



General House Rules

1. Casino Del Sol (“CDS”) reserves the right to add, delete, or change these Event Wagering House Rules and/or payoff odds subject to approval of the Tribal Gaming Office (the “TGO”).
2. Patrons must be 21 years of age or older to place a wager or collect winnings.
3. The minimum amount for an event wager is \$5 for wagers placed both with a cashier or on a Kiosk. The maximum wager amount permitted is based on the sport, league, and type of wager to be placed. CDS does not guarantee that a wager for the maximum amount shall be accepted. Wagers may be made in cash, vouchers, gaming chips or validated wagering tickets of value or any other form of payment approved by the TGO.
4. The maximum total payout for single winning wagering ticket for event wagers placed with CDS is \$200,000 (the “Maximum Daily Pay-out”).
5. A winning wagering ticket shall be deemed lapsed and ineligible for payment one year after the event that forms the basis of such wager. The time stamp on wagering tickets is GMT/UTC-7 time. An unclaimed sports voucher will be deemed lapsed and ineligible for payment 90 days from the date of issuance.
6. CDS is not responsible for lost, stolen, altered or unreadable tickets. Lost or stolen ticket claims may be paid upon presentation of supporting information or documentation.
7. Winning tickets may be redeemed for payment at a cashier window in CDS’s sports lounge or at the Main Cage. Winning tickets may also be redeemed by mail (see back of ticket for specific instructions to redeem by mail).
8. All wagers will be settled based on American odds.
 - American odds are expressed as whole numbers with a minus (-) or plus (+) sign in front of the number. The (-) and (+) on an event betting line indicates both the prospective payout and whether the selection is the favorite or the underdog.
 - If the number is a (-), the odds indicate how much money will need to be wagered to win \$100 and it signifies the favorite on the betting line.
 - If the number is a (+), the odds indicate how much money could be won for every \$100 wagered and it signifies the underdog on the betting line.
 - The numbers are the manner in which the odds are expressed and does not indicate a minimum wager.
9. CDS reserves the right to refuse the entire, or any part of an event wager for any reason at CDS’s sole discretion. Requested wagers may be reviewed, and an alternative price/line or wager may be offered at CDS’s sole discretion. CDS reserves the right to void any or all wagers made by any patron or group of patrons that CDS suspects are not in the best interests, or could affect the integrity, of sports, event wagering, with TGO approval.
10. Event wagers must be placed at a cashier window in the event wagering lounge or at an event wagering kiosk. Event wagers will not be accepted through an agent or via email, telephone, fax, etc.
11. CDS reserves the right to refuse and/or cancel the whole, or any part of, an event wager prior to the start of the event. In the event the official result of a market is ambiguous, CDS reserves the right to void all wagers on the market or settle the wager using information from independent sources.
12. Patrons may not cancel or change a wager once the event has started, or the event has been locked out. Patrons are responsible for verifying the wagering ticket for accuracy prior to leaving the event wagering cashier window or event wagering kiosk. Wagers placed at the Kiosk are final and cannot be canceled or voided. Once a wager is accepted, wagering tickets may not be altered or voided except at the discretion of CDS.
13. Generally, event wagers will be accepted up to the start time of the contest. For the purposes of in-play wagers, patrons should be aware that transmissions described as “live” by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which pictures and/or data is received. In-play wagers may take longer to process.
14. CDS shall void any wagers received after the lock time disclosed for such wager. CDS will not accept the past posting of wagers.

15. CDS shall not knowingly accept any wager from any prohibited/Arizona State Self-Excluded event wagering participant. No prohibited/Arizona State Self-Excluded event wagering participant is permitted to make such a wager or collect winnings from any such wager, which wager shall be deemed forfeited.
16. CDS reserves the right to withhold payment and to void wagers on an event if CDS becomes aware of or reasonably suspects that the integrity of such event or occurrence within an event has been affected or compromised.
17. Fixed payout parlay card wagers (if offered) must consist of at least three selections that have not become invalid, or the wager will be void and will be refunded by CDS.
18. Events that have not started, are canceled in whole or in part or have not met the minimum length to be official, will result in straight wagers being refunded by CDS. Provided, however, that all wagers that have been settled prior to the time of cancellation will not be voided (i.e., if an event with 4 quarters is canceled after the first quarter has been completed, wagers on occurrences prior to the cancellation will remain valid). Parlay wagers that involve a cancelled event will reduce to the next lowest number of selections.
19. Dead-heat rules: If two, or more, selections finish in the same position, and no odds have been offered for a tied outcome (i.e., a dead-heat), the payout will be calculated by dividing the wager amount by the number of winners in the event. Examples: In a two-way dead-heat (2 winners), a \$10 wager would become a \$5 wager; in a three-way dead-heat (3 winners), a \$9 wager placed at 10/1 would become a \$3 wager placed at 10/1. Provided, however, that the odds are not reduced.
20. Multiple wagers that could affect, or be affected by, each other will not be accepted and CDS reserves the right to cancel such wagers.
21. CDS makes every effort to ensure that posted pay out wager(s) and lines/odds are correct. However, in the event of human, mechanical or technical error(s), CDS reserves the right to pay out wager(s) at the correct lines/odds, as determined by a marketplace comparison, at the time of the placement of the wager(s), or refund wager(s) after reporting such error to the Tribal Gaming Office and receiving authority to proceed. CDS will make every effort to try to identify the ticket holder for notification.
22. The official result is final for settlement purposes except if specific rules provide otherwise.
23. Fraud and Collusion:
 - CDS reserves the right to treat multiple wagers as a single wager if a Patron places multiple wagers of the same bet. When this occurs, all wagers may be voided apart from the first wager placed. For example, if a selection is repeatedly included in multiple wagers involving other short-priced selections.
 - If CDS determines that there is a series of wagers each containing the same (or very similar) selection(s) having been placed by or for the same individual(s) or syndicate, CDS reserves the right to void such wagers and suspend betting. This rule applies to both settled and unsettled wagers.
 - CDS reserves the right, at its sole discretion, to restrict the total maximum pay out for the combined total of wagers placed by a patron who has played in a professional capacity, or in tandem with other patron(s) as part of a club, group, etc., or placed wagers in a coordinated manner with other patrons(s) involving the same (or materially the same) selections to the equivalent of the Maximum Daily Pay-out limit permitted for a single patron (as set forth in rule 4 above).
 - CDS Sportsbook is for sole use on an individual basis.
24. CDS does not offer wagers on:
 - Individual actions, Events, Occurrences or Nonoccurrence to be determined during a Collegiate event. Including on the performance or nonperformance of a team or individual participant during a Collegiate event.
 - any amateur or youth sports event, except collegiate sports events approved by the TGO.
 - Injuries or penalties; and
 - any sports event on which the TGO deems wagering to be contrary to public policy, either on the TGO's own initiative or upon TGO affirmation of a request by a league or governing body.
25. CDS will make every reasonable effort to resolve disputes. Any unresolved dispute or difference that arises out of or in connection with wagers accepted by CDS shall be resolved as set forth in the TGO's regulations.

For questions and complaints, contact:
Manager of Sportsbook Operations
Casino Del Sol
5655 W. Valencia Rd.
Tucson, AZ 85757
(855) 765-7829
Sportsbook@Casinodelsol.com

26. Patrons may submit complaints to the onsite TGO staff.
27. CDS does not recognize suspended games, protests, scoring amendments, result reversals and overturned decisions for wagering purposes
28. An event that does not meet the minimum length of play which results in a win/loss due to forfeiture will be deemed “NO ACTION” and result in a refund.

BET WITH YOUR HEAD, NOT OVER IT. IF SOMEONE YOU KNOW HAS A GAMBLING PROBLEM AND WANTS TO HELP, CALL 1-800-NEXTSTEP.

All Futures - Wager Types and Rules

Futures wagers are wagers for a specified team, person, etc. to win a specified future event. Examples include, but are not limited to: Pro Football Championship, US Open Golf Tournament, Daytona 500, etc.

- On futures wagers involving a recognized sporting organization - i.e., Pro Football Championship, Pro Baseball Championship, etc. - the winner, as determined by the league commissioner, chairman, or other authoritative officer at the conclusion of the event will be declared the winner for wagering purposes.
- All futures wagers are action regardless of team name changes or relocation.
- To Qualify / Win the Cup / Advance to next round/ Win the Group or Division. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void. One-leg match: If the referee abandons a match (e.g., due to crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be settled based on decisions of the relevant governing body.
- Division betting: In case of a change in the official competition rules, during the competition, bets will be considered as void (for example if the number of teams relegated changes). For settlement purposes, dead-heat rule will apply in the event of two or more teams tying in the standings. Bets will stand on any team which does not complete all its fixtures. The only exception to this is for Soccer South American leagues, where a play-off is played to determine the league winner when teams are tied 1st on points. In this case, the league winner will be deemed the winner of the subsequent play-off. If a team is removed from the league before the season has started, then all bets on that market will be void. If a team is removed or excluded during the season, due to any external reasons (for example due to debt) then all bets concerning this team will be cancelled and settled as void.

