUTO races are "action" when the first (1st) car crosses the start line after the green flag is dropped.
4. FUTURE WAGERS are "action" if a winner is officially declared, regardless of team relocation, name change, league affiliation, playoff format, season length, etc.
5. In all sports, with the exception of TENNIS and TABLE TENNIS, if any change in venue occurs from the originally scheduled location, there will be "no action" and wagers will be fully refunded.
6. Both sides must start in any two (2) way match-up propositions.
7. Any straight wager deemed "no action" will be refunded. If a parlay has a leg that is deemed "no action", the parlay will reduce by one (1) selection (i.e., four (4) team parlay becomes a three (3) team parlay, and a two (2) team parlay becomes a straight wager).
8. For daily BASEBALL proposition wagers, all wagers constitute "action" regardless of the number of games completed, except for the BASEBALL

“Grand Salami” in which case all scheduled games must be completed for there to be “action.”

9. For BASEBALL first (1st) inning wagers, the first (1st) inning must be fully completed for there to be “action”; otherwise, wagers are refunded. There will be “action” regardless of a change in the originally scheduled starting pitcher.

DEFINITION OF “OFFICIAL”

1. BASEBALL (major league, minor league, and college): In all nine (9) inning scheduled games, winners and losers are “official” after nine (9) innings of play unless the home team is leading after eight and one-half (8.5) innings or the game is tied at the end of nine (9) innings and goes into extra innings. If a game goes into extra innings, winners and losers are “official” after the winner is decided after a full inning of play.
 - a. Called/suspended games must go a minimum of five (5) innings, or four and one-half (4.5) innings if the home team is ahead.
 - b. The called/suspended games rule also applies to seven (7) inning scheduled games.
 - c. If a game goes past five (5) innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. (For example, in a case in which the home team scores to tie or take the lead in the bottom half of the inning which is not completed, and the game is subsequently called, the runs scored in that inning do not count for wagering purposes.)
 - d. For first five (5) full inning wagers, five (5) full innings must be completed for “action;” otherwise, all wagers are refunded.
2. SOFTBALL (major league, minor league, and college): In all seven (7) inning scheduled games, winners and losers are “official” after seven (7) innings of play unless the home team is leading after six and one-half (6.5) innings or the game is tied at the end of seven (7) innings and goes into extra innings. If a game goes into extra innings, winners and losers are “official” after the winner is decided after a full inning of play.
 - a. Called/suspended games must go a minimum of five (5) innings, or four and one-half (4.5) innings if the home team is ahead.
 - b. If a game goes past five (5) innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. (For example, in a case in which the home team scores to tie or take the lead in the bottom half of the inning which is not completed, and the game is subsequently called, the runs scored in that inning do not count for wagering purposes.)
3. BASKETBALL (college): After thirty-five (35) minutes of play.
4. BASKETBALL (professional): After forty-three (43) minutes of play.
5. FIGHTS: When bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered “official,” regardless of the scheduled length.
6. FOOTBALL (both college and professional): After fifty-five (55) minutes of play.
7. HOCKEY (professional and college): After fifty-five (55) minutes of play.
8. SOCCER: After ninety (90) minutes of play.
9. AUSTRALIAN RULES FOOTBALL: After 80 minutes of play.
10. LACROSSE (both college and professional): After 55 minutes of play.
11. RUGBY LEAGUE and RUGBY UNION: After 80 minutes of play.

12. VOLLEYBALL (both college and professional): Match must be fully completed for action.
13. AUTO: A race must be completed and a winner declared within seven (7) days of the start of the race to be considered "official."
14. GOLF: Tournaments must be completed within seven (7) days of the start of the tournament to be considered "official."
15. OTHER: All other contests that involve a scheduled length of play or time limit must play to their conclusion or have five minutes or less of scheduled playing time remaining when the contest concludes to be considered "official" unless otherwise specified.
16. With all types of sports, with the exception of TENNIS and TABLE TENNIS, if any change in venue occurs from the originally scheduled site, then wagers will be fully refunded.

