

Any accounts, automated betting systems, or IP addresses that continually hit our website or negatively impact our operations in any way will be immediately closed. Assigned limits on the account are to be respected at all times, any violation of these limits by an account through non-standard wagering activity will be deemed a violation of terms and any funds obtained as a result will be forfeited.

GENERAL

General Rules

1. **Our rules** conform very closely to those found at Las Vegas Sportsbooks and are used to protect both our company and you, the bettor.
2. All customer **accounts are private and confidential**, and all calls are recorded on tape and held for disputes for a period of 21 days.
3. The legal gambling age varies depending on the player's state or country of residence. It is the player's responsibility to abide by the rules established in their state or country.
4. We reserve the **right to refuse a wager** at any time, from any client without cause, and can refuse wagers from clientele who reside in states or provinces that prohibit sports wagering.
5. All rules, regulations, and payoffs listed in this publication are **subject to change** without prior written notice.
6. Each client is required to identify himself by his **account number and password** on each call and each login. The client has sole responsibility for their specific password and account number.
7. **Account balances** will reflect any wagers on future propositions or pending wagers.
8. Customers **cannot risk more money than is available** in their accounts.
9. All players are to confirm their wagers with the operator at the end of the call using their password. It is the **responsibility of the caller to listen to the read-back** from the operator before confirming the wager. If, for some reason, the call is dropped before the process is completed, the wager will be at the management's discretion.
10. **No wagers can be canceled** once the caller confirms them and the call is concluded. The only manner in which a client can cancel a wager is to wager on the opposite side of the contest in which he initially wagered.
11. On over/under wagers, **over-time periods are included in the final score**.
12. When wagering on half-time lines, the over-time period(s) are included as a **part of the second half**.
13. All **minimums, maximums, and payout prices** are subject to change without prior written notice.

14. **Maximum payout for any parlay** varies depending on your agent. It is the bettor's responsibility to understand the payout when confirming the wager.
15. All wagering **disputes shall be resolved by the read-back** from the recorded call and shall be ruled final.
16. Regarding **suspended games, protest games, or overturned decisions**, we follow Las Vegas gaming rules for wagering purposes unless specifically stated in a sport's rules. Otherwise, we do not recognize suspended games, protests and overturned decisions for wagering purposes.
17. All **sporting events must be played on the date scheduled** unless otherwise specified. If an event is postponed and/or rescheduled or there is a change of venue, then that event will automatically constitute no action, which means all monies for that event will be refunded (Unless sport specific rules otherwise). All parlays/exotics will be recalculated excluding the leg of the parlay, using payout charts for that sport/betting option.
18. Individual **tennis matches have no action if the match is not fully completed due to withdrawal/incapacity or disqualification**. If a match is rescheduled due to scheduling and weather problems bad light, etc., then all wagers will have action and all wagers will stand.
19. All **payouts are calculated on the odds in effect at the time of the wager**.
20. It is prohibited to parlay the same team with both the point spread and the money line. Multiple bets are not accepted where the outcome of one part contributes to the outcome of another (**correlated wagers**).
21. **We do not report your transactions** to any financial institution or government agency. It is the client's sole responsibility to report any such information to the appropriate taxable jurisdiction.
22. It is the client's responsibility to protect their login details. We are not responsible for **clients who disclose their password and account number** to other parties.
23. One person per account. If an account is known to have multiple people accessing it and the agent has not been notified the account may be suspended, wagers canceled, and funds forfeited.
24. One account per person. Users are prohibited from opening more than one account unless approved by their agent. Multiple accounts linked to a single user by IP address, device, account information, or any other method may be suspended, wagers canceled, and funds forfeited.
25. Players are responsible for being forthright with their agents as to who is placing wagers. If you are not honest and give the account(s) to a professional syndicate or

anyone else without informing your agent you risk having your wagers deleted, account closed, and forfeiture of funds. **Agents have the right to know who is placing wagers.**