Minimum Length of Play

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

- BASEBALL (all) – five innings of play. If the home team is leading, the game is official after 4 ½ innings (this will include softball). Thereafter, if a game is called or suspended, the winner is determined by the score after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called.
- FOOTBALL (pro and college) – 55 minutes of play.
- BASKETBALL (US pro) – 43 minutes of play; (US College, WNBA, NBA Summer League,) – 35 minutes of play; Other competitions – full play
- HOCKEY (all) – 55 minutes of play.
- GOLF – the result is official for wagering purposes provided that at least 36 holes of the tournament have been completed by all players in the field.
- MOTOR RACING – All wagers will be settled according to the official governing body results reported at the conclusion of the race by the governing organization. Any changes to the finishing order, after the official result, which occurs based on appeals, penalties or scoring malfunctions, will not be recognized.
- SOCCER- the full 90 minutes of play plus injury time for 3-way, goal line, and totals.
- BOXING and MIXED MARTIAL ARTS (all) – the bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length. A full round is one in which the bell (buzzer, etc.) sounds, signifying the conclusion of the round. If a fighter is counted out or the bout is officially stopped prior to the next bell (buzzer, etc.), the round is not considered a full round for wagering purposes. A “half round” is the scheduled round divided by two. For example, 1:30 into the 6th round of a 3 minute per round fight is considered 5 ½ rounds for wagering purposes. If the fight ends exactly halfway through the round, the “over” will be considered the winner.
- TENNIS – match must be completed.
- RUGBY – 80 minutes of play.
- ALL OTHER SPORTS – the conclusion of the scheduled length of play or scheduled time limit.

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

Athletics Rules

General Rules

- All listed participants need to compete. If one or more of the quoted athletes is declared a non-runner then the entire market will be void. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd, and 3rd respectively for betting purposes.
- Abandoned, interrupted, or postponed matches are void unless rearranged and played before the end or closing ceremony of the tournament.
- Tournaments must start and complete within thirty (30) days of the initial scheduled date for bets to have action.

Head-to-Head

On head-to-head (H2H) best finishing position proposition bets, both quoted participants must compete (have a valid start) for bets to stand. If any, or both participants do not compete, selections will be resulted as void (push). The resulting criteria are the following:

- a. The athlete who advances to latest round of the competition will be settled as the winner of the matchup (e.g., Athlete A reaches final heat and Athlete B is eliminated in the Semi Final heat thus he does not reach the Final heat. Athlete A will be the winner of the matchup).
- b. If both athletes are disqualified in the same round but they compete in:
 - i. same race: the athlete with the better time of finishing will be settled as the winner of the matchup
 - ii. different race: wagers will be settled as no action (void)
- c. The quoted athletes of the matchup qualify to the Final heat: The best finishing position will be decided by the order of finish in the Final.

Group Betting

All quoted participants must compete for bets to stand. If any participant does not compete, all selections will be resulted as void (push). If two or more participants finish at the same place, then this is treated as a Dead heat.

Podium

This market is resulted at the end of any specified event. If the event is abandoned before completion, then the market will be resulted provided that the official result is declared. If the event is abandoned and no official result is declared, then all the selections are resulted as void.

Aussie Football Rules

Date/Site Changes

If a match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to the opponent's home ground, in which case all bets will be void.

If the match is abandoned or interrupted before the completion of the regular time, then match markets of which the result has already been determined, will be resulted accordingly. All undecided markets on a postponed,

interrupted or a suspended match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event all open bets will be settled with the result.

Minimum Length of Play

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

Aussie Rules Football Wagers

All bets shall be settled on official AFL results only.

All markets exclude overtime (extra time) unless otherwise stated.

Match Betting

All bets shall be settled at the end of normal time, unless otherwise stated. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played. In the event of a 'draw' where no draw option is offered the market will be settled as void.

Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e., extra time - an extension of normal time is not included.)

Spread and Total

Bets settled on outcome of the period the markets relate to. If the outcome is exactly equal to the betting line, then bets will be void.

Winning Margin

For Margin betting, the draw option is always offered, although in other betting options where the draw option is not offered, the Dead Heat rule applies.

Quarter/Half Markets

For bets placed on the specific quarters or halves, the entire period must be played. If the entire period is not completed then bets on those markets will be void, except for those markets which have been unconditionally determined.

1st Goalscorer

If the selected player is not in the starting 22 all wagers on that selection will be refunded.

1st Quarter 1st Goalscorer

If the selected player is not in the starting 22 all wagers on that selection will be void. Additionally, should no goal be scored in the 1st quarter then bets will be void.

Player to score most goals

Should the named player take no part in the game, bets on that selection will be void. Player with most disposals: Should the named player take no part in the game, bets on that selection will be void.

Race to x Points

Winner being the team who reaches the specified points tally first. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

AFL Grand Final Winner

Team to win the post-season AFL playoffs. Should the game be cancelled then all bets will be void.

AFL Regular Season Winner

Team to finish top of the standings at the end of the Regular Season.

Badminton Rules

General Rules

- All markets on a postponed or interrupted match will be treated as void if the event has been moved to more than 48 hours in the future.
- All bets on the match will be void:
 - a) If the match is starting but not being completed for any reason (e.g., withdrawal of a player),
 - b) If the match is played under a specific time limit ruling and not completed as a result
 - c) In the event of the statutory number of games being changed or this number is different from those offered for betting purposes.
 - d) If there is a change in any of the named players of the event
 - e) Walkover

Exceptions to the previous rule are the following:

- a) Specific market outcome is already determined,
- b) Bets on a Team match, if one or more individual matches are settled by walkover,
- c) Bets on a Team match, if a player is changed in a singles or doubles match.

In all three options mentioned above, bets stand on the outcomes selected and are settled accordingly.

- Outright Betting is all-in compete or not.
- Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
- For all markets, where a Setting Option is implemented in the form of point-based tie-break/decider, this will be counted as one point for settlement purposes.
- In the event of the quoted Set, Game or Point not being played, due to the game or match ending, all bets on that Set/Game/Point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

- Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

Baseball Rules

Extra innings if played will count in the result, unless otherwise stated.

Date/Site Changes

- Regular season Baseball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise specified in writing by CDS.
- If an event venue is changed to a reversed match, all wagers on the event will have 'no action.'
- When a baseball game is suspended and not continued from the moment of suspension and completed within the next calendar day, then the final result will be considered the result at the time of suspension in the following circumstances:
 - When the game has been suspended at the bottom of the 8th inning (8.5 innings played) with the home team ahead in runs
 - Mercy rule: When the "Mercy Rule" is applied, and the game is suspended before completion. The "Mercy Rule" refers to one team having a very large and presumably insurmountable lead over the other team. Games will have all bets settled based upon the official final score at the time of mercy rules invocation.
- In the event of games being played "in a bubble" the nominated home team per the original schedule will be determined as such, should the batting order change other than the usual home team batting 2nd, bets are void.

Minimum Length of Play

Major League Baseball games are official after 5 innings of play, or 4½ innings if the home team is leading. If a game is subsequently called or suspended, the winner is determined by the score after the last full inning unless the home team ties the score or takes the lead in the bottom half of the inning in which the game was suspended. In that case the winner will be determined by the score at the time the game is called. (This rule holds for betting purposes even if the game is suspended and /or completed on a different day than it began).

When wagering on Totals, Run Lines or Propositions the game must go the regulation 9 innings, or 8½ innings if the home team is leading, otherwise it will constitute a 'no-action' wager, and all money will be credited accordingly. In the event of a scheduled 7 inning match the game must go the regulation 7 innings, or 6.5 innings if the home team is leading, otherwise it will constitute a 'no-action' wager, and all money will be credited accordingly.

For all Baseball wagers all bets are deemed action regardless of who the starting pitchers are for the game. Although pitchers may be shown in the event name, the pitchers are projected starters and are for information purposes only. Starting pitcher changes have no impact on the action of wagers placed.

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

Baseball Wagers

Baseball wagers are accepted in the following manner and are action regardless of who the starting pitchers are for the game.

1. Total Runs (Over/Under) – A wager on whether the total number of runs scored in a game is over or under a specified number.
 - a. Extra innings are counted in final score.
 - b. Wager must meet the minimum length of play as specified above.
2. Run Line – A wager in which the bettor “takes” or “lays” a specified number of runs. The team wagered must “cover” the run line for the wager to be deemed a winner.
 - a. Extra innings are counted in final score.
 - b. Wager must meet the minimum length of play as specified above.
3. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Extra innings are counted in final score.
 - b. Wager must meet the minimum length of play as specified above.
4. First “X” Innings – Wagers on the first “X” innings will be decided by the score at the end of the completion of the specified “X” inning. I.e., When wagering in the first 3 innings the score at the completion of the 3rd inning will be deemed the winner for that market.
 - a. If a game does not go the entire “X” innings, all first “X” wagers will be refunded.
 - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.

Baseball Proposition Rules

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

Rules for baseball propositions are the same as those for baseball totals, unless specified otherwise specified in writing by CDS.

All game propositions are action (excluding specific rules governing baseball wagers).

Baseball Player Proposition

Players in player proposition bets must be in starting lineup and start for player propositions to have action. Wagers on specific player performance or match wagers will be deemed official once at least one of them have left the game, with both having taken some part in the game to that point, regardless of the conclusion of the game.

Baseball Regular Season Series Proposition

Regular season series proposition bets are offered for all 3, 4 or 5 Game Series with the outcome of all games played counting towards settlement. Series must go minimum of 3 games, by the end of a specified date, for the wager to have action regardless of games scheduled and or canceled. A called game will count towards a series wager if declared an official game by the league. All wagers are action regardless of Starting Pitchers or pitcher changes. If at least 3 games are not played by a specified date then all wagers have 'no-action', regardless if one team has 2 wins. All 3 games must be official declared official.

Note: If CDS provides a baseball series price for a series that has 4 games, for grading purposes, the wager is based on the initial 3 games.

Baseball Playoff Series Proposition

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

Baseball Post Season Rule

All MLB playoff games will have action regardless of date played and/or completed, unless specified otherwise. Game winner will be paid based on the official winner of this game as determined by MLB.

Baseball Grand Salami Propositions

The Grand Salami proposition is determined by the total runs scored in all MLB games scheduled for a specific day. Wager applies to all scheduled games, and all games must play at least 9 innings (8.5 if the home team is leading). The Grand Salami will have action if all scheduled games meet the above requirement, even if there is a game (games) that is suspended after 9 innings are complete. If any game is cancelled or stopped before the completion of 8 ½ innings, all wagers on the Grand Salami will be cancelled. The Grand Salami will be graded the night of that date's games. Runs scored in the re-start of a suspended game on a future date will have no effect on the grading of a Grand Salami wager in the regular season.