WAGERING ON "TOTALS" – OVER OR UNDER

1. When wagering on "totals" on contests involving a scheduled time limit, all game wagering rules applicable to minimum length of play requirements shall also apply to "totals" wagers (i.e. contests must play to their conclusion or have five (5) minutes or less of scheduled playing time remaining for "totals" wagers to be considered "action").
2. When wagering on baseball "totals" or "run lines," the game must go at least the regulation nine (9) innings (eight and one-half (8.5) if the home team is ahead) for a scheduled nine (9) inning game and seven (7) innings (six and one half (6.5) if the home team is ahead) for a scheduled seven (7) inning game.
 - a. If the game goes past regulation innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not bat (complete their turn at bat) in the bottom half of an extra-inning game, the score reverts to the previous full inning of play.
 - b. When wagering before the start of a baseball game on "totals" or "run lines," pitchers will be automatically listed. A pitcher change before the game starts constitutes "no action."
3. When wagering on softball "totals" or "run lines," the game must go at least the regulation seven (7) innings (six and one-half (6.5) if the home team is ahead).
 - a. If the game goes past regulation innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not bat (complete their turn at bat) in the bottom half of an extra-inning game, the score reverts to the previous full inning of play.
 - b. When wagering before the start of a softball game on "totals" or "run lines," no pitchers will be listed; therefore, all wagers constitute "action."
4. When wagering on soccer "totals," extra time and penalty kicks do not count towards the "total;" only ninety (90) minutes plus injury time are counted.
5. When wagering on football regular season win totals (both college and professional), teams must play the exact number of games on their schedule

for action. If there is a change in opponent, as long as the team plays the originally scheduled number of games, those bets are still declared “action.”

OVERTIME PERIODS

1. When wagering on “totals,” overtime periods are counted in the final score, unless otherwise specified.
2. On “half-time” wagers, overtime periods are included as part of the second (2nd) half, unless otherwise specified.

DETERMINING THE WINNER

1. The winner of an event or game will be determined on the date of the event’s conclusion. Management does not recognize suspended games, protests, overturned decisions, changes to the score, etc. Management, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged. Once the score is posted for payment, no subsequent score changes will be recognized.
2. The winner of an event or proposition wager that occurs while a game or match is in progress will be used to determine the winner as soon as the event is complete, regardless if the game or match is played to its conclusion, unless otherwise specified.
3. All futures bets placed will be “action” regardless of any regular season or playoff structural changes the leagues deem necessary.
4. If a league declares a championship, conference, division or any other category a winner, all bets on the winning team will be paid out regardless of regular season or playoff format.
5. Bets will be paid out if the league declares a championship, conference, division or any other category a winner without playoffs taking place during the particular season.
6. If a league does not declare a championship, conference, division or any other category a winner, all bets on those futures markets will be void and considered “no action”.

WAGERING TIES

1. Straight wager, “no action” and the wager will be refunded.
2. Two (2) team teasers, “no action” regardless of the outcome of the other team.
3. Parlays and teasers (other than ten/fourteen (10/14) point), reduce by one (1) selection.
4. Ten (10) or fourteen (14) point teasers on professional or college football, ties lose.

PARLAY, TEASER & PARLAY CARD RULES

1. Parlay tickets consisting of all football and/or basketball wagers laying 11/10 pay in accordance with the pay table.
2. Parlay tickets consisting of all money line wagers are determined using standard money line calculations.
3. Combination parlays are figured by first referring to the pay table, then applying the result to the standard money line calculations.

4. Final calculations are rounded down to the nickel.
5. Management reserves the right to cap parlay payout odds at two thousand five hundred to one (2,500/1).
6. Off-the-board maximum money line parlay payoff limit is 1000-1.
7. Parlay and Teaser pay tables will be available in the Sportsbook.

PARLAY CARD RULES

1. See reverse side of parlay card for rules.

PAYOUT

Calculations for wager types are as follows:

1. **Money line payoff** – The money line is expressed as a three (3) digit number. For example, minus one hundred fifty (-150) means a player must bet one hundred fifty dollars (\$150) for every one hundred dollars (\$100) they wish to win, and multiples thereof. Or, plus one hundred forty (+140) means a player will win one hundred forty dollars (\$140) for every one hundred dollars (\$100) bet.
2. **Point spread payoff** – Bets on the point spread are offered at eleven (11) to ten (10) odds, unless otherwise stated. For example, a player must bet eleven dollars (\$11) to win ten dollars (\$10), or one hundred ten dollars (\$110) to win one hundred dollars (\$100).
3. **Parlay payoff** – Parlay payout is determined by multiplication of odds of all selections in the parlay.
4. **Teaser payoff** – Off the board teaser pay charts are available in the Sportsbook.

INPLAY SPECIFIC RULES

INPLAY WAGERS

1. When wagering on “InPlay”, if the price or line has moved against the player’s request, the wager will not be consummated but instead will be re-offered at the new odds.
2. When wagering on “InPlay”, if the price or line has moved in the player’s favor, the wager will be automatically consummated at the improved odds without notification to the player of the improved price.