26. The **winner of an event**, or game, will be determined on the date that the event is concluded.
27. All wagers are in **US dollars** unless otherwise specified on your account or by your agent.
28. You are **wagering on a managed platform**. All financial transactions are conducted between you and your agent. Under no circumstances is the platform responsible for paying or collecting for your account. Each agent/player is responsible for determining legality in their jurisdiction.
29. In the case of an **obvious error on the posted line**, scheduled time, or maximum wager, any wagers will be deemed a no action wager, and all money will be credited accordingly.
30. We **reserve the right** to take away any bonus, any time, without explanation.
31. We reserve the right to make an adjustment to any wagers which are obviously incorrect either through malicious user intent or accidental process manipulation/inaccuracy. Wagers addressed in this manner will be voided or adjusted following standard wagering odds/rules.
32. Dates and kick-off times of events shown are for guidance purposes only. Bets will be accepted up to the advertised kick-off time. For any reason **a bet is inadvertently accepted after an event or match has started**, the selection(s) affected will be made void. This applies to both sports wagering and horse wagering.
33. **Winners and losers are official after:**
 - a. Soccer - 90 minutes of play. Overtime and penalty shots are not included.
 - b. Football NCAA & NFL 55 minutes of play.
 - c. Basketball NBA 43 minutes of play.
 - d. Basketball NCAA 35 minutes of play.
 - e. Hockey NHL 55 minutes of play.
 - f. All other sporting events 55 minutes of play
 - g. Overtime periods, quarters or extra innings are counted in the final score when wagering on totals, money line and spread betting unless specified and with the exception of soccer lines including a quote for a draw.
 - h. On halftime wagers, overtime periods are included as part of the second half.
 - i. All period and quarter wagers placed are for that specific period or quarter only.
 - j. Other sports All other contests that involve a scheduled length of play time 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 for wagering purposes.

FOOTBALL

Football

1. Sport specific rules may vary depending on your agent.
2. Bets are considered official after 55 minutes of play. If 55 minutes of play is not conducted, a bet on the team is treated as no action, and a parlay bet will be reduced accordingly. Bets on 1st and 2nd halves and all quarters will be considered action upon completion of the period in question.
3. Bets on spread, money line, totals for the whole game and all bets on second halves always included overtime scoring. 4th quarter wagers do not include overtime scoring. Games must be played on scheduled date and site.
4. **Teaser**
The odds and rules on teasers are listed when you make your bets. For additional questions please contact Customer Service or your agent.
5. **Quarter Lines**
For games where quarter lines are offered, overtime(s) are not included in the final quarter score. No teasers or parlays are allowed for quarter bets.
6. **Super Bowl**
If the Super Bowl's date and/or venue is changed due to severe weather conditions, all existing open bets on the game will stand.
7. **Futures & Props**
Futures and props are always action unless otherwise specified. Any questions or confusion with regards to the wording of a prop or future should be addressed with customer service as all wagers are considered final.

BASKETBALL

Basketball

1. Bets on spread, money line, totals for the whole game and all bets on second halves always included overtime scoring. 4th quarter wagers do not include overtime scoring.
2. Sport specific rules may vary depending on your agent.
3. Bets are considered official after 43 minutes of play (NBA) or 35 minutes of play (NCAA) If the official time of play is not conducted, a bet on the team is treated as no action, and a parlay bet will be reduced accordingly. Games must be played on scheduled date and site. Post-season games are an exception and have action as long as the game is completed within 30 days of its originally scheduled date, this applies to post-season game props and player props as well.
4. Teasers: The odds and rules on teasers are listed when you make your bets. For additional questions please contact Customer Service or your agent.
5. In the event that a game is not played, the game will be replaced with an Open spot to be filled in at the players convenience.
6. Basketball player props: Player must start for action.