Baseball Futures

Baseball season long futures are unique wagers which may be offered from time-to-time. For all season long and futures propositions, all wagers stand regardless of team re-location, change to a team name, season length or play-off format. Team(s) listed on wager must complete no less than one of scheduled regular season game (using schedule from Opening Day) for bets to have action. For example, a 60-game season – Minimum 59 games need to be played. 162 game regular season, 161 games must be played. Play-in games do not count towards the regular season win total.

*Note: Regular Season Wins. A team must complete at least 161 regular season games for bets to stand, provided the remaining games during the course of the season not played do not affect the result. (For example, a team with a "Total Wins" line of 75.5 and at the end of the season the team has played 160 games, has 72 wins and their remaining 2 games are cancelled. Since those remaining 2 games can have no impact on the result, bets will be settled as Win or Loss.) Also, if 160 games are played and a team has a season win total of 73.5 and the team already exceeded the win total with 74 wins when the remaining two games are canceled the wager will also be resulted in a Win or Loss.

MLB Regular Season Wins markets do not include playoff or other postseason games. Win totals include only games in the regular season schedule (using schedule from Opening Day).

Baseball Championship and Pennant Futures

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

Regular Season Specials / Stats

All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count. All bets stand regardless of team relocation or team name change. The official site of the governing organization will be used for settlement purposes and any subsequent amendments to the results will not affect bets.

Baseball Futures List

- **MLB Divisional Winner**
Wager on which team will win an MLB division.
- **MLB Pennant Winner**
Wager on which team will win the pennant in either the American League or National League of MLB.
- **MLB World Series Winner**
Wager on which team will win the World Series.
- **MLB Regular Season Wins**
Wager on the number of regular season wins by a listed team in MLB.
- **MLB Winning League**
Wager on which league (American or National) will win the World Series
- **Head-to-Head Regular Season Wins**
Wager on the number of regular seasons wins made by one team vs. another team.
- **Most Home Runs Hit**
Wager on which player hits the highest number of home runs in the regular season.
- **Highest Season Long Batting Average**
Wager on the highest season long batting average by a particular player as declared by MLB. Minimum At bat requirements for batting average qualification will be set by MLB.
- **Most RBIs in Season**
Wager on which player has the most Runs Batted In during the regular season.
- **Most Pitching Victories**
Wager on which player is awarded the most wins during the regular season.

Basketball Rules

Date/Site Changes

- Regular season US Pro, US College, WNBA, NBA, and Summer League Basketball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise specified in writing by CDS. For all other competitions, all markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open. If a match is interrupted or suspended and won't be continued on the same day, all undecided markets are considered void
- In the event of games being played "in a bubble" the nominated home team per the original schedule will be determined as such.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Basketball sports wager rules, US Pro basketball results are official after 43 minutes of play. NCAA, WNBA, NBA Summer League are official after 35 minutes of play. Other Competitions, results are official after the end of the game. If the match is abandoned before the completion of regular time, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.

Basketball Wagers

Basketball wagers are accepted in the following manner:

1. Point Spread – A wager in which a bettor “takes” or “lays” a specified number of points. The team wagered must “cover” the point line for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
2. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must win the game for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
3. Total Points (over/under) – A wager on whether the total number of points scored in a game is over or under a specified number.
 - a. Overtime periods are counted in the final score.
4. First Half – Wagers on the first half will be decided by the score at the end of the first half.
 - a. If a game does not go the entire first half, all first half wagers will be refunded, except for bets on any markets that have been unconditionally determined.
 - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
5. Second Half (halftime) – Wagers on the second half will be decided on, the basis of points scored in the second half.
 - (US Pro Basketball, NCAA, WNBA, NBA Summer League)
 - a. If the entire second half is not played to its completion, all Second Half wagers will be refunded, except for bets on any markets that have been unconditionally determined. An exception is also made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of abandonment.
 - b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.
 - Other Competitions:
 - a. If the entire second half is not played to its completion, all Second Half wagers will be refunded, except for bets on any markets that have been unconditionally determined.
 - b. Overtime periods are not counted in the Second Half unless otherwise is stated.
6. Quarters – Wagers on any specified quarter will be decided on the basis of points scored in that specified quarter only.
 - a. All specified quarters must be played to their completion, or the wager will be refunded, except for bets on any markets that have been unconditionally determined.
 - b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
 - c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
7. Champions League - If a match finishes in a tie and overtime isn't played, Match winner (2 way) will be settled as a push.

Basketball Propositions

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

1. Basketball Player Props/Pro only

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

2. Basketball Futures

Basketball season long futures are unique wagers which will be offered from time-to-time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. At least one (1) game less than scheduled must be played for bets to have action.

Example:

1. For a 60-game season – Minimum 59 games need to be played.

2. For an 82-game regular season, 81 games must be played.

3. Basketball Division and Conference Futures

Division Winner markets will be settled on the team that finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record then ties will be broken using the governing body's official rules to determine an outright winner.

If no tie option was made available for any match bet wager, wagers will be a push should the teams tie and stakes refunded.

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

For Playoff Series Winner, the team that advances to the next round is deemed the winner.

Wagers for all other markets are void if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

4. Basketball Grand Salami Proposition

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

Pro Basketball Cross Game Matchups

Cross game matchups are wagering any team against any team regardless of their actual assigned matchup for the day. Point spreads, Money lines and Totals will be assigned to each matchup based on the projected score of their original assigned matchup.

Example: NY Knicks are -5.0 vs the Denver Nuggets with a total of 215.0 in the primary game. This line is reflective of the final score being Knicks 110, Nuggets 105.

Example: In another matchup the 76ers are -3.0 vs the Suns with a total of 218.5 in the primary game. This line is reflective of the final score being 76ers 116, Suns 113.

Example: Using a cross game matchup you could wager the Knicks +6.0 vs the 76ers or 76ers -6.0 with a total of 226. Because the Knicks are “supposed” to score 110 points in their primary games vs the Nuggets and the 76ers are “supposed” to score 116 points in their primary game vs the Suns this results in a 6.0 point spread differential and a total of 226 points when calculating the two primary game forecasted scores of Knicks 110 and 76ers 116.

Examples:

Primary Matchup Point Spread M/L Total “Predicted Score”

Game 1

Knicks	-5	-222	215.0	110
Nuggets	+5	179		105

Game 2

76ers	-3	-156	218.5	116
Suns	+3	129		113

The Knicks are predicted to score 110 pts in their game and the 76ers predicted to score 116 pts in their game which would be a 6-pt. differential in each of their games with a total of 226.

Example below are cross game wagers with the adjusted lines from the above primary matchups that would be available in these particular matchups.

Cross Game Matchups

<u>TEAMS</u>	<u>SPREAD</u>	<u>MONEY LINE</u>	<u>TOTAL</u>
Knicks	+6	+219	216
76ers	-6	-276	

Knicks	+3	+129	223
Suns	-3	-156	

TEAMS **SPREAD** **MONEY LINE** **TOTAL**

Nuggets	+1	-104	221
76ers	-1	-115	

Nuggets	+8	+341	218
Suns	-8	-458	

Pro Basketball games are the only permitted wagers allowed for cross game matchups

Point Spreads, Money Lines and Totals are not “Fixed” and may fluctuate until lock out.

Cross game matchup lines will be posted the day before matchups. When line movement occurs, all lines involving that particular team for all cross-game matchups will be updated.

Odds can be adjusted on cross game matchups due to unforeseen circumstances, such as injuries, weather, coaching changes, or any additional influence that may change the game line.

CDS will accept straight bets only on these cross-game matchup wagers, no parlays.

All cross-game matchups will be pre-match; in-play will be restricted.

Point spread, Money Line and Totals are the only wagers permitted.

All Cross Game Matchups scores will be determined at the end of regulation and the overtime session is not included in the final results. The scores at the end of regulation will be used to result/settle all Cross Game Matchups.

All Cross Game Matchups are in regulation and do not include overtime. The scores at the end of regulation will be the scores used to result all Cross Game Matchups.

Basketball Futures List

1. NBA Divisional Odds
Wager on which team will win the division
2. NBA Conference Odds
Wager on which team will win the conference
3. NBA Championship Odds
Wager on which team will win the Championship
4. NBA Regular Season Wins
Wager on how many regular season wins is achieved by a team
5. Head-to-Head Regular Season Wins
Wager on the number of regular season wins made by two separate teams
6. NCAA Tournament Winner
Wager on which team wins the NCAA Tournament
7. NCAA Tournament Regional Winner
Wager on which team wins the NCAA Tournament Region
8. NCAA Conference Tournament Winner
Wager on which teams win the NCAA Conference

9. NCAA Tournament Wins

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

10. Head-to-Head Tournament Wins

Wager on which team will have more wins in the NCAA Tournament

11. NCAA Conference Wins

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

Beach Soccer

General Rules

- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- If a match is abandoned or interrupted all bets on undecided markets are void unless the result of a market has already been established.
- All markets are considered for regular time only unless otherwise mentioned.
- Change of match venue:
 - If the home and away team are reversed (match is played at the away team's ground) then bets will be void and full stakes will be refunded.
 - If venue changes to other than to the away team's ground but the home team is still designated as such, bets will have action and get result after end of match.

Neutral venue: Whether indicated on our site or not, bets will stand regardless of which team is listed as the home team.

Beach Volleyball

General Rules

- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- In case of a retirement or disqualification of any team all undecided bets are considered void.
- If a match is abandoned all bets are void unless the result of a market has already been established.
- Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.
- If any of the named players in a match change before the match starts, all bets are void.

