



SARACEN

SPORTSBOOK

HOUSE RULES

EFFECTIVE MAY 2025

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SARACEN CASINO RESORT & SPORTSBOOK

1 Saracen Resort Drive • Pine Bluff, AR 71601



The Saracen Sports Book Rules are part of the Sportsbook Terms & Conditions. The Rules apply to all markets offered and wagers placed on the Saracen Mobile App, Retail Operations, and Website. The General Rules apply to all wagers unless stated otherwise in the Specific Sports Rules. If there is any inconsistency between the General Rules and the Sport Specific Rules, the Sport Specific Rules shall prevail. If there are no Sport Specific Rules, the General Rules will apply.

Always check your mobile betting slips for accuracy before submitting a wager and check all tickets for accuracy before leaving the betting window or kiosk. Leaving the window/kiosk with the ticket is deemed an acceptance of the wager by both parties.

- a. Tickets will not be altered or voided prior to the start of an event except at the discretion of management and with the approval of both parties, unless in the case of a palpable error (see d. below).
- b. Once both parties accept a wager at a retail counter or kiosk, paper tickets will not be altered or voided after an event officially begins, unless in the case of a palpable error (see d. below).
- c. Wagers may only be rescinded as allowed by the Arkansas Racing Commission Rules and Regulations.
- d. We make every effort to avoid errors, in the event a palpable error occurs, we reserve the right to supersede all other rules by following rule 19.1 listed in our terms and conditions. Please see rule 19.1 below:

19.1. We make every effort to ensure that we do not make any errors in wagers offered or wagers accepted. However, if as a result of mechanical, technical or human error, we offer, or You place, a wager in Obvious Error, we reserve the right to either (i) settle winning wagers at the "correct price," as reasonably determined by Us, or (ii) void any wagers placed in Obvious Error. Obvious Errors include, but are not limited to, the following: (a) wagers offered or placed on events after the outcome is already known; (b) wagers offered or placed on markets where incorrect participants are listed; (c) wagers offered or placed on markets where participants are incorrectly designated or listed in the incorrect order (e.g., Home Team listed as Away); (d) wagers offered or placed at odds that are materially different than those available in the general betting market for a given event at the time the wager was placed; (e) wagers offered or placed at odds which reflect an incorrect score situation; or (f) wagers offered or placed at odds being clearly incorrect given the probability of the event occurring (or not occurring) at the time the wager was placed (exclusive of certain special offerings or "odds boosts" advertised as such).

The Saracen Sports Book reserves the right to refuse any wager, delete, or limit selections prior to the acceptance of any wager.

No person under the age of 21 shall not place wagers with or collect winning wagers from any licensed race book, sports pool or pari-mutuel operator.

The Saracen Sports Book is not responsible for lost, stolen, altered or unreadable tickets. Lost or stolen

ticket claims will be paid upon presentation of supporting information or documentation. In the absence of such documentation Saracen reserves the right to wait at least 120 days after the conclusion of the event to make its decision regarding payment.

The Saracen Sports Book will determine minimum and maximum wagers on all sports events.

The Saracen Sports Book reserves the right to add, change or delete the Sports Book payout ratio limits.

The Saracen Sports Book reserves the right to add, change or delete the Sports Book House Wagering Rules, subject to regulatory approval. Any revision will be binding and effective immediately on the posting of the new rules for the public.

All future wagers are "action" if a winner is officially declared, unless otherwise posted or noted on printed media.

The Saracen Sports Book will accept wagers on currently posted terms unless otherwise posted or noted on printed media.

The Saracen Sports Book assumes absolute responsibility for paying the .25% Federal Excise Tax on sports wagers.

Wagering Accounts may be accepted through the Interactive Betting Kiosks.

Management will make every reasonable effort to resolve disputes. Any unresolved dispute arising as a result of wagers accepted by The Saracen Sports Book shall be resolved as set forth by the Arkansas Racing Commission.

Management will keep a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the customer and Sports Book in case of an obvious mechanical or human error.

We make every effort to ensure that we do not make any errors in wagers offered or wagers accepted. However, if as a result of mechanical, technical or human error, we offer, or You place, a wager in Obvious Error, we reserve the right to either (i) settle winning wagers at the "correct price," as reasonably determined by Us, or (ii) void any wagers placed in Obvious Error. Obvious Errors include, but are not limited to, the following: (a) wagers offered or placed on events after the outcome is already known; (b) wagers offered or placed on markets where incorrect participants are listed; (c) wagers offered or placed on markets where participants are incorrectly designated or listed in the incorrect order (e.g., Home Team listed as Away); (d) wagers offered or placed at odds that are materially different than those available in the general betting market for a given event at the time the wager was placed; (e) wagers offered or placed at odds which reflect an incorrect score situation; or (f) wagers offered or placed at odds being clearly incorrect given the probability of the event occurring (or not occurring) at the time the wager was placed (exclusive of certain special offerings or "odds boosts" advertised as such).