PRO FOOTBALL/COLLEGE FOOTBALL

1. Overtime counts unless otherwise specified. Overtime will not count in any bets involving specific halves or quarters.
2. Wagers for all full-game markets stand providing at least fifty-five (55) minutes of play have taken place and an official result is declared, unless otherwise specified.
3. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first (1st) half wager is action if a game is postponed in the second (2nd) half; whereas a fourth (4th) quarter wager is void if the game is postponed in the fourth (4th) quarter.

4. Unless odds are quoted for a tie, any market in which the result is a wagering tie will be refunded.

PRO BASKETBALL/COLLEGE BASKETBALL

1. Overtime counts unless otherwise specified.
2. All basketball games must be fully completed for full-game wagers to be considered action. Any games canceled or postponed before completion will be void.
3. Any part-game wagers are action upon completion of the specified period. For example, a first (1st) quarter wager in a game postponed in the second (2nd) half is action; whereas a third (3rd) quarter wager in a game postponed during the third (3rd) quarter is void.
4. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

BASEBALL

1. For all full-game wagers on baseball the game must go at least the regulation nine (9) innings (eight and one-half (8.5) if the home team is ahead) for a scheduled nine (9) inning game and seven (7) innings (six and one half (6.5) if the home team is ahead) for a scheduled seven (7) inning game for action.
2. For all specific inning or combined inning (e.g. first five (5) innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the fifth (5th) inning where a game is postponed in the seventh (7th) is action; whereas if the game were to be called at any time during the fifth (5th), the wager is void (regardless if a run has already been scored).
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

HOCKEY

1. Wagers for all full-game markets stand providing at least fifty-five (55) minutes of play have taken place and an official result is declared, unless otherwise specified.
2. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first (1st) period wager is action if a game is postponed in the third (3rd) period; whereas a second (2nd) period wager is void if the game is postponed in the second (2nd) period.
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

SOCCER

1. For all soccer betting, unless otherwise specified, the score at the end of regulation time (ninety (90) minutes plus any added injury minutes) will be deemed the final score and used to settle all markets. Goals scored in "Extra Time" or during "Penalty Shoot Outs" do not count.
2. Bets for all markets stand provided the game goes ninety (90) minutes and an official result is declared, unless otherwise specified.

3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded. For example, when betting on MONEY LINE LIVE, the tie option is deemed the winner in the event of a drawn game.

TENNIS / TABLE TENNIS

1. If a player is disqualified or retires from a match; all wagers placed on full-match markets are void.
2. If a match is suspended after play has commenced, all full-match wagers are action if the match is completed within one (1) week. If a suspended match is not rescheduled or the scheduled number of sets not completed within one (1) week, wagers are void.
3. For partial-match wagering (e.g. game and set betting), wagers are considered action upon the completion of the specified period; for example, first (1st) set wagers are action upon completion of the first (1st) set.

SPORT-SPECIFIC RULES

PLAYER PROPOSITIONS

1. Individual player bets (ex. 'first touchdown scorer') will stand if a player is "active" and ready to play. Bets placed on a player who is not "active" will be void.

BASEBALL AND SOFTBALL RULES

1. Professional baseball wagers are accepted in the following manner:
 - a. Action: Team against team regardless of the starting pitcher.
 - b. One (1) Specific Pitcher: A wager on or against one (1) specific pitcher regardless of the other starting pitcher. The specified pitcher must start or the wager is deemed "no action".
 - c. Both Specified Pitchers: A wager that specifies both starting pitchers. Any variation constitutes "no action."
 - d. NOTE: Each team's starting pitcher is defined, for wagering purposes, as the pitcher who throws the initial pitch.
 - e. In the event of a change in pitcher(s) prior to the start of a baseball game, money line odds may be adjusted. If one (1) scheduled pitcher starts against an unscheduled pitcher, "action" and "specified pitcher" wagers will be computed at the opening price established with the new pitcher.
 - f. First five (5) inning wagers are automatically listed pitchers. A pitching change constitutes "no action."
2. All college baseball and softball wagers are "action," regardless of starting pitchers.
3. Baseball parlay payoffs are computed using standard money line calculations.
4. NOTE: for rules on "totals" and "run lines" reference "WAGERING ON TOTALS" section.