BASEBALL

Baseball

1. Sport specific rules may vary depending on your agent.
2. Game winners and losers (on the **Moneyline**) are official after 5 innings of play unless the home team is leading after 4½ innings. If a game is called or suspended, the score after the last full inning determines the winner. If the home team scores to tie or takes the lead in the bottom half of the inning and the inning is not completed, the score at the time the game is called determines the winner. Monies will be refunded if the home team ties the game and it is then suspended.
3. **MLB Preseason and regular season** events will not carry over to the following day (unless otherwise specified). We do not recognize suspended games, protests, overturned decisions, etc. for betting purposes.
4. All wagers on **MLB postseason** and **College baseball games** (Wildcard, League Series, World Series) will be determined by final score. If a game is suspended, all action will stand, and will be graded on the date of completion. (Note: This is different than regular season games and most Las Vegas establishments.)
5. **"Action" bets** will be computed by the opening price with the new pitcher. A pitcher is deemed the starting pitcher after throwing one pitch.
6. When betting on the **total runs** (over/under) the game must go 9 innings (8½ if the home team is ahead) to have action. Wagers on total runs will be refunded if a pitcher change occurs prior to both listed pitchers throwing at least one pitch.
7. Rules for the **run line** wagers are the same as those for the baseball totals.
8. Remember, when placing a **parlay** on baseball, you cannot combine run line and totals of the same team on the same parlay, as they are considered correlated wagers.
9. **Parlay payouts** are calculated by the computer. Please review the payout before confirming with your password.
10. **MLB Series Prices.** Regular season series wagers have action as long as a minimum of two games are completed. Only the first three games of any series count for wagering purposes. Once a team wins two games in a series, the series will be graded at that time.
11. **MLB Grand Salami.** All scheduled and Write In games have to go 9 full inning to have action (8½ if home team is winning). If a game is cancelled or postponed, there is no action on the MLB Grand Salami.
12. **Player Props** Player Props are always based on listed pitchers. On any player prop, the player(s) must start. Total bases single=1 base, a double=2 bases, a triple=3 bases, a HR=4 bases. A walk, stolen base, hit by a pitch, error, balk, fielder's choice or passed ball do not count. All player

props are considered to have action after a full 9 innings of play (8.5 if the home team is winning) unless otherwise stated.

13. **MLB First Half Wagers (1st 5 innings)**. Bets are based on the score in the first 5 innings. If after the first 5 full innings the game is not completed, all wagers on the first half will still stand. If the home team is winning and the game is called after 4½ innings, 1st 5 inning moneyline wagers will still have action. 1st 5 inning runline and total wagers require the entire first 5 innings to be completed (not 4½). All wagers are based on listed pitchers.
14. **MLB Second Half Wagers (Last 4 innings)**. Bets are based on the score from the top of the 6th inning till the end of the game. The game must go the full 9 innings, or 8 ½ innings if the home team is ahead. Wagers include extra innings. All wagers are based on listed pitchers.
15. **MLB Total Hits+Runs+Errors**. The full game must be completed (9 innings, or 8½ innings if the home team is ahead). All wagers are based on listed pitchers.
16. **MLB 7 inning games**. In games that are scheduled for 7 innings of play (instead of the normal 9 innings) all rules that would normally require 9 innings of play (8½ if the home team is winning) will instead require only 7 innings of play for action (6½ if the home team is winning).
17. Regardless of their starting/completion date, NCAA baseball tournament, NCAA softball tournament, international tournament, and youth league tournament games have action with the final result score.
18. Any baseball, softball , or little league game ending early as a result of a mercy rule will have action on all wagers (unless otherwise noted).

HOCKEY

Hockey

1. Sport specific rules may vary depending on your agent.
2. The game becomes official (has action) after 55 minutes of play. Goals scored during overtime are included for wagers on the game. Unless Specified otherwise (regulation time only)
3. Preseason and regular season events will not carry over to the following day (unless otherwise specified). Post-season games are an exception and have action as long as the game is completed within 30 days of its originally scheduled date, this applies to post-season game props and player props as well.
4. **Wager Types**
Canadian Line: The Canadian line is a combination of a goal and money line. The money line is a 20 cent line for straight bets.
Money Line: All money line options are prices to win the game outright, according to NHL rules.
Totals (Over/Under): Determined by totals goals scored in the game. In the NHL, the winner in overtime or shootout is credited with a goal. This goal counts towards the final score for grading purposes.
5. International Hockey European Hockey lines are Regulation time only (overtime and Shootouts not included).
6. **CANADIAN HOCKEY**
Canadian hockey lines are Overtime and Shootouts included.