- Bets are settled on the official standings and match results. Any subsequent enquiries will not affect bets. Official points deductions will be considered for all undetermined markets and will not affect already determined bets.
- Golden set is not considered in any of the mentioned markets.

Boxing and Mixed Martial Arts

Date/Site Changes

MMA fights must take place within 1 week and Boxing events within 30 days of the given date and time to be considered action unless otherwise specified by CDS.

Minimum Length of Play

The bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length.

A full round is one in which the bell (buzzer, etc.) sounds, signifying the conclusion of the round.

If a fighter is counted out or the bout is officially stopped prior to the next bell (buzzer, etc.), the round is not considered a full round for wagering purposes.

A “half round” is the scheduled round divided by two. For example, 1:30 into the 6th round of a 3 minute per round fight is considered 5 ½ rounds for wagering purposes.

If the fight ends exactly halfway through the round, the “over” will be considered the winner.

Boxing and Mixed Martial Arts Rules

Boxing and Mixed Martial Arts wagers are accepted in the following manner:

1. For wagering purposes, a wager on a fighter to win by "KO" wins if the selected fighter wins by Knock Out (KO), Technical Knock Out (TKO), or Disqualification (DQ).
2. If a fight is stopped due to an injury, disqualification, or any other stoppage either by the referee or doctor, then this will be considered a Technical Knock Out (TKO).
3. Any fight that is deemed ‘No Contest’ will have all wagers refunded.
4. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both fighters will be lost. If the wagering offer includes only the two fighters, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.
5. A Will Go/Won't Go listed on a fight represents the total number of completed rounds.
 - a. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round. In case of a two-and-a-half-minute round, the halfway point is one minute and fifteen seconds.
 - b. For total wagers that list a full number of rounds, the fighter must answer the bell for the following round for the round to be deemed complete. For example, on 8 full rounds the fighter must answer the bell for the 9th round for the over to be paid. If the fighter completes the 8th round but fails to answer the bell for the 9th round the under will be the winner. This applies to all rounds except the final scheduled round for which the final bell will signify the completion of the round.
6. Results will be graded on the basis of the official result at ringside as communicated by the official announcer. Any subsequent change to the official outcome of the fight for any reason will not be recognized for wagering purposes. If the official announcer does not declare a result at the end of the fight, the market will be settled on the result displayed on the applicable organization official site.

7. If a fight has a change to the scheduled number of rounds all outright bets on the match will be action, however round by round bets will be refunded.
8. For Round betting, if a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped.

Boxing and Mixed Martial Arts Card Propositions

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

Boxing and Mixed Martial Arts Card Propositions

Only the main card, and undercard fights will count. Early preliminaries will not be included. Wagers will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights. Wagers will stand as long as the exact number of bouts quoted in the market heading take place. If there are any withdrawals and subsequent replacements, wagers will stand. If a bout is cancelled without a replacement, therefore changing the number of bouts taking place, then all wagers will be void.

Boxing and Mixed Martial Futures Propositions

Wagering on which fighter will be a weight class champion on a specific date will be determined using the governing body's official source. Interim champions do not count for settlement purposes. If the title is vacated on the designated date then all wagers will be void and wagers returned. All fighters will be deemed as action regardless if they competed in that weight division or not.

Boxing and Mixed Martial Arts Pick the Round Propositions

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

Boxing and Mixed Martial Arts Draw Propositions

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

Boxing and Mixed Martial Arts Decision Propositions

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

Method of Victory

Method of Victory (MMA)

- Fighter 1 or Fighter 2 by KO or TKO. is when the fighter is deemed to have lost consciousness as a result of legal strikes. Technical Knockout (TKO) includes when the referee steps in to stop the fight because he judges that the fighter is no-longer able to actively defend themselves or the fighter cannot safely continue the match for any reason.
- Fighter 1 or Fighter 2 by Decision. Decision is on scorecard points between the judges.
- Fighter 1 or Fighter 2 by Submission
- Draw. Draw is scorecard draw.

Method of Victory (Boxing)

- Fighter 1 or Fighter 2 by KO or TKO. Knockout (KO) is when the boxer fails to stand up after a 10 count. Technical Knockout (TKO) is the 3 knockdown rule or if the referee steps in; TKO is declared when the referee decides, during a round, that a fighter cannot safely continue the match for any reason.
- Fighter 1 or Fighter 2 by Decision. Decision is on scorecard points between the judges.
- Draw: Draw is scorecard draw.

Cricket Rules

Date/Site Changes

If the match is no longer playing at the venue advertised, your bet will still stand. This applies if the venue has not been changed to the opponent's ground (or in the case of international matches if the venue remains in the same country). Any bets on a postponed or suspended event, are void if the event is rescheduled more than 48 hours from the scheduled date (local time), except for predictions on any markets that have been decided.

Minimum Length of Play

All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result.

- There must be an official result (Duckworth-Lewis or Jayadevan system counts) otherwise all bets are void unless settlement of bets is already determined.
- Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more on One Day Matches or by 3 overs or more for Twenty20 Matches, unless settlement of bets is already determined.
- In drawn matches there must be a minimum of 200 overs bowled for test and first-class matches.

Cricket Wagers

- If the winner of a match is determined by a Coin toss, a Bowl out, drawing of lots, One-Over Eliminators, Losing Fewer Wickets, Run Rates, Higher Group Position etc. then winner and all undecided markets are considered void.
- 5-run penalties are not considered in any over or delivery market (markets for multiple overs are not considered for this rule).
- Unless otherwise stated, Super-Overs will not be accounted for the purposes of the determination of the results.

Match Betting

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

Match Betting: Double Chance

Will the match result be either of the three options given? A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

Match Betting: Draw No Bet

Bets will be void if the match is a draw. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

Top Batsman in An Innings

Winning bets must predict the top run scorer in an individual innings of any match. Bets stand provided that 60 overs are bowled in a Test Match or First-Class innings, 25 overs have been bowled in a One Day International or 50 over domestic innings, 10 Overs must be completed in an innings for a 20/20 match. Runs scored in a Super Over do not count. All players in the starting 11 are eligible whether they bat in the innings or not. Any bet on a player not in starting 11 will be void. If a player retires his innings, for whatever reason, and does not resume, his score at the time of retirement will be deemed his total. If two or more players score the joint highest number of runs, then Dead Heat Rules will be enforced.

Top Bowler in An Innings

Winning bets must predict the top wicket taker in an individual innings of any match. Bets stand provided that 60 overs are bowled in a Test Match or First-Class innings, 25 overs have been bowled in a One Day International or 50 over domestic innings, 10 Overs must be completed in an innings for a 20/20 match. Wickets taken in a Super Over do not count. All players in the starting 11 are eligible whether they bowl in the innings or not. If two or more players take the joint highest number of wickets, then CDS will enforce Dead Heat Rules.

Number of Runs/Wickets in A Session

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

Team Innings Runs/Match Handicap

In the event of a reduced overs match, otherwise known as Duckworth-Lewis, all these markets will be void.

Run Outs/Total 6's/Total 4's/ Total Wides /Total Stumpings/Total Ducks/Specials in A One Day or 20/20 Match

In the event of a reduced overs match, otherwise known as Duckworth-Lewis, all these markets will be void, unless line made up prior to reduction in overs.

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

Individual Batsman Runs

Winning bets must predict the number of runs scored by an individual batsman in an innings or match. Bets are void if the batsman does not face a ball in the innings. If a player retires in either inning, for whatever reason,

or does not resume, his score at the time of retirement will be deemed his total. Runs scored in a super over do not count.

Individual Bowler Wickets

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

Batting Match Bets

Winning bets must predict the highest scoring of two batsman in an innings or match. Both batsmen must go into bat and at least one ball must be bowled to either player in the innings/match for bets to stand. In the event of a tie, bets are void, unless otherwise stated. Runs scored in a super over do not count.

Bowling Match Bets

Winning bets must predict the highest wicket taker of two bowlers in an innings or match. Both bowlers must bowl at least one ball in the match for bets to stand. In the event of a tie, bets are void, unless otherwise stated. Wickets taken in a super over do not count.

Highest First Wicket Partnership

Which team will score the most runs before losing their first wicket? If the batting team reaches the end of their allotted overs, reaches their target, or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined. In First Class matches the market refers only to each team's first innings. Both teams must bat.

Most Sixes

Which team will hit the most sixes? In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets will also be void if one team faces less overs than the opposition, unless settlement of bet had already been determined before reduction of overs took place. Only sixes scored from the bat (off any delivery - legal or not) will count towards the total sixes. Overthrows and extras do not count. Sixes scored in a super over do not count.

Fall of Next Wicket

How many runs will the batting team have scored when the next wicket falls? If the batting team reaches the end of their allotted overs, reaches their target, or declares before the specified wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket.

Runs in Over

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

Wicket in Over

Will a wicket all in the specified over? For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out, then the wicket is deemed to have taken place on the previous ball. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Extras and penalty run in the over count towards settlement.

Over Odd/Even

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

Next Man Out

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

Method of Next Wicket Dismissal

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

Series Betting

Winning bets must select the winning team in the Series. Bets are void if the scheduled number of matches in the Series are not completed, unless enough matches have been played to determine the outcome of the Series. In the event of a tied Series, Dead Heat rules apply to bets placed on the two teams concerned unless a price for the tie is quoted. Bets placed on the draw will be losers.

Top Series Batsman/Bowler

Winning bets must select the batsman and bowler with the highest aggregate runs or wickets in the Series. All players are eligible in this market regardless of whether they play in the Series or not. Players may be added to this market at any time. In all cases where the above rules do not cover a situation then the official result will determine settlement.

Cycling Rules

Date/Site Changes

Cycling Tours must take place in the calendar year they are scheduled, or bets will be void. Tour must take place in the same country(s), but not restricted to specific cities or venues. If an event is suspended or postponed due to weather or force majeure and continues or starts within 48 hours of the original scheduled start date, bets will stand, otherwise bets will be void. However, if an event in the Olympics or World Championships is postponed, then bets will stand so long as the event is rescheduled to take place before the closing ceremony.