We reserve the right, at Our own discretion, to declare a wager void, totally or partially, if any of the following circumstances have occurred: (a) a wager has been offered, placed and/or accepted containing an Obvious Error; (b) a wager has been offered, placed, and/or accepted on a sporting event or team that is not approved by the Arkansas Racing Commission; (c) a wager is placed and/or accepted while Our Services encountered a mechanical, technical, or systematic problem, which would not have been accepted but for that problem; (d) a wager or result has been affected, directly or indirectly, by illegal activity; or (e) a wager is placed and/or accepted on a market that is voided in its entirety (e.g., for an incomplete, abandoned or cancelled event).

We prohibit parlay wagers that include two or more outcomes that are, or could turn out to be, related (e.g., Team X to win 3-0 and Team X to win the game, Team X to win the game and Team X to win the championship). We take all necessary steps to prevent acceptance of these prohibited parlay wagers. However, if such a parlay wager is placed, we reserve the right, solely at Our own discretion, to declare void some or all parts of the parlay wager that includes the related outcomes at odds that do not account for the related contingency. This provision does not apply to parlay wagers that are explicitly identified as special offerings.

Markets are generally settled shortly after the end of the event in question. We may settle (or partially settle) some markets before the official result is declared purely as a customer service benefit. However, we reserve the right to amend the settlement of the market if: (i) the official result is different than the result on which We initially settled the market; or (ii) the whole market is eventually voided (e.g., for an incomplete, abandoned or canceled event).

We reserve the right to void all related markets if a game/match is played in a different format than the one that the prices were based on. (i.e. baseball games priced for a traditional nine-inning game but are ultimately played as a seven-inning game, except where the Mercy Rule/Run Rule applies; tennis matches are priced for five sets but are ultimately played as a three-set match; etc.)

We reserve the right to reverse the settlement of a market if a market is settled in error. We reserve the right to take any necessary action, without prior notice and within reasonable limits, to adjust any inaccuracy in Your account due to a settlement error, including through the reversal, amendment, or cancellation, or any subsequent transaction. As a result of a market resettlement, we may amend an account balance and/or deduct funds from Your account.

We reserve the right to reverse the settlement of, and take necessary action to correct, a payment of a wager to You that was affected by a technical, pricing or settlement error at any time between the original placement of the wager and the payment. That necessary action may include, but is not limited to, resettling the impacted wager at the value that would reflect the proper payment value.

If We void a wager and/or amend or reverse the settlement of any wager as a result of an Error, including an Obvious Error, and deduct funds from Your Account, in the event there are insufficient funds in Your Account, we may demand that You pay Us the relevant outstanding amount related to such wager.

Patrons will be notified of odds or line changes in the following manner:

- a. Posted odds will be changed automatically on the electronic odds boards, Kiosk screens, BetSaracen.com URL, Android and Apple Applications.
- b. Posted changes will be updated within 10 minutes on the electronic odds boards, Kiosk screens, or via BetSaracen.com URL, Android and Apple applications.
- c. Non-posted printed media will be updated on a weekly basis with the date of the latest issue.

Examples of Types of Sporting Events Offered:

- Professional Football
- College Football
- Professional Baseball
- College Baseball
- College Softball

- Professional Basketball
- College Basketball
- Professional Ice Hockey
- College Ice Hockey
- Women's Basketball (WNBA)
- Women's College Basketball
- Canadian Football League (CFL)
- Bare Knuckle Fighting
- Boxing
- Mixed Martial Arts (MMA)
- Golf
- Tennis
- Table Tennis
- Soccer
- Cricket
- Motor Sports
- Lacrosse
- Rugby
- Aussie Rules
- Darts
- Field Hockey
- Cornhole
- Disc
- Olympics
- Pro Bowling Tour
- Cycling
- Volleyball
- Off-the-board Point spreads and Money lines
- Parlays off-the-board
- Cross-over sports propositions
- In-Play
- Any other event or market approved for play by the Arkansas Racing Commission.

Prohibited wagers

No wagers may be accepted or paid by any book on:

- a. Any amateur sport or athletic event other than.
 - 1) Olympic sporting or athletic events sanctioned by the International Olympic Committee, subject to limitation by the Chairperson of the Arkansas Racing Commission or the Chairperson's designee in his/her sole and absolute discretion.
 - 2) Collegiate sporting or athletic events
- b. Any sport or athletic event which the licensee knows or reasonably should know, is being placed by, or on behalf of a coach or participant in that event.
- c. The outcome of any election for any public office.

Some markets have different rules, and these will be listed in the Sport Specific Rules. If the change of venue is not dealt with then the following shall apply:

- a. Team sports: If the scheduled venue is changed after a wager is placed, all bets are action unless the original away team's facilities are used, in this case

wagers will be void. For international matches bets will only be void if the venue is in a different country.