GENERAL RULES

Baseball

1. Listed Pitchers: Pre-game baseball betting is offered on the basis that both the pitchers listed at the time the bet is struck start the game and throw at least one pitch each.
2. If either pitcher fails to start, all bets placed pre-game are void, but bets placed InPlay stand.
 - If only one starting pitcher is replaced, all bets placed on the remaining listed pitcher's individual stats (ex: Pitcher Total Strikeouts) will stand.
3. Action vs Action bets stand regardless of a pitching change.
4. The game must go at least 9 innings of play (or 8.5 if the home team is ahead) for bets to have action, otherwise bets are void unless a winning market has already been established. The only exceptions being:
 - A bet placed on the pre-game money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4.5 innings. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full innings (unless the team batting second scores to tie, or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called). With the exception of MLB playoff games, suspended games do not carry over.
 - When Mercy Rule is called because one team is in an unassailable lead, in which case bets stand.
 - In any Baseball doubleheaders, in which games are played over 7 innings, these games must go at least 7 innings of play (or 6.5 if the home team is ahead). In the event of a tie, bets are void.
 - Pre-game money line exception listed above still stands.
5. Extra innings count unless specified otherwise.

Alternative Total Runs

1. Predict whether the combined scores for each team will be over or under a specified number of runs.
2. If the number of runs is the same as the stated number, then bets will be made void.
3. Extra innings are included.

Innings Total Runs

1. Predict the range that contains the combined number of runs scored in a specified number of innings.

Innings Betting

1. Predict the team that will score the most runs in a specified inning. The full inning must be completed for bets to stand.
2. In the event of a tie, bets will be void unless odds are quoted for the tie.

Nine Innings Betting

1. Predict the team that will score the most runs during the first nine innings.
2. In the event of a tie, bets will be void unless odds are quoted for the tie.
3. If the first nine innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case bets will stand.

Nine Innings Correct Score

1. Predict the correct score after the first 9 innings have been completed.
2. Extra Innings do not count.
3. If the full 9 innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case the correct score at the time will stand.

Nine Innings Correct Score Special

1. Predict whether any team will score 10 or more runs in 9 innings.
2. If the full 9 innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case bets will stand.

Double Result

1. Predict the result at both the end of the 4th innings and the end of the game.
2. Extra innings are included.
3. Both predictions must be correct for bets to be successful.

Winning Margin

1. Predict the margin by which a specified team wins the game.
2. Extra innings are included.

Home Team Total Runs

1. Predict whether the home team will score over or under a specified number of runs.
2. Extra innings count.

Away Team Total Runs

1. Predict whether the away team will score over or under a specified number of runs.

2. Extra innings count.

Basketball

Away Team Total Points

1. Predict whether the total points scored in the game by the away team, including overtime, will be over or under a specified figure.

Example: Bettor places an over 122.5 on the Rockets for the Rockets in the Rockets at Knicks game. His bet is a winner if the Rockets score 123 points or more, his bet is a loser if the Rockets score 122 points or less.

Home Team Total Points

1. Predict whether the total points scored in the game by the home team, including overtime, will be over or under a specified figure.

Example: Bettor places an over 102.5 on the Knicks for the Knicks in the Rockets at Knicks game. His bet is a winner if the Knicks score 103 points or more, his bet is a loser if the Knicks score 102 points or less.

Team to Score First Basket

1. Predict the team that will score the first basket.

Team to Score Last Basket

1. Predict the team that will score the last basket.
2. Overtime counts.

Double Result

1. Predict the result at both halftime and full time.
2. Overtime counts.
3. Both predictions must be correct for bets to be successful.

First Half Totals

1. Predict whether the total points scored in the first half will be over or under a specified figure.
2. The first half must be completed for bets to stand, unless a winning market has already been established at the time of abandonment.
3. Overtime does not count unless otherwise stated.

Winning Margin

1. Predict the winning team and their margin of victory
2. Overtime counts.

Spread on a Specified Quarter

1. Predict the winning team after the point spread has been applied to the actual scores in a specified quarter.
2. Overtime does not count unless otherwise stated.

Total Points in a Specified Quarter

1. Predict whether the total points scored in the quarter will be over or under a specified figure.
2. Overtime does not count unless otherwise stated.

Race to a Set Number of Points

1. Predict the first team to score a set number of points (ex: 20, 30, etc).
2. Overtime counts.

Football

Total Points Odd/Even

1. Predict whether the total points scored in the game will be odd or even.
2. Points scored in overtime count.

Winning Margin

1. Predict the team to win the game and the margin of victory.
2. Overtime counts.

Half Winning Margin/Live

1. Predict the margin of points by which a nominated team will win a half.
Example: if the second half score is New England Patriots 28 - Atlanta Falcons 14, then the winning margin will be 'New England Patriots 13-18 points'. This only applies to points scored during the given time period and not the entire game.
2. Overtime counts.