Minimum Length of Play

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

Cycling Wagers

Podium positions count

Official results (provided by the UCI) of all outright or individual stage bets will be settled as per the prize or podium presentation. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

Race & Stage Winner

All outright winner or stage winner bets on an individual rider will be void if that rider fails to start the competition or stage. However, bets will stand if the rider withdraws once the competition or stage has started.

King of the Mountains, Green Jersey, Young Rider & other categories

Bets on these competitions will be settled as per the official final result on the last day of the tour. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

Match Betting - Stage and General Classification

At least one of the riders or teams must complete the stage or race for match bets to stand. Furthermore, all of the riders or teams must start the stage or race for bets to stand. If no riders finish the race or stage, then bets are void.

Darts

General Rules

- All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- If a match is interrupted or abandoned and continued within 48h after initial starting time, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- In the event of any of the named players in a match changing before the match starts then all bets are void.

Darts Wagers

Highest Checkout

If match is not completed, then all bets are void unless the quote has been exceeded.

Set Handicap

In the event of the statutory number of legs/set not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

Total Legs Over/Under

If match is not completed, then all bets are void unless the quote has been exceeded.

Total Set Over/Under

If match is not completed, then all bets are void unless the quote has been exceeded.

Esports

General Rules

- All markets on a postponed, not played, or suspended match will be treated as void if the event has been moved to more than 48 hours in the future.
- The start dates and times displayed 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. Nevertheless, if a match is played before the scheduled start date/time, then all bets placed after the actual starting time will be void and only bets placed before the actual starting time will stand.
- Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast, or game API.
- Wagers on player or team to win the tournament/advance in tournament will be void if selected team or player withdraw before a tournament begins.
- Bets will be void if the fixture is listed incorrectly.
- In the team or player is misspelled or change their name (occurring as a result of a team leaving an organization, joining another organization, or officially changing their name), all bets will stand as long as it is clear what game or match the wagers are on.
- If a player participates with wrong nickname or smurf account in an official game, the bets are settled on the result of the event. If this specific player was not supposed to play this match bets will be void.
- In case a 5 against 5 team match starts with less than 10 players, or if a 6 against 6 team match starts with less than 12 players, all bets on the game, map and series will be cancelled.
- When offering props for a specific player on a specific map, bets stand only if the player starts on that map.
- If the props are offered for a specific player for a whole match, bets stand only if the player starts on all maps of that match.

Match Markets

- If a draw option was not available, then extra time will count, if played.
- If a match or map is replayed due to a draw, the replayed match or map will be treated as a separate entity.
- In the event of a match or map starting but not being completed, then all bets will be void unless after the start of the match a player is disqualified, in which case the player/team progressing to the next round or being awarded the victory by the governing body of the specified competition, broadcast or game API will be deemed the winner for settlement purposes.
- If a player or team is given a walkover or win by admin decision on a map before the start of the match, all wagers will be cancelled.
- In a match where one team or player receives a map advantage in accordance with specific tournament format and rules, the team in receipt of the map, will be considered the map winner.
- If a match or map is replayed due to a disconnection or non-player related technical problem, pre-game bets will stand on the replayed match or map in accordance with the official result. The replayed match or map will be treated as a separate game.
- Bets are void if the statutory number of maps are changed or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.
- If a match is won by a team surrendering, the match will be deemed as completed and all bets will stand.

Betting In Running

- If a team is playing with a stand-in or replacement player, and the organizer of the event allows for stand-ins and there is an official result published, bets will stand.
- If a match or map is replayed due to a disconnection or non-player related technical problem, all In-Play bets on the affected match or map will be void unless the outcome is already determined. The replayed match or map will be treated as a separate game.

Futsal

General Rules

- All match markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.
- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- A game must be completed in full for bets to stand unless settlement of bets is already determined.

Football Rules

Date/Site Changes

Football games and any games/events not specifically listed must be held on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise specified in writing by CDS.

Minimum Length of Play

- USA Competitions: For wagering purposes, unless otherwise stipulated in individual football sports wager rules, professional and college football results are official after 55 minutes of play.
- Other Competitions: Markets are resulted at the end of regular time. If the match is abandoned before the completion of regular time, then markets will be resulted as void except for bets on any markets that have been unconditionally determined.

CDS does not recognize suspended games (after they have met the minimum time or length requirement specified in the specific sports rules), protests, or overturned decisions for wagering purposes.

Football Wager Rules

Football wagers are accepted in the following manner:

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

Football Proposition Rules

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

Pro Football Cross Game Matchups

Cross game matchups are wagering any team against any team regardless of their actual assigned matchup for the week. Point spreads, Money lines and Totals will be assigned to each matchup based on the projected score of their original assigned matchup.

Example: Ravens are -5.0 vs the Jets with a total of 45.0 in the primary game. This line is reflective of the final score being Ravens 25, Jets 20.

Example: In another matchup the Browns are -3.0 vs the Panthers with a total of 42.5 in the primary game. This line is reflective of the final score being Browns 23, Panthers 20.

Example: Using a cross game matchup you could wager the Ravens -2.0 vs the Browns or Browns +2.0 with a total of 48. Because the Ravens are “supposed” to score 25 points in their primary games vs the Jets and the Browns are “supposed” to score 23 points in their primary game vs the Panthers this results in a 2.0 point spread differential and a total of 48 points when calculating the two primary game forecasted scores of Ravens 25 and Browns 23.

Examples:

<u>Primary Matchup</u>	Point Spread	M/L	Total	“Predicted Score”
Game 1				
Ravens	-5	-235	45.0	25
Jets	+5	190		20
Game 2				
Browns	-3	-160	42.5	23
Panthers	+3	135		20

The Ravens are predicted to score 25 pts in their game and the Browns predicted to score 23 pts in their game which would be a 2-pt. differential in each of their games with a total of 48.

Example below are cross game wagers with the adjusted lines from the above primary matchups that would be available in these particular matchups.

Cross Game Matchups

<u>TEAMS</u>	<u>SPREAD</u>	<u>MONEY LINE</u>	<u>TOTAL</u>
Ravens	-2	-150	48
Browns	+2	+110	
Ravens	-5	-235	45
Panthers	+5	190	

TEAMS	SPREAD	MONEY LINE	TOTAL
Jets	+3	135	43
Browns	-3	-170	
Jets	pk	-120	40
Panthers	pk	-120	

Pro Football games are the only permitted wagers allowed for cross game matchups

Point Spreads, Money Lines and Totals are not “Fixed” and may fluctuate until lock out.

Cross game matchup lines will be posted on Tuesday mornings. When line movement occurs, all lines involving that particular team for all cross-game matchups will be updated.

Odds can be adjusted on cross game matchups due to unforeseen circumstances, such as injuries, weather, coaching changes, or any additional influence that may change the game line.

CDS will accept straight bets only on these cross-game matchup wagers, no parlays.

All cross-game matchups will be pre-match; in-play will be restricted.

Point spread, Money Line and Totals are the only wagers permitted.

All Cross Game Matchups scores will be determined at the end of regulation and the overtime session is not included in the final results. The scores at the end of regulation will be used to result/settle all Cross Game Matchups.

All Cross Game Matchups are in regulation and do not include overtime. The scores at the end of regulation will be the scores used to result all Cross Game Matchups.

Football Game Propositions

1. Sacks propositions are settled pursuant to the official league source. Includes 0.5 sacks awarded, however for propositions such as ‘Player to record a sack in the game,’ the player must record at least one total sack (1.0) for ‘Yes’ to be settled the winner.

Football Player Propositions/Pro only

For all player props the players must be listed as active by the official league source for bets to have action.

Bets will be refunded on wagers where one or both player(s) are listed as inactive. An exception to this rule is for Quarterback prop markets as these require that the player(s) in question must be starters for bets to have action. Passing yardage props are settled as per gross passing yards.

Football Futures

Football season long futures are unique wagers which will be offered from time-to-time. For all season-long match bets and division betting, all bets stand regardless of team re-location, or a change to a team name, season length or playoff format. Team(s) must play in all of their scheduled regular season games for bets to have action.

Football Division and Conference Futures

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

Conference Winner will be settled on team's performance in the playoffs. Regular season records do not count. If there is a change to the post season structure whereby a Conference Championship is not possible, or called early, Conference Winner will be settled on the team that advances to the Super Bowl from that Conference.

In College Football, the Conference Winner will be settled on team's performance in the Conference Championship Game. If there is no Conference Championship Game, then Conference Winner will be settled on which team is deemed the champion by the Conference, based on the Conference's tiebreakers.

Football Player Futures

For all player vs. player match bets, both players must be active in Week 1 for bets to have action.

Football Futures List

1. Pro Football Divisional Odds
Wager on which team will win the division.
2. Pro Football Conference Odds
Wager on which team will win the conference.
3. College Football Championship
Wager on which team will win the championship.
4. College Football Conference
Wager on which team will win the Conference.
5. Pro Football Regular Season Wins
Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.
6. College Football Regular Season Wins
Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

In addition to above, please note that:

- For Football proposition wagers where the possibilities are Odd or Even, any results which ends as zero counts as even.
- Overtime periods, quarters or extra innings are counted in the final score when wagering on totals, money line and point-spreads (except in soccer).
- On half-time wagers, overtime is included as part of the second half in both side and total wagers.
- On fourth quarter wagers, overtime is not included as part of the fourth quarter side or total.
- Scores and stats from overtime periods are also included for proposition bets unless the prop bet specifically states that overtime is not included.

'NFL Season Win Totals' only include regular season games and all regular season games must be played for action. Play-off games and pre-season games do not count for this bet offering.