SOCCKER

Soccer

1. Money line wagering on soccer offers a draw line as well as sides. In the event of a draw example: (1-1), all bets on either of the sides will be graded as losers. Again, in the event of a draw, only wagers placed on the draw line will be graded as a win. This rule does not apply to bet placed on the spread.
2. Double Handicap: This bet type splits a wager into two bets, each with the same moneyline, but at a different single handicap.
3. The result of the game is decided after 90 minutes of play plus injury time. Extra time / overtime / golden goal is not taken into consideration for soccer bets unless otherwise stipulated.
4. If any match is abandoned or postponed all bets will be void.
5. Where a venue is changed, bets will stand unless the game is to be played at the original away team's ground in which case all bets will be void.

GOLF

Golf

We offer 2 types of golf betting on all major golfing events: Odds to win the tournament and individual player matchups for the tournament and daily rounds.

1. Matchups In head to head match-ups, both golfers must tee-off in order to have action. If one player misses the cut, his opponent is deemed the winner. If both players miss the cut the lower score wins. If both players have the same score, then all wagers are refunded. If a player withdraws after tee off or misses the cut the player who plays the most holes wins. Playoffs do not count for handicap bets.
2. You can bet right up to tee-off time.
3. In the case of rainouts or delays, all bets will stand and have action.
4. If a tournament is shortened, after it has started, then all bets stand.
5. If a tournament is officially abandoned, all bets are void.
6. Bets on tournament winners will have no action if the player does not start the tournament. The only exception will be when All-In / No Refunds is stated. These bets will have action, even if the player does not start the tournament.
7. Golf spreads for individual rounds or tournament: A player will automatically cover the spread if they make the cut and the other player in the matchup does not. If a player completes more holes than another player for any reason they will automatically win the spread. Should a playoff ensue between two players that are involved in a matchup the winner will be graded as a winner by 1 stroke regardless of the playoff scores.

BOXING/MMA

Boxing

1. When a match is abandoned or postponed, but fought within 14 days of the original scheduled date, all bets stand.
2. 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.
3. For Total Rounds wagers, 1 minute and 30 seconds will represent half a round. For example, for a bet on "Over 10.5 rounds" to be a winner, the fight must last beyond 1 minute and 30 seconds in round 11. If the number of rounds for a fight is changed then all wagers at the initial line will be considered null and void.

Mixed Martial Arts (MMA)

1. The result at the end of the contest is final. This includes any recounts of the judges' scorecards. Any subsequent changes made by governing bodies do not count for betting purposes.
2. Total Points/Rounds (Over/Under): If a fighter fails to start a round then the previous completed round is considered the last round of the fight. Where half a round is stated, the half way point of the respective round (1 minute 30 seconds for 3-minute rounds or 2 minutes 30 seconds for 5 minute rounds) will determine the under or over. If a contest lands exactly on the specified half round time, the result will be considered 'Over' (eg: Total is over/under 1.5 rounds and the contest ends at 1:30 of the 2nd round – the 'Over' will be the winner).
3. Knockdown/Count in Round: Only knockdowns that lead to a 'count' from the referee or if the referee initiates a 'count' will qualify for this bet.
4. Draws: If a fight ends in a draw and no odds have been offered for this option, all bets will be void.
5. Disqualifications: if a fighter is disqualified the result will be considered a win for his opponent. Totals will have action and be graded using the time at which the fight was stopped.

AUTO RACING

Auto Racing

1. If a driver withdraws from the race before it begins, bets on that driver will have no action. If a driver begins the race but then withdraws at any point after the race starts, bets on that driver will have action.
2. For race matchups, in the event neither driver finishes, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of laps, wagers will be graded as no action. Subsequent penalties or demotions will not affect the grading of wagers
3. If a postponed race takes place within 72 hours of the scheduled start time all bets have action. If the race remains postponed for longer than 72 hours, all bets will have no action

HORSES

Horses

1. When placing a wager in the racebook the FINAL ODDS will tell you the payout of your wager, for this reason you will see a 'To Win' amount of \$0 on the pending wager. The to win amount will be filled in on grading based on the final race odds. This does not apply to wagers posted in the regular sportsbook such as odds to win for major races or horse matchups.
2. Odds to win wagers posted in the regular sportsbook are always all in wagers unless otherwise specified, meaning all wagers have action regardless of participation.
3. Horse limits and payouts are handled by your agent. Please check with them if you have any questions. It is the players responsibility to know and understand the wagering rules their agent has set.