Team Halves Won/Live

1. Predict total amount of halves a team wins in a game.
2. Overtime does not count unless otherwise stated.

Result After Quarter/Live

1. Predict which team will be winning after the culmination of the stated quarter.
2. Overtime counts.

First Touchdown Scorer

1. Predict the first player to score a touchdown in the game.
2. Overtime counts.
3. If no touchdowns are scored, stakes will be lost unless no first touchdown scorer is selected.

First Scoring Play

1. Predict the first scoring play in the game.

A Score in the Final 2 Minutes of the First Half

1. Predict whether there will be a point scored in the final two minutes of the first half.

First Half Betting

1. Predict the result at half time.
2. The first half must be completed for bets to stand.

First Half Spread

1. Predict the result at halftime once the point spread has been applied to the actual scores.
2. The first half must be completed for bets to stand.

First Half Total Points

1. Predict whether the total points scored at halftime will be more or less than a specified figure.
2. The first half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.

Second Half Betting

1. Predict the result at the end of the second half.
2. Overtime does not count unless otherwise stated.
3. Any points scored in the first half do not count.
4. The second half must be completed for bets to stand.

Quarter Betting

1. Predict the result of a specified quarter.
2. Overtime does not count for betting on the fourth quarter unless otherwise stated.

Total Home Team Points

1. Predict the number of points scored by the home team.

2. Overtime counts.

Total Away Team Points

1. Predict the number of points scored by the away team.
2. Overtime counts.

Halves or Quarters Won

1. Predict the number of halves or quarters won by a specified team.
2. Overtime does not count unless otherwise stated.

To Score in All Quarters

1. Predict whether or not a team will score in all quarters.
2. Overtime does not count unless otherwise stated.

Total Turnovers

1. Predict the total number of turnovers in the game.
2. Overtime counts.
3. Turnover totals taken from game results.

Total Home Team Turnovers

1. Predict the total number of turnovers committed by the home offense.
2. Overtime counts.
3. Turnover totals taken from game results.

Total Away Team Turnovers

1. Predict the total number of turnovers committed by the away offense.
2. Overtime counts.
3. Turnover totals taken from game results.

Team With Most Turnovers

1. Predict the team that commits the most turnovers.
2. Overtime counts.
3. Turnover totals taken from game results.

First Team to Turnover

1. Predict the team that will commit the first turnover in the game.
2. Overtime counts.
3. Turnover totals taken from game results.

Team With the Most Punts

1. Predict the team who will have the most punts in the game.

2. Overtime counts.
3. A punt is performed when the ball is kicked without letting it hit the ground first.

Total Touchdowns

1. Predict the total number of touchdowns in the game.
2. Overtime counts.

Double Result

1. Predict the result at halftime and full time.
2. Overtime counts.

Total First Half Touchdowns

1. Predict the number of touchdowns in the first half.
2. The first half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.

Total Second Half Touchdowns

1. Predict the number of touchdowns in the second half.
2. Overtime does not count unless otherwise stated.
3. The second half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.

Total Home Touchdowns

1. Predict the number of touchdowns scored by the home team.
2. Overtime counts.

Total Away Touchdowns

1. Predict the number of touchdowns scored by the away team.
2. Overtime counts.

Home Team Defensive Touchdowns

1. Predict the number of touchdowns scored by the home defense.
2. Overtime counts.
3. A punt or kickoff return will not count towards a defensive touchdown.

Away Team Defensive Touchdowns

1. Predict the number of touchdowns scored by the away defense.
2. Overtime counts.
3. A punt or kickoff return will not count towards a defensive touchdown.

First Team Touchdown

1. Predict the first team to score a touchdown.
2. Overtime counts.

Second Half First Team Touchdown

1. Predict the first team to score a touchdown in the second half.
2. Overtime does not count unless otherwise stated.

Quarter of First Touchdown

1. Predict the quarter in which the first touchdown is scored.
2. Overtime does not count unless otherwise stated.

Quarter of First Field Goal

1. Predict the quarter in which the first field goal is scored.
2. Overtime does not count unless otherwise stated.

Will There be Overtime

1. Predict whether or not there will be overtime.
2. If a game is abandoned prior to the end of regulation, bets are void unless it is the final of the competition, in which case all bets stand for the rescheduled game.

Will There be a Safety

1. Predict whether or not there will be a safety in the game.
2. Overtime counts.
3. A safety will be awarded by the officials and is the only means whereby a team not in possession can score points. It can occur in a variety of ways but the most common is when an opponent in possession of the ball is tackled in his own end zone.

Passing Yards of a Named Player

1. Predict whether the number of passing yards for a named player will be over or under a specific figure.
2. Overtime counts.