'NCAA Season Win Totals' only include regular season games. Each team must play all their scheduled regular season games and all scheduled opponents for action. Championship games and Bowl games do not count for this bet offering.

'CFL Season Win Totals' only include regular season games and all regular season games must be played for action. Play-off games and pre-season games do not count for this bet offering.

All wagers on the Super Bowl stand even if the date, time, or site has been changed.

Golf Rules

Date/Site Changes

Golf events must have tournament play within the scheduled week and on the scheduled course to be considered action unless otherwise specified in writing by CDS.

Minimum Length of Play

The results are official for wagering purposes provided that at least one round has been completed by all players in the field and a winner is declared by the tournament's governing body.

Golf Wagers

Golf wagers are accepted in the following manner:

1. Match-ups – A wager on one or more specified golfer(s) versus one or more other specified golfer(s).
 - a. All golfers in the match-up must tee off to start the tournament and/or specified round for action.
 - b. The golfer with the best score according to the rule of the specific tournament wins the match-up (with equal rounds and/or holes played).
 - c. If one golfer continues play after his opponent has missed the cut (MC), withdrawn (WD), or been disqualified (DQ), the golfer who continues play wins the match-up.

Golf Propositions

Propositions – Various unique wagers may be offered from time to time. Rules for these types of wagers will be specified in writing by CDS.

Golf Futures

Futures wagers that are originally offered seven (7) days or less from the start of the specified event may allow refunds on specific non-starters. Futures wagers that are originally offered more than seven (7) days from the start of the specified event will have no refund unless otherwise specified by CDS.

For tournament match-up betting, both players listed in the match-up must tee-off for a wager to be deemed 'Action'. The player with the most completed holes wins. If the players complete the same number of holes, then the player with the lowest score wins. If the players are still tied then the wager shall be deemed 'no-action' and all wagers will be refunded. If both golfers in a match-up are in a playoff, the winner of play-off wins the match-up.

Should a tournament be shortened, or otherwise affected, due to weather conditions the official result will be used when settling:

- Bets will be settled on the player awarded the trophy, if 36 holes of the tournament have been completed and outright bets are placed prior to the final completed round.
- Bets are void, if less than 36 holes have been completed

However, should there be no further play after a wager is struck that wager will be void.

Single day matchups are wagers on the particular day's 18-holes. Single Day matchups do not include holes played as part of a completion from the previous day's round or playoff holes considered part of the overall tournament score. Should a day's round be shortened, or otherwise affected, due to weather conditions and the round is continued the next day, the full 18 holes shall be considered in determining the outcome of the bet even if they are played over two days. Both golfers must tee off for action. If both players end the 18 holes in a tie, the money line wagers shall be refunded and stroke line wagers will be deemed 'Action'.

For single round-single player propositions, all 18 holes must be completed.

For single round betting on match play tournaments, the players/team must tee off for action. 18 holes do not necessarily need to be played.

Margin of victory is the number of shots the leader holds over the field after 72 holes. If a tournament goes to a playoff, the margin of victory will be declared '0' and bets on the under will be graded as winners.

Golf Odds to Win: Player must tee off for bets to be considered 'action' unless otherwise stated.

Handball

General Rules

- All markets on a postponed or interrupted match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- If the scheduled 60 minutes is not played then bets will be void, except for markets which result has been established (outcome is determined) or an official result is declared.
- All match markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include overtime.
- If Mercy Rule is called in a match, all bets will stand on the score at the time.
- If match venue is changed then bets already placed will stand only if home team is still designated as such, otherwise bets will be void.

Hockey Rules

Date/Site Changes

Regular season NHL and NCAA Hockey games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise specified in writing by CDS.

Other competitions: All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open. If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Hockey sports wager rules, results are official after 55 minutes of play.

Hockey Wagers

For wagering purposes, winners and losers are determined by the final score, provided that the game has met the minimum length of play. Hockey wagers are accepted in the following manner:

1. Puck Line – A wager in which a bettor “takes” or “lays” a specified number of goals. The team wagered must “cover” the goal line for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score which is considered in the determination of the winner and loser and counted toward the game total regardless of the number of shootout goals scored.
2. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score which is considered in the determination of the winner and loser and counted toward the game total, regardless of the number of shootout goals scored.
3. Total Goals (over/under) – A wager on whether the total number of goals scored in a game is over or under a specified number.
 - a. Overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score which is considered in the determination of the winner and loser and counted toward the game total, regardless of the number of shootout goals scored.
4. Periods – Wagers on any specified period will be decided on the basis of goals scored during the specified period only. This wager may be a point spread and/or a money line.
 - a. All specified periods must be played to their completion, or the wager will be refunded.
 - b. Once a specified period is completed, that specified period wager will stand regardless of the length of the remainder of the game.
 - c. Third Period wagers do not include overtime periods.

60 Minute betting and period betting markets will not consider goals scored in overtime or in a shootout. For period betting, the full period must be played.

Hockey Propositions

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

Hockey Player Propositions/Pro only

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

Player proposition wagers do include overtime, but not shootouts unless otherwise specified.

Hockey Futures

Hockey season long futures are unique wagers which will be offered from time-to-time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Team(s) must play in all of their scheduled regular season games for wagers to have action.

NHL Season Win Points only include regular season games and all regular season games must be played for action. Play-off games and pre-season games do not count for this bet offering.

Hockey Division and Conference Futures

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

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post season structure whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NHL Finals from that Conference.

For Playoff Series Winner, the team that advances to the next round is deemed the winner.

Wagers for all other markets are void if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Hockey Grand Salami Proposition

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

Horse Racing - NON-PARI-MUTUEL FIXED ODDS

Race Rules and Limits

- Races must go on the track and date scheduled, unless otherwise specified or the wager is considered "no action."
- Odds are subject to change and winning tickets are paid based on the odds printed on the wagering ticket.
- Tickets go as written regardless of any change in jockey.
- Official results as determined at the host track on the day of the race, will be considered as final by management for wagering purposes. Any subsequently overturned decisions will be disregarded.
- Tickets will not be altered or voided prior to post time except at the discretion of management and with the approval of both parties.
- All wagers will be offered as fixed odds in order for the wager to be booked. In the event a wager is inadvertently offered, wager will be refunded.
- Entries and field horses go as one unless otherwise specified.
- Nonrunners and scratched entrants will result in a void.
- Odds limits not to exceed 300 to 1 or greater

Wagers

- Win – Horse to win the race
- Place – Horse to finish 1st or 2nd in the race
- Show – Horse to finish 1st, 2nd, or 3rd in the race
- Exacta/Combo – Horse to finish 1st and 2nd (must be exact)

Dead Heat

- Dead Heat - You must have One (1) of both horses in the dead heat for a win. Payout will be based on the ticket priced odds.
- Exacta Dead Heat – Horse with the highest odds between the two will result as the winner, horse with the lowest odds between the two will result as the “Place” (second) horse for exacta settlement.
- A horse that finishes third when horse (1) one and (2) two finishes in a dead heat will be resulted as a “Show” third place winner.

Lacrosse Rules

Date/Site Changes

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

Minimum Length of Play

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

Lacrosse Wagers

Money Line

Bet on who will win the match. Bet is inclusive of overtime unless otherwise stated.

Spread and Total

Bets settled on outcome of the period the markets relate to. If the outcome is exactly equal to the betting line, then bets will be void.

Quarter/Half Markets

For bets placed on the specific quarters or halves, the entire period must be played. If the entire period is not completed then bets on those markets will be void, except for those markets which have been unconditionally determined.

Team to score first

Settled on the first score of the game. Bets stand even if game is not completed. Overtime counts.

Team to score last

Settled on the last team to score. Game must be completed. Overtime counts.

Race to x points

Winner being the team who reaches the specified points tally first. Should neither team reach the total, and a ‘Neither’ option is not offered, then bets on that market will be void.

Tournament Winner

Team to win the named tournament. Should a team take no part in the competition then bets on them will be void. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.

Nominated Finalists

The finalists are the teams that really contest the final as determined by the governing bodies, regardless of how the teams get there.

Team to be Relegated

This bet relates to the teams which occupy the relegation places at the end of the season. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.

Motorsports Rules

Date/Site Changes

Motor Racing events must take place within **48 hours** of the original start time to be considered action unless otherwise specified in writing by CDS.

Minimum Length of Play

All wagers will be settled according to the official governing body results reported at the conclusion of the race by the governing organization. Any changes to the finishing order, after the official result, which occurs based on appeals, penalties or scoring malfunctions will not be recognized.

Motorsports Wagers

Motor racing wagers are accepted in the following manner:

Match-ups – A wager on one or more specified driver(s) versus one or more specified driver(s).

- a. Wagers are placed on the driver only, not the car or team.
- b. If the original driver is replaced by another driver after the start of the race the original driver is the driver of record, and the wager will be action.
- c. All drivers in the match-up must start the race for action.
- d. If one of the drivers does not finish the race, the other driver is considered the winner. If neither driver finishes the race, the driver who completed the most laps is the winner. If both drivers complete the same number of laps but do not finish the race, all bets are refunded.
- e. All wagers will be settled according to the official governing body results reported at the conclusion of the race by the governing organization.
- f. Any changes to the finishing order, after the official result, which occurs based on appeals, penalties or scoring malfunctions, will not be recognized.
- g. If a race is abandoned and no result declared, all bets will be refunded except where bets are already settled.
- h. Wagers on qualifying performance will be settled according to position and times set during the final qualifying session. For the purposes of these markets, any subsequent alterations of grid positions are not recognized.
- i. The podium position in motor racing winter sports and cycling and any similar official ceremony or presentation in other sports will be treated as the official result. Winnings will be settled following confirmation of the final result.

Motor Racing Propositions

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

When placing a wager on 'Odds to Win' a race, wagers shall be deemed 'no-action' should the driver not start the race.