OTHER

Tennis

1. A match must be fully completed without player's withdrawal, incapacity or disqualification for bets to stand. If a match is rescheduled due to scheduling, weather problems, bad light, etc. then all bets will have action and all wagers will stand.
2. On **TENNIS** betting, the word "**games**" is added to the betting selection, and it will be the distinction between betting on **games** or **sets**, unless otherwise specified.

Lottery

1. Lottery wagers are always for the date on which the event is scheduled unless otherwise specified.
2. Lottery results are obtained from the states official website posting.

Cycling

1. Results are based on the classification that is published immediately after the race. Results overturned later via protests, doping tests, or other means will not be honored and will not affect the grading of wagers.
2. In head-to-head matchups the rider with the fastest time in the official standings will win the matchup.
3. In single-race matchups both riders must start and at least one player must finish the race for wagers to have action.
4. In the case a race is postponed all bets will stand if, and only if, the race is started within one week of the original start date.
5. In multi-leg classification matchups the winner will be the competitor that is classified highest at the end of the contest. If neither competitor finishes the contest then the winner will be the competitor that completes the most stages. If both competitors complete the same number of stages then the winner will be the one who classified higher after the last completed leg or stage.

ESports

1. The start dates and times displayed for E-Sport matches are an indication only and are not guaranteed to be correct. That means wagers will stand if a match is offered with an incorrect date and/or time.

If a match is officially suspended or postponed and not resumed within 12 hours from the actual scheduled start time, then wagers on the match will have no action and be refunded.

The exception being any wager on teams/players to advance, these wagers will have action regardless of a suspension or postponement.

1. If a team/player name is spelled incorrectly OR if a team/player changes their name but it is still clear what game or match the wager is for then wagers will still have action.
2. If in an official match a player plays with the wrong nickname or on a smurf-account, wagers will still have action unless it is evident that it is not the player that was supposed to play the match.
3. If there is no draw option then extra time is included in the official result.
4. All wagers will be graded using the official result as declared by the appropriate governing body of the competition concerned.
5. Spread and Total wagers refer to Round or Maps depending on the game being wagered upon.
6. If a map is not completed due to disqualification or retirement wagers will still have action based on the officially declared winner. Counter-Strike maps are the exception, for Counter-Strike all wagers on Spread, Moneyline, and Total are cancelled in the event a team retires or is disqualified.
7. If for any reason the number of maps/rounds is changed or the match is offered with an incorrect map/round format all wagers on Handicap and Total are cancelled but bets on Moneyline continue to have action.
8. If a player or team receives a walkover or win by admin decision on a map prior to the start of the map all wagers on the map will be cancelled.

In CS:GO: if a team retires, receives a win by admin decision or is disqualified before all scheduled rounds on a map are played, all wagers on the map will be cancelled.

In Dota2, League of Legends, and other games: if a walkover or win by admin decision is given in the first 10 minutes of a map, all wagers on the map will be cancelled. If a win by admin decision is awarded past minute 10, the map will be graded using the official result.

If wagers on at least one map of a series were cancelled due to the previously listed reasons, all wagers on the series line will also be cancelled. Furthermore, if at least one map of a series is postponed by more than 12 hours, all wagers on the series will be cancelled.

1. Wagers will not be cancelled due to a stand-in or replacement player on a team.
2. Props:

Minutes: A total may be offered on the duration of the map (in minutes).

First Tower: The first team that has one of their towers destroyed loses this bet.

First Blood: The team that is announced in-game to get "First Blood" wins this bet.

1st to 10 kills: The first team to get to 10 kills on the in-game scoreboard wins this bet.

1st Round: The team that wins the first round wins this bet.

1st to 5 Rounds: The team that first wins 5 rounds wins this bet.

In Dota and League of Legends any Kill props will be graded using the in-game scoreboard, displayed at the top of the screen.

1. If a 5v5 or a 6v6 match start with less than 10 or 12 respectively then all wagers on the map and series will be cancelled. In Dota2 and League of Legends if a player disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the game then all wagers on the map and series will be cancelled. In CS:GO, if at least 5 rounds are played with less than 10 players, all bets on the map and series will be cancelled.

One or more players disconnecting after 10 minutes in Dota2 or League of Legends match is not sufficient reason to cancel wagers for the map or any props concerning that map.