Receiving Yards of a Named Player

1. Predict whether the receiving yards for a named player will be over or under a specified figure.
2. Overtime counts.

Rushing Yards of a Named Player

1. Predict whether the rushing yards of a named player will be over or under a specified figure.

2. Overtime counts.

Will a Field Goal be Missed

1. Predict whether or not a field goal will be missed.
2. Overtime counts.

Points Scored in a Specific Quarter

1. Predict the range of points scored in a specific quarter.
2. Overtime does not count unless otherwise stated.

Will a Touchdown be Scored in a Specific Quarter

1. Predict whether or not a touchdown will be scored in a specific quarter.
2. Overtime does not count unless otherwise stated.

FIGHTS – BOXING AND MMA RULES

1. A "full round" is defined as one in which the bell, buzzer, etc. has sounded signifying the conclusion of such round. If a fighter is counted out or the bout is officially stopped prior to the bell, buzzer, etc., such round is not considered a "full round" for wagering purposes.
2. If a boxing or mixed martial arts fight ends at exactly 1:30 of a 3:00 minute round or 2:30 of a 5:00 minute round, whereas the fight lands on exactly the listed total, total bets will be refunded.
3. In the event of a draw, wagers on who will win are "no action".
4. All straight win wagers will have "action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, knock-out ("K.O.") or decision proposition wagers are "no action" if the scheduled length of the bout is changed.
5. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, technical decision, or any other stoppage.
6. On decision proposition wagers, "decision" means the fight must go the entire scheduled distance.

HOCKEY RULES

1. For professional hockey wagering purposes, in the event of a shootout, the winner is awarded one (1) goal, which is considered in the determination of the winner and loser and counted toward the game total. For player yes-no goal scoring props, shootout goals do not count.
2. For college hockey wagering purposes, final scores will be determined by the rules of the conference. 3 on 3 and shootout results may not count towards the final score. In mid-season tournament games, all overtime and shootout results count toward the final score.

60-Minutes Betting

Predict the result of regulation time from: away win | draw | home win.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
 - o Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Anytime Goalscorer

Select a player to score at any time during regulation time and overtime.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards an anytime goalscorer.
3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. If a game is postponed, normal postponed rules apply.
7. If a game is abandoned, normal abandoned rules apply.
 - o If a winning anytime goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
 - o If the selected player has left the ice without scoring in the time played before abandonment, bets placed on that player in this market will have already lost.
 - o If the selected player is still on the ice and has not scored at the time of abandonment, bets placed on that player in this market will be void because the game did not play for the full duration.
8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
 - o Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score X or More Goals Live

Predict whether or not both teams will each score the stated number of goals or more in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. InPlay bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - o If both teams have each scored the stated number of goals or more in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - o If both teams have not each scored in the time played before abandonment, bets placed will be void, subject to normal abandoned game rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Goalscorer

Select a player to score the first goal in a game.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards the first goalscorer. If the first goal in the game is an own goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.
3. Goals scored by a goalkeeper do not count towards the first goalscorer. If the first goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will be void.
5. If the selected player does not start the game and takes to the ice before the first goalscorer market has been won, bets placed on that player in this market will stand.
6. If the selected player does not start the game and takes to the ice after the first goalscorer market has been won, bets placed on that player in this market will be void.
7. If the selected player leaves the ice before the first goalscorer market has been won, bets placed on that player in this market will have lost and will be settled as losers.
8. If the selected player takes no part in the game, bets placed on that player in this market will be void.
9. If a game is postponed, normal postponed rules apply.

10. If a game is abandoned, normal abandoned rules apply.
 - If a winning first goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
 - If the selected player has left the ice without scoring the first goal in the time played before abandonment, bets placed on that player in this market will have already lost.
 - If a winning first goalscorer selection has not been established in the time played before abandonment, bets placed on players that are still on the ice in this market will be void because the game did not play for the full duration.
11. Bets placed on this market will be settled on completion of regulation time and overtime if required.
 - Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Goals

Predict which team will reach a specified number of goals first.

Example:

Race to 2 goals: Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.

Race to 3 goals: Buffalo Sabres at Vancouver Canucks. If Sabres score 3 goals before Canucks, they will be deemed the winning selection in the market.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team to Score First/Next Goal

Predict the team to score the first/next goal.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - o If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - o If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - o Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Teams to Score

Predict which teams will score in a game from: away team only | home team only | both teams | neither team

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - o If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - o If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - o Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score

Predict whether or not both teams will score in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - o If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as

winners. Bets placed on other outcomes on this market will have already lost.

- If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
 5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Margin

Predict the margin of goals by which a nominated team will win a game.