The official winner at the conclusion of the race will be the winner for betting purposes

The start of any motor race is defined as the signal to start the warm-up lap

In League Championship wagering, drivers must race in at least one race during the season to be deemed 'Action.'

For a motor sports match-up or finishing position prop to be deemed 'Action' both drivers must start the race and complete the first lap. If both drivers fail to complete the race then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap then bets will be settled on the official race finishing order

The race must complete the scheduled number of laps and/or distance for specific proposition wagers (pertaining to number of laps and/or distance) to be deemed 'Action.' Matchups, finishing position props and future wagers will still have action regardless.

Rules for Finishing Top 3: In the case of a tie or multiple players finishing in the top 3 position, wagers will be paid using our Dead Heat Rule.

Formula 1: At least 15 drivers must start the race for action.

Official sites will be used as grading source for all wagers (NASCAR.com, F1.com, Indycar.com)

Novelty

General Rules

- All markets on a postponed Novelty market will be treated as void if the event has been moved to more than 30 days in the future.
- If a given candidate is no longer able to stand/participate, bets placed on that candidate in this market will stand.
- If an additional candidate enters the betting offer at any time, bets placed on existing candidates in this market will stand
- Contest Competitions: Bets will be settled on the candidate who is officially announced as the Permanent Winner.
- Entertainment Awards: Bets will be settled on the candidate who is announced as the winner and presented the award or accepted on behalf of the announced winner.

Olympic Rules

General Olympic Rules

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

World Records and Olympic Records

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

Final medal placings

All bets on the number of medals will be settled on the official medal table at the end of the Olympic Games. Any changes made by any governing body at a later date do not count for betting purposes.

Results

All bets that relate to the final result of the event/tournament will be settled based on the official result published by the governing authority of the respective sport/league/event. This typically occurs shortly after the event ends. CDS reserves the right to correct settlement if the official result is changed within 24 hours after the end of the event by the respective governing body. CDS will not take into consideration any amendments or disqualifications that occur more than 24 hours after the event ends.

In the event of more than one medal being awarded for the same position, for example there is potential for 2 bronze medals in boxing, Dead Heat Rules apply.

Team Medals

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

Which country will win the most gold medals:

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

Which country will win the most silver medals:

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

Which country will win the most bronze medals:

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

Head-to-Head betting

For markets relating to a full event, wagers are settled based on the final ranking from the official results. If there is no official final ranking, then the last successfully completed match/stage will be considered the final position. If competitors finish the event in the same position or their last successfully completed stage was the same, dead heat rules apply.

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

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

Rodeo

Defined Terms

- (1) "PBR" is defined as Professional Bull Riders.
- (2) "PRCA" is defined as Professional Rodeo Cowboys Association.
- (3) "Game" is a matchup between two teams during a PBR/PRCA Teams Event.
- (4) "Event winner" is the team with the best record from games played at an event or winner of the tie-breaking process. An "event" is held over two or three days in the same city between the eight PBR or PRCA teams during the regular season of the PBR or PRCA Teams Series.
- (5) "PBR/PRCA Teams Champion" is the PBR/PRCA team identified as the winner of the PBR/PRCA Teams Series following the PBR/PRCA Championship.
- (6) "Tie" in the context of a game is when both teams finish with the same aggregate score or finish with no qualifying rides.
- (7) "Tie" in the context of an event winner is when two or more teams finish with the same aggregate score following the tiebreak process.

Rules

1. Results are official and determined by the results posted by PBR/PRCA or other governing body organizing the event. Any subsequent disqualification will not affect bets.
2. The winner of a game matchup will be the team that records the highest aggregate score from its five riders during the matchup.
3. The team with the best record following the final game of an Event will be declared the Event winner. If two or more teams have the same record following the final game of an Event, these teams will proceed to a tiebreak process that involves additional rides. The teams with the highest scoring qualifying ride during this tiebreak process will be declared the winner of the Event. If no team can record a qualifying ride during this tiebreak process, the team with the higher aggregate score from their games during the Event will be declared the winner.
4. If a game matchup results in a tie or if neither team records a qualifying ride, bets will be Void.
5. If the event winner results in a tie after the tie-breaking process, Dead Heat Rules will apply.
6. If an Event or a game is postponed or delayed and is not started within 48 hours of the original scheduled start date, bets will be Void.
7. Bets placed on game matchups or event winner will be deemed action only if the named teams start the event. If teams do not start, bets will be Void.

Rugby (League, Sevens and Union)

General Rules

- All Rugby Union and Rugby league match markets are based on the result at the end of 80 minutes (except for pre-season matches that are scheduled to play less time); this includes any added stoppage time but does not include extra time, penalty shootout or sudden death.
- Rugby Sevens. Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death
- All markets on an interrupted or postponed match will be treated as void if the event has been moved to more than 48 hours in the future. If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.

Anytime Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match is void.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game. Please note that penalty tries do not count.

First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game. Please note that penalty tries do not count.

Last Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time, then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Hat-trick (Players)

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. Penalty tries do not count.

Rugby Propositions

Various unique wagers may be offered from time to time.

Rugby Tournament Futures

- Finish position
Wagering on the specific place a team will finish in a tournament.
- Team to win tournament
Wagering on which team will win the tournament.

Soccer Rules

Date/Site Changes

- All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.
- If a match is interrupted/suspended but subsequently resumed (from the point in the match at which it was interrupted) within 48 hours of the original scheduled kick off time, all bets will stand. Otherwise, if the match is resumed post the 48 hours of the original scheduled kick off time, all undecided bets will be void. If a match is interrupted and is replayed in full, all undecided bets on the original fixture will be void and the decided ones will be settled accordingly.
- If the home and away team are reversed (e.g., match is played at the away team's ground) then bets will be void and full stakes will be refunded.
- If venue changes to other than to the away team's ground but the home team is still designated as such, bets will have action and get resulted after end of match.

Neutral venue: Whether indicated on our site or not, bets will stand regardless of which team is listed as the home team.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Soccer sports wager rules, results are official after 90 minutes of play plus injury time for three-way, goal line and totals.

- All markets are based on the result at the end of regular time. Bets are decided on games with two halves scheduled for 45 minutes each and include any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.
- Some Soccer matches may have different play format. In that case the following will apply:
 - 90 minutes scheduled play (3 x 30 minutes). Full-time bets are still considered valid. Half-time bets are considered void.
 - 80 minutes scheduled play (2 x 40 minutes). All bets are considered valid.
- If the playing schedule is different from the above stated, all bets are void.
- If a match finishes, before the completion of a scheduled 90-minute play, unless otherwise is stated, bets will be void except for:
 - Bets of which the outcome has already been determined at the time of abandonment. Nevertheless, the market must be fully determined for bets to stand e.g., first player to score, first team to score, over 0.5 goals or time of the first goal bets will stand provided a goal has been scored at the time of abandonment.
 - Bets on whether a team advances in a cup competition, next round or raises the cup

Soccer Wager Rules

Soccer wagers are accepted in the following manner:

1. 90-Minute – Wager is on the outcome of a soccer match, determined on the basis of the score at the end of 90 minutes of play PLUS any time the referee adds to compensate for injuries and other stoppages.
 - a. 90-Minute wagers do not include periods of extra time, golden goals, or penalty shootouts.
 - b. If a match takes place but is not completed as advertised (e.g., it is not a 90-minute match or is split into three periods, rather than two), all bets in the match will be refunded.
 - c. If any team starts a match with less than 11 players, all bets on that match will be refunded.
 - d. If a match is postponed or cancelled, any bets placed prior to the scheduled start of the match will be refunded.
2. To Advance/To Lift the Trophy – Wager on a team in a soccer match to advance to the next level or round of competition.
 - a. Wagers will be decided on the basis of the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
3. Three Way – A wager in which there are three (3) possible outcomes in a soccer match.
 - a. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be lost.
 - b. Three Way wagers will be decided on the basis of the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
4. First/Last Goalscorer – A wager on which player will score first/last in a soccer match.
 - a. Wagers are refunded on player who does not take part in the match or who comes on as a substitute after the first goal has been scored.
 - b. Own goals do not count for first goalscorer bets and are ignored for settlement purposes.
 - c. For Last Goalscorer wagers and wagers for a player to score 2 and 3 or more goals, all players taking part at any point of the match are deemed to have played for the purposes of Last Goalscorer bets, irrespective of whether they were on the field at the time the last goal was scored.
5. Double Result – A wager on the result at half-time and full-time (i.e., at the end of 45 minutes plus injury time and 90 minutes plus injury time). Wagers will be refunded if the match is abandoned prior to the completion of 90 minutes play plus injury time.
6. Top Goalscorer/Top Team Goalscorer – A wager on the player to be the top goalscorer in a tournament, league, or cup.
 - a. All wagers are action in a tournament provided the player is named in the playing squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then dead heat rules will apply.
 - b. Goals scored in penalty shoot-outs do not count.
 - c. Wagers placed on a player to be top Goalscorer in a given league are based on regular season games only and do not include play-offs.
7. Time of First Goal – Wagers on the time of the first goal in a match.
 - a. The 1st minute of the game is considered to be from the 1st second to the 59th second. The 2nd minute is from 1 minute to 1 minute 59 seconds.
 - b. If a goal is scored in injury time of first half, the winning selection will be the 41-50 min bracket. If the goal is scored in injury time of the second half, the winning selection will be the 81-90-minute bracket.
8. Player propositions:
 - a. Any selection that does not take part in the match will be void.
 - b. Own goals do not count in the settlement of bets. If the own goal is the only goal of the game, 'no goal scorer' will be settled as the winner.
 - c. Subsequent enquiries by official bodies will not be taken into consideration for settlement purposes.