1. If a map is remade or rewound after being partially completed any prop wagers that had already been decided up to that point will have action based on the results of the partially completed map. Any undecided props will be graded based on the results of the remade or rewound map.
2. In a match where one team/player has an advantage of one or more maps awarded as part of the tournament format (for example due to one team coming from the upper bracket in a double elimination format), our offering of "map 1" always refers to the first map actually played, "map 2" refers to the second map actually played and so on. If the advantage comes from a walkover/default win that was awarded by admin decision for example due to one team showing up late to their match this does not apply.
3. In Playerunknown's Battlegrounds (PUBG), Fortnite and other Battle Royale games the outright winner will be graded according to the official ranking. Head to head matchups between players/teams will also be graded according to the official ranking. If the ranking calculation is not clearly explained by the official tournament rules, bets will be graded as follows:

Bets on an individual round will be graded based on the placement of the team or player in said round. Placement referring to which team lasted longer.

Bets on a whole day of play will be graded based on the total points (Placement Points + Kill Points) gained on that day by the teams or players in question. This applies even if only a single round/match was played on that day.

Bets on the whole event such as “outright winner” will also be graded based on the total points (Placement Points + Kill Points) gained by each team or player over the course of the event.

1. If we offer props for a specific player on a specific map, the player has to start on that map for wagers to stand. If the props are offered for a specific player for a whole match, the player has to start on all maps of that match for wagers to stand.

Politics

1. All Presidential bets are action and as such, will be determined by Electoral College results of 270 or more. No objections by either party to the Electoral College results will be considered. Furthermore, no illness nor death of either candidate after the election results will effect the Electoral College election results.

Other

1. We occasionally offer seasonal sports such as college world series, Olympics, political elections, etc. Please call customer service for rules and wager limits on these special events.

SEASON WINS

Season Wins

We offer season total wins bets on a variety of sports including NFL, NCAA Football, and Major League Baseball.

NFL

Teams must play every Scheduled game for action. Only regular season games count.

NCAA Football

Bowl games and conference championship games are not included in season total wins total. Regular season games only.

Any scheduled games that are canceled but are made up at a later date with a different team will be considered no action and all monies will be refunded accordingly.

MLB

Teams must play 160 regular season games for action. Any team playing less than 160 games will deem all wagers to be void and all monies will be refunded.

Any additional playoff games to determine Divisional winners or Wild Card participants for example, are not included in season win totals.

In all leagues all forfeited games will count as official in all RSW and future wagers.

INTERNET TYPES OF BETS

Internet

1. You should determine whether our services are permitted under the laws of your jurisdiction.
2. Account balances must be verified by the player on each internet log-on prior to wagering. When you verify and accept your account balance, 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.
3. All internet transactions are logged and backed-up regularly, in 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 wagers will be adjusted accordingly. Claims must be lodged within three days from the date the wager was made. No claims will be honored after this three-day period. Players are responsible for verifying the accuracy of all account transactions.
4. Any manipulation of process and or spread may result in the ticket being marked a loser.
5. Accounts playing via automated wagering programs (bots) or any similar activity risk forfeiture of any funds unless the office is specifically alerted and approves the activity prior to wagers being placed.

6. **Straight Bets**

Straight bets are bets placed the side or total of a sporting event. A straight bet on a spread 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.

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.

7. **Money Line**

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.

Example:

Orlando Magic -280

Houston Rockets +240

If you wager on Orlando -280 you lay \$280 to win \$100.

If you wager on Houston +240 you lay \$100 to win \$240.

8. **Run-Line**

When wagering on baseball you can select the run line as your wager option. A baseball run line

is a combination of a point spread and a money line. In a run line, you lay 1.5 runs on the favorite and also you either lay or get money depending upon the degree of the favorite. The reverse is true for the underdog. You get 1.5 runs and again you either lay or get money depending on the degree of the underdog. An example of a run line is:

Marlins +1.5 -140

Yankees -1.5 +120

In this example, you get 1.5 runs with the Marlins but you must lay \$140 to win \$100. If you choose the Yankees, you must lay 1.5 runs but you get \$120 for every \$100 you lay.

Note:

You cannot take a parlay between the run line and the Total of the same game.