Example: If the game result is Washington Capitals 4-2 Winnipeg Jets, the winning selection in this market will be Washington Capitals by 2 goals.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
 - Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player Performance

Predict whether a named player will be over or under a specified figure/percentage of a designated statistic in an event.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. If selected player takes to the ice at any point during the event in regulation or overtime, then bets placed in this market will stand. Shootouts do not count.
3. If selected player does not take to ice at any point during the event in regulation or overtime, then bets placed on this market will be void.
4. Bets are settled based on official league statistics.
5. If a game is postponed, normal postponed rules apply.
6. If a game is abandoned, markets will be void unless markets winning selection is a winner, thus bets on market will stand and be settled as normal.

Team Total Goals

Predict whether the number of goals scored by the named team will be under/over the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - o If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
 - o If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - o Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

BET ACCEPTANCE EUROPEAN HOCKEY

1. All bets are placed in accordance with the Sportsbook Rhode Island House Rules and Terms and Conditions
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed
3. With the exception of “Money Line” and “Money Line Live” markets, overtime and shoot-out results will not count in all other markets as they are for regulation-time only.
4. Dates and start times of matches shown on the Sportsbook Rhode Island website and app are for guidance purposes only.

SOCCER RULES

1. For all goal line, money line, and total wagers, the score at the end of ninety (90) minutes, plus injury minutes, will be used to determine winning and losing tickets; extra time and shoot-outs do not count, unless otherwise specified.
2. For three (3) way wagering propositions: sides must win, lose or tie (each is a separate wagering interest).

AUTO RACING RULES

1. Unless otherwise specified all wagers are “action” regardless if driver starts the race; no refunds except match-up propositions.
2. In match-up propositions, all drivers involved in any match-up must start, or the wager is deemed “no action.”
3. If any driver in a match-up is substituted during the race, then the match-up is considered “no action”.

4. The winner of match-up propositions will be based on the official finish order.
5. Wagers accepted on drivers only, not on teams or cars, unless stipulated on the odds sheets/displays.
6. The winner at the end of the race will be the winner for wagering purposes.

GOLF RULES

1. Unless otherwise specified, all wagers are "action" regardless if golfer starts the tournament; no refunds, except for match-up proposition.
2. All golfers in a match-up must tee off to start the tournament for full tournament match-ups or round for individual round match-ups, or that match-up is "no action."
3. Golfer with the lower score wins the match-up (with equal rounds played).
4. If one (1) golfer continues play after his opponent has missed the cut, withdrawn (WD) or been disqualified (DQ), the golfer who continues play wins his match-up.
5. If both golfers in a match-up are in a play-off, the winner of the play-off wins match-up.

Tour Championship/ FedExCup Rules

First Round Leader

Predict the player to be leading the tournament at the end of the first round.

Example: Tiger Woods to win First Round Leader. Bet wins if at the end of the first round of the tournament, Woods is alone in first place. The bet loses if Woods is in second place or worse at the conclusion of the first round. If Woods is tied with one or more golfers at the end of the first round, dead heat rules apply.

1. If there is a tie for leading score at the end of the first round, dead heat rules will apply, unless there is a specific "tie" selection in the market.
2. If the round is abandoned, or if the round is not fully played for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the first round once they have teed off. If a player withdraws or is disqualified before they tee off in the first round, bets placed on that player in this market will be void.
4. If the player retires or is disqualified after they have teed off and before the first round has been completed, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
6. FedExCup Starting Strokes, or any other process which is used to determine a player's position, will apply. The winner of the market will be the leading player after the first round with these adjustments included.

Three-Ball Betting

Predict which player will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Three-Ball in the specified round of the golf tournament over Jordan Spieth and Patrick Reed. Bettor wins if Woods' score of those three golfers is lowest after specified round.

1. If there is a tie for the lowest score in the specified round, dead heat rules will apply.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a three ball are changed, bets placed on that three ball in this market will be settled on the original group.
4. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.
6. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
8. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Two-Ball Betting

Predict which player will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Two-Ball in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods' score is lower than Spieth's in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.

6. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
8. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Two-Ball Draw No Bet

Predict which player will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

Example. Bettor selects Tiger Woods to win Two-Ball Draw No Bet in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods' score is lower than Spieth's in the specified round. If Woods and Spieth are tied at the end of the specific round, bets placed will be void.

1. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
2. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
3. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
7. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Top Country or Continent Player

Predict the highest placed player in the tournament from the nominated list of players.