- d. Every effort will be made to quote First/Last/Anytime/Next Player to Score odds for all possible participants. However, players who score the first or last goal will count as winners regardless if they were listed or not or relevant market.
- e. First goal scorer. Bets on players substituted in after the first goal is scored will be cancelled.

9. Booking propositions:

- **Cards:**

- Booking interval markets are settled based on the time the card is shown
- Yellow card counts as 1 card and red or yellow-red card as 2.
- The 2nd yellow for one player which leads to a red card will not be counted; 2 yellow cards shown to the same player leading to a red card, will count as 3 points.
- Yellow or red cards shown to any “non-player” (Managers, substitutes, already substituted players, player on the bench, coach, or other staff) do not count.
- Yellow or red cards shown during periods of extra time are not included.
- Yellow and red cards shown during the half time break are counted for 2nd half and full time Bookings Propositions.

- **Booking points:**

- Yellow card counts as 10 points and red or 2nd yellow that leads to a red card as 25 points.
- The 2nd yellow for one player which leads to a red card will not be counted; 2 yellow cards shown to the same player leading to a red card, will count as 35 points.
- Cards shown after the match is finished are not considered for resulting purposes.
- Settlement will be made according to all available evidence for cards shown during match play.

10. Corner kick Markets.

- Corner Kicks which happen in period of extra time are not included.
- If a corner is awarded and not taken it will not be counted.
- Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.

11. Interval markets.

For all intervals related to up to 45 minute or up to 90 minutes, events (goals, corners) in added injury or stoppage time will be accounted for.

12. Next scoring type

Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taken is awarded the goal.

Penalty: Goal must be scored directly from the penalty. Goals after the rebound of a missed penalty do not count.

Own goal: if a goal is declared as an own goal

Header: The scorers last touch has to be with the head.

Shot: Goal has to be with any other part of the body than the head and the other types do not apply.

No goal.

13. Head-to-Head markets:

- Winner will be decided on who advances further in tournament.
- If both teams of a Head-to-head market reach the final, the winner of the final will be the winner.
- If both teams disqualify (same round or same group stage), bets on head-to-head market will be void and stakes will get refunded (no action).

14. Clean sheet home/away team. (Will home/away team play to nil yes/no)

Clean sheet means that a team will finish the game without conceding a goal. Own goals count for settlement purposes. If a game is abandoned, all bets will be void, unless settlement is already unconditionally determined.

15. Both Teams to Score

Predict whether both teams will score at least one goal in the game. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be void, unless the outcome of these bets is already determined.

“Yes” –both teams will score.

“No” – meaning that either team or both teams will not score.

Soccer Propositions

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated, extra time/overtime does not count for settlement of wagers.

Soccer Futures

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

Soccer Division Winner Futures

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

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

Soccer Top Goalscorer Futures

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

Wagers placed on a player to be the top scorer in a given Tournament, or to be Top Team Goalscorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then dead-heat rules apply

(any tournament top scorer award, for example "Golden Boot" is ignored for settlement purposes). Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

In major knock-out tournaments, for example the latter stages of the World Cup, where a winner is required in order to progress to the next leg, bets are still settled on Regular Time. Extra Time, Golden Goals and Penalty Shoot-Outs do not count. A separate bet on Extra Time may be offered if Extra Time is played.

Bets on Under 17s Soccer matches will be settled on 80 minutes of play plus any time added by the referee in respect of injuries and other stoppages.

Match details, such as dates and kick-off times, displayed are for guidance only and may be amended or taken off the board at any time. Soccer events officially postponed by more than 24 hours and/or rescheduled, will constitute "no-action" and all money will be credited accordingly. The exceptions to this rule are official international and club tournament games (e.g., World Cup or Champions League) where a match must be played regardless, in which case all bets will be actioned on the rearranged game.

If a match is abandoned and/or suspended all bets shall be void unless the relevant wagering option has already been decided. For example, a bet on the "First Goal Scorer" will stand if a goal has already been scored. 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 voided.

Settlement and cancellation rules:

CDS reserves the right to void betting:

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties.
- If the market odd was opened with a missing or incorrect red card
- If odds were offered with an incorrect match time
- If a wrong score is entered, all markets will be cancelled from the time when the incorrect score was displayed affecting the odds.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting.
- If the team names or category are displayed incorrectly
- In case of any score or card/corner/penalty related changes on any video assistant referee (VAR) situation.

Goal markets are settled based on the time the ball crosses the line.

Penalties awarded but not taken are not considered.

Use of VAR

On any video assistant referee (VAR) situation, Offsides and penalty markets will be settled based on the time where the referee gives the decision. The event which led to the referral (VAR) will be deemed to have occurred at the actual time of its occurrence; For example, if a bet has been placed for a goal to be scored within the first 10 minutes of a game. A goal is scored at 9:40 and the assistant referee makes an offside call. VAR is used and the goal is deemed normal. The goal time will count at 9:40 and the bet will be a winner.

Bets being placed between the occurrence of an incident which leads to a VAR review and the related VAR decision will be settled as void unless:

- the review of VAR review and subsequent decision taken did not alter the decision made by the on-field referees.
- the review of VAR review and subsequent decision taken altered the decision made by the referees but did not have any influence on the bet(s) in question.

If a bet is settled and, due to a subsequent VAR decision, it is proved that such settlement was not correct, CDS reserves the right to reverse such settlement.

Table Tennis

General Rules

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated the markets will be left open.
- All bets on the match will be void:
 - If the match is starting but not being completed for any reason (e.g., withdrawal of a player),
 - In the event of the statutory number of games being changed or differing from those offered for betting purposes.
 - If there is a change in any of the named players of the event
 - Walkover

Exceptions to the previous rule are the following:

- Specific market outcome is already determined, bets on this outcome are settled accordingly.
- Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
- In the event of the quoted Set, Game or Point not being played, due to the game or match ending, all bets on that Set/Game/Point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

Tennis

Date/Site Changes

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open unless otherwise specified by CDS.
- In case of any delay in the start of a match or a suspension (rain, darkness etc.) all markets remain unsettled, and all bets will be settled after the match is resumed and completed.

General rules and Minimum Length of Play

- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In the event of a match starting but not being completed due to retirement or disqualification of any player or team, all undecided bets (including those on match winner market) are considered void. Bets on decided markets stand and are settled accordingly.
- In case a match does not start (for example due to walkover of a player), all bets are void.

- In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.
- Every tie break or match tie break counts as 1 game.
- If a match tie break is played as a deciding set, in best of 3 format, it will be considered as the 3rd set.
- If the player/teams are displayed incorrectly, CDS reserves the right to void betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, CDS reserves the right to void betting.
- Futures (Ante post) Betting: If a player withdraws before a tournament begins, or retires during a tournament, bets on that player to win the tournament lose.
- Change of Venue or Playing Surface. All bets stand regardless of any change of venue, change of court surface, changing from indoors to outdoors and vice versa.

Tennis Rules

Tennis wagers are accepted in the following manner:

1. Match – A wager on one or more specified players(s) versus one or more other specified players(s) in a designated match.

Tennis Propositions

Various unique wagers may be offered from time to time.

Volleyball

General Rules

- All markets on a suspended or postponed match will be treated as void if the event has been moved to more than 48 hours in the future.
- If match is not completed, markets will be void unless the outcome of the selected market is already determined.
- For individual Set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined. If the specified Set is completed bets will be settled regardless if match is completed or not.
- Golden Set is not taken into consideration for settlement of event markets.
- To Qualify market will be settled on the team that is progressing to next round including Golden Set if played.
- In the event of referee enforced point deductions, all markets will be settled based on official results, with exception the ‘‘Race to’’ Markets and Point Betting that have already been determined
- If match venue is changed then bets already placed will stand only if home team is still designated as such, otherwise bets will be void.
- In case the quoted point is not being played, due to the game or set ending, all bets on that point will be void.

Water Polo

General Rules

- All games must start on the scheduled date for bets to have action. If a game is suspended and completed on a subsequent day then all undecided bets will be considered void (unless otherwise stated in these rules). If the specific market outcome is already determined market will be settled accordingly.
- All wagers are settled on regulation time, unless stated otherwise (e.g., an exception is market to win match 2-way includes overtime/shootout).

Outright Betting:

- If all scheduled number of events are not completed, bets placed on outright, tournament markets or series of games will be void. Markets will be settled as normal if already determined, including those that would already be determined had the event reached its natural conclusion. Undetermined markets will be made void.
- Subsequent disqualifications and/or appeals will not affect bets.
- Settlement of bets is decided by podium presentation.

Winter sports

General Rules

- All markets on a postponed or interrupted event will be treated as void if the event has been moved to more than 48 hours in the future.
- If a shortened / interrupted event is declared official within 48 hours the official results will then be used for settlement and all bets stand.
- The Sports that fall into the Winter Sports category are: Alpine Skiing, Biathlon, Bobsleigh, Cross Country Skiing, Freestyle Skiing, Luge, Nordic Combined, Skating, Skeleton, Ski Jumping and Snowboarding.
- All selections are resulted based on official results/rankings, as provided by official governing bodies, such as:
 - International Ski Federation (FIS)
 - International Skating Union (ISU)
 - International Biathlon Union (IBU)
 - The Official Olympic Committee
 - Any other official body
- Bets placed on competitors will stand only if named competitors pass the starting line/gate. If competitors don't pass the starting line/gate, selections will be resulted as void (push).
- Selections on competitors who take part in qualifying session(s) for a specified event but then fail to qualify for the main Round(s), will be resulted as losing ones.
- Results are declared at the time of the podium ceremony. If there is no podium presentation, then markets will result based on the results published by the official governing body. Any subsequent disqualifications or new results does not affect settled bets.

BET WITH YOUR HEAD, NOT OVER IT. IF SOMEONE YOU KNOW HAS A GAMBLING PROBLEM AND WANTS TO HELP, CALL 1-800-NEXTSTEP.