Run lines are always Listed Pitchers and the game must go 8 1/2 innings or more.

9. Teasers

Teasers are wagers in which 2 or more teams are selected together in one wager with an adjusted point spread. In a teaser, you can add points to the sides or mix both sides and totals adding or subtracting to the totals. If one selection loses the teaser is considered a loss.

Example: 2 team teaser 5pts for \$100

Lakers +4 +5 pts = the teased line is now +9

Knicks -3 +5 pts = the teased line is now +2

The odds and rules on teasers are listed when you make your bets. For additional questions please contact Customer Service or your agent. In the event that a basketball or football game is cancelled and the teaser cannot revert, the game will be replaced with an Open spot to be filled in at the players convenience.

These are the payout charts for all the teaser options available:

Number of Teams	NFL Sides	4½	6	6½	7	7½	8	8½	9	9½	10	10½	11
	All Other Football	5	6½	7	7½	8	8½	9	9½	10	10½	11	11½
	All Basketball	4	5	5½	5½	6	6	6½	6½	7	7½	8	8½
2	Ties Reduce	+107	-120	-130	-140	-160	-170	-180	-200	-220	-240	-260	-285
3	Ties Reduce	+200	+150	+135	+120	+115	+107	+100	-107	-115	-128	-145	-165
4	Ties Reduce	+335	+250	+225	+200	+150	+140	+130	+120	+132	+124	+115	+105
5	Ties Reduce	+525	+400	+330	+310	+250	+235	+220	+200	+187	+172	+160	+147
6	Ties Reduce	+805	+600	+500	+450	+350	+325	+300	+275	+255	+235	+215	+195
7	Ties Reduce	+1200	+800	+700	+600	+500	+475	+405	+370	+340	+310	+280	+250
8	Ties Reduce	+1775	+1200	+1000	+850	+680	+640	+540	+490	+445	+405	+365	+325
9	Ties Reduce	+2600	+1800	+1500	+1200	+900	+875	+715	+650	+580	+520	+460	+410
10	Ties Reduce	+3800	+2400	+2000	+1500	+1200	+1100	+935	+850	+755	+675	+590	+515
11	Ties Reduce	+5600	+3500	+2400	+1900	+1600	+1450	+1225	+1100	+970	+860	+760	+650
12	Ties Reduce	+8200	+4000	+3500	+2400	+2000	+1900	+1600	+1425	+1250	+1100	+970	+815
13	Ties Reduce	120 to 1	+6000	+4500	+3400	+3000	+2600	+2100	+1825	+1600	+1400	+1225	+1000
14	Ties Reduce	177 to 1	+9000	+7000	+5000	+4000	+3400	+2750	+2350	+2050	+1775	+1525	+1250
15	Ties Reduce	260 to 1	130 to 1	100 to 1	+7000	+5000	+4300	+3600	+3000	+2650	+2250	+1925	+1575

Number	NFL Sides	11½	12	12½	13	13½	14	14½	15	15½	16	16½	19
of	All Other Football	12	12½	13	13½	14	14½	15	15½	16	16½	17	20
Teams	All Basketball	9	9½	10	10½	11	11½	12	12½	13	13½	14	16
2	Ties Reduce	-325	-380	-440	-500	-580	-660	-750	-900	-1050	-1200	-1400	-3500
3	Ties Reduce	-185	-215	-255	-295	-345	-410	-485	-565	-660	-770	-900	-1800
4	Ties Reduce	-105	-115	-130	-150	-180	-250	-325	-375	-445	-535	-625	-1050
5	Ties Reduce	+132	+120	+105	-112	-140	-180	-225	-270	-325	-395	-465	-700
6	Ties Reduce	+175	+157	+135	+115	-110	-140	-170	-205	-250	-300	-360	-525
7	Ties Reduce	+225	+205	+175	+145	+115	-110	-135	-165	-195	-235	-280	-425
8	Ties Reduce	+285	+255	+220	+180	+145	+115	-110	-135	-160	-190	-225	-360
9	Ties Reduce	+360	+320	+270	+220	+175	+140	+110	-115	-140	-160	-185	-310
10	Ties Reduce	+450	+400	+335	+265	+210	+170	+135	+105	-115	-135	-160	-265
11	Ties Reduce	+560	+490	+410	+320	+250	+200	+155	+125	+100	-120	-140	-230
12	Ties Reduce	+695	+605	+500	+385	+295	+235	+185	+145	+115	-105	-120	-200
13	Ties Reduce	+850	+735	+610	+470	+360	+280	+215	+165	+135	+115	-105	-175
14	Ties Reduce	+1050	+900	+735	+565	+430	+330	+250	+190	+150	+130	+115	-155
15	Ties Reduce	+1300	+1100	+875	+675	+510	+385	+290	+220	+170	+145	+130	-135