Example: Bettor selects Tiger Woods to be the Top American Player in the specified golf tournament. The bettor wins if Woods finishes the specified tournament with the lowest score of all American players. If Woods finishes in third place of the specified tournament behind Hideki Matsuyama and Sergio Garcia, the bet is a winner. The bet is a loser if Woods finishes in second place behind another American player, i.e: Dustin Johnson.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie for placings, dead heat rules may apply
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If all other players from the nominated country withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
7. If the selected player misses the cut, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top 5 Finish

Predict a player to finish in the top five of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 5 Finish in a specified golf tournament. Bettor wins if Woods finishes in 5th, 4th, 3rd, 2nd or 1st at the conclusion of the specified tournament. Bettor loses if Woods finishes 6th or worse.

If Woods finishes in a tie that extends beyond 5th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified

before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.

6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top 10 Finish

Predict a player to finish in the top ten of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 10 Finish in a specified golf tournament. Bettor wins if Woods finishes anywhere from 10th place to 1st place at the conclusion of the specified tournament. Bettor loses if Woods finishes 11th or worse.

If Woods finishes in a tie that extends beyond 10th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top 20 Finish

Predict a player to finish in the top 20 of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 20 Finish in a specified golf tournament. Bettor wins if Woods finishes anywhere from 20th place to 1st place at the conclusion of the specified tournament. Bettor loses if Woods finishes 21st or worse.

If Woods finishes in a tie that extends beyond 20th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tournament Winner

Predict the winner of the specified tournament.

Example: Bettor selects Tiger Woods as the Tournament Winner in a specified golf tournament. Bettor wins if Woods finishes in 1st place at the conclusion of the specified tournament.

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes of the tournament are completed. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the winner and placings. If less than 36 holes of the tournament are completed, bets on the tournament winner will be void.
2. If there is a tie for any place, dead heat rules may apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.

5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins, or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tournament Winner Without

Predict the winner of the specified tournament excluding the named player. The finishing position of the named player will be ignored for bets placed on this market.

Example: bets placed on Brooks Koepka without Rory McIlroy in this market will win if Brooks Koepka wins the tournament and if Brooks Koepka finishes second to Rory McIlroy.

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes of the tournament are completed. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the winner and placings. If less than 36 holes of the tournament are completed, bets on the tournament winner will be void.
2. If there is a tie, dead heat rules may apply.
3. If the excluded player wins the tournament and there is a tie between two or more players, dead heat rules will apply.
4. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
5. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
6. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
7. If the excluded player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void. If the excluded player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
8. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market

may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.

9. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Make the Cut

Predict a player to make the cut in the specified tournament.

Example: Bettor selection is “Yes” that Tiger Woods will make the cut during a specified golf tournament. Bettor wins if Woods is still in the field after cut is made of the specified tournament, which is normally after two completed rounds. Bettor loses if Woods does not make the cut for a specified tournament.

1. Tournament placings will be determined by the official rules of the respective governing body and includes any process which is used to determine the cut.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If there is a change to the stage of the tournament at which the cut is made, bets placed on this market will stand. If no cut is made, bets placed on this market will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Miss the Cut

Predict a player to miss the cut in the specified tournament.

Example: Bettor selection is “Yes” that Tiger Woods will not make the cut during a specified golf tournament. Bettor wins if Woods is no longer playing in the field after cut is made of the specified tournament, which is normally after two completed rounds. Bettor loses if Woods makes the cut for a specified tournament and reaches the tournament’s conclusion.

1. Tournament placings will be determined by the official rules of the respective governing body and includes any process which is used to determine the cut.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If there is a change to the stage of the tournament at which the cut is made, bets placed on this market will stand. If no cut is made, bets placed on this market will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00 a.m. EST the following day.

TENNIS / TABLE TENNIS RULES

1. If a player withdraws before the start of a tournament, all futures bets on that player will be refunded, unless otherwise specified.
2. For matches, both players must start the match and the match must be fully completed for "action". Any retirements or disqualifications before the completion of the match will result in the match being declared "no action".
3. For World Team Tennis/Table Tennis matches must be played on the scheduled day for "action".
4. All Tennis/Table Tennis matches are "action" regardless of a venue or surface change, as long as they are fully completed.
5. For game handicap and total games wagers, the match must be fully completed for "action". Any retirements or disqualifications before the completion of the match will result in these wagers being declared "no action".

AUSTRALIAN RULES

1. All Australian Rules bets are settled on 80 minutes play unless otherwise stated. If the match result is a draw stakes will be refunded unless a price is quoted for the draw.

CRICKET RULES

1. If a ball is bowled during a competition, series or match, then all bets will be declared “no action”
2. If a match is shortened by weather or otherwise, winning bets will be determined by the official competition rules
3. In the event of a bowl-off or super-over, bets on that match will be declared “no action” unless otherwise stated.

UPDATED: 26 October 2020