10. Parlays

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. 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. 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. In the case of a 2-team parlay with one push and one winner the parlay will revert to a straight wager with the amount of the parlay used as the "risk" amount. For example, a 2-team parlay with both teams at the standard -110 would pay out 91% of the parlay amount.

Parlay Payouts for Football and Basketball	
All payouts based on odds of -110	
# of Teams	Payoff
2	2.64
3	6
4	12.3
5	25
6	47.5
7	91.5
8	175
9	360
10	645
11	1225
12	2345
13	4475
14	8545
15	16500

11. If-Bets

If bets help customers who want to have action on more than one game but based on the result of the 1st wager.

There are 2 types of if bets, If Win Only and If Win/Ties or canceled.

If Win Only example:

501. Dallas Cowboys -5 \$110 to win \$100

If Win Only

504. Carolina Panthers +4 \$110 to win \$100

If the Cowboys lose, the wager stops there and is scored a loser -\$110; if the Cowboys win +\$100 the wager continues to the Panthers wager; if the Panthers win, the wager is a \$200 winner; if the Panthers lose the wager is a \$10 loss. If the Cowboys win by exactly 5, then there will be no action on the Carolina Panthers and the 110 will go back to your account.

If Win/Ties or canceled example: (Single Action)

501. Dallas Cowboys -5 \$110 to win \$100

If Win/Ties or canceled (Double-Action)

504. Carolina Panthers +4 \$110 to win \$100

In this case, customers will have action on the second part of the wager if Dallas wins by 5 or more points.

The risk amount of the second part of the if wager, may not exceed the risk amount of the first part.

12. Reverses

A Reverse wager connects two contestants in two separate IF bets. The first IF would connect contestant A to contestant B, the second bet would connect contestant B to contestant A. Keep in mind Reverses are If bets where you need to select if win only or if win/ties or canceled.

Example:

A customer wants a \$100 Action Reverse with the New England Patriots -9, and the Denver Broncos +6 the play would look like this.

Part A:

New England Patriots -9 Risking \$110 to win \$100, If that play wins or pushes then there will be action on the Denver Broncos +6 risking \$110 to win \$100. If the New England Patriots don't cover the -9 spread then there will be no action on the Denver Broncos +6. AND

Part B:

Denver Broncos +3 risking \$110 to win \$100, if that play wins or pushes then there will be action on the New England Patriots -9 risking \$110 to win \$100. If the Broncos don't cover the +6 spread then there will be no action on the Patriots -9.

The total risk amount is \$220.00, but the player has a possibility of winning up to \$400.00.

13. Contest Wagers

A contest wager is a wager where there are 3 or more options and the 3rd is not a draw.

Examples of these include Odds to Win the Super Bowl, Defensive Rookie of the Year, Player to score the First Touchdown of the Game, etc. In contests where there are 2 or more winners the dead heat rule will apply.

14. Future Propositions

At our site we offer proposition wagers on selected college and pro games. These can include individual player propositions and team propositions.

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. In the event of a dispute not covered here Las Vegas rules apply.

There are different limits on the various propositions and they can only be played as a straight wager no parlays are allowed.

LIVE BETTING

Live Betting

1. The Commercial Live Betting that is offered on the main betting page follows the sport specific rules that are outlined on each tab. The DYNAMIC LIVE BETTING rules are different.
2. The Commercial Live Betting is for full game or regulation time (depending on sport and league) results unless otherwise specified. Please see general wagering rules or sports specific rules for more information on when a game is final.
3. Please see the DYNAMIC LIVE BETTING RULES tab for the rules that apply to those wagers