- b. Non-team sports: All bets will stand regardless of the new venue.

For betting purposes, the winner of an event or game will be determined on the date of the event's conclusion according to house wagering rules. The Saracen Sports Book does not recognize suspended games, (Exception: see baseball rules) protests, and overturned decisions/results for wagering purposes. Once competition is official, wagers will be paid on the initial results.

On all future event wagers involving a recognized sports organization, i.e., Pro Football, Pro Baseball, etc., the winner is determined by the league commissioner, chairman, or other authoritative officer at the conclusion of said event and will also be declared the winner for betting purposes.

In the two-way match-up proposition wagers, specified player, team or animal must start action or wager is refunded. If any participant "starts" but fails to finish for any reason, the opponent shall be deemed the winner for betting purposes.

Games are official after:

- American Football (professional and college): After at least ten minutes of official time in the 4th quarter.
- Basketball (professional): 43 minutes of play
- Basketball (college, etc.): 35 minutes of play.
- Hockey (professional or college): 55 minutes of play
- Baseball: see baseball disclaimer
- Soccer: 90 minutes of play plus any added injury time
- Auto Racing: Race winner will be deemed official for wagering purpose as announced by sanctioning body regardless of laps completed
- Olympics: Games/results are official once there is an award ceremony for that event

Data Supplied by A Third Party

- Please be aware that data such as current scores, time elapsed, etc. that is displayed on our site or on display boards is sourced from a "live feed" provided by a third party and may be subject to time delay and/or be inaccurate. If you rely on this data to place wagers, you do so entirely at your own risk and Saracen accepts no responsibility for any loss (direct or indirect) suffered by the customer as a result of your reliance on it.

Player Prop Injury Disclaimer

- For all player props for any given sport, wagers made will still have action if that player receives any playing time (throws a pitch/records a plate appearance, plays a snap, etc.) whatsoever, regardless of if the player gets injured during the course of play and regardless of when the injury occurs during the game/match/event.

Dead Heat Rule

- In the event of a tie, dead heat rules will apply.
- A dead heat refers to ties in finishing position bets like Top 5s, Top 10s and Top 20s, or for Awards markets like MVP or Olympics medal placements.
- When players tie, your bet amount is usually cut by how many players are tied for those spots. So, part of your bet is a loser, and the remainder stands at the original odds.

Dead heat rules do not apply to standard money lines or match result markets.

Parlays

How much can I win?

Parlay payout limits are based on the events contained in the parlay. Therefore, each parlay is calculated based on the limits for each event in the parlay and may change with each Parlay selection.

Restrictions:

- 1) Saracen Resort reserves the right to restrict parlays as it deems appropriate.
- 2) The maximum accumulated winnings for parlays any single calendar day are subject to a \$200,000 aggregate payout for any individual(s) in the same household or immediate family members.
- 3) You may select up to Fourteen legs in a parlay at retail kiosks or on online BetSaracen parlays.

Parlay Payouts:

When calculating the payouts for a parlay, Saracen Resort uses an exact calculation for all parlays.

Same Game Parlays/SGP+:

Saracen Resort will usually allow SGP/SGP+ on most events. However, we may limit or not allow same game parlays on specific games/halves at our discretion due to correlation wagers.

Please note Saracen Resort reserves the right to cease wagers on SGP/SGP+ if we find this bet option is being abused. The same is true for the first and second half same game parlay wagers.

Ties, Canceled or No Action Wagers in Parlays including SGP/SGP+:

- 1) If one or more legs of the parlay are pushed, cancellation, or no action the parlay would be recalculated, and reduced, based on the remaining legs that have action.
- 2) A push, cancellation or no action in a two-team parlay is paid as a straight wager on the remaining leg.
- 3) In case of postponement of a leg or legs, parlays will follow the Saracen Resort rules listed for each specific sport.

Teaser

What is a teaser?

- A teaser is a special parlay in which the bettor gets a favorable point adjustment. Teasers are available in football and basketball and may include sides and totals.
- The payout for a teaser depends on the sport, the number of teams used, and the size of the point adjustment.
- Available teaser options include:

- Football: 6-point, 6.5-point, 7 points, and 10-point teasers
- Basketball: 5-point, 5.5 point, and 6-point teasers

Standard Teaser Rules:

- 1) A tie or "no action" in a standard teaser of three or more teams reduces the teaser to the next lowest number; for example, a four teamer with a tie becomes a three teamer.
- 2) In NFL, College Football, NBA, WNBA and College Basketball, a two-team teaser resulting in Tie/Win, Tie/Loss or Tie/Tie is considered a push and all wagers refunded. In addition, no action in one leg of a two-team teaser will result in no action for the teaser and all money refunded.
- 3) In Arena Football, any teaser with a tie is considered a loss.
- 4) Teasers are not allowed on "alternate spreads" or "alternate totals" for any sports.
- 5) If any part of a Teaser was made on an obviously "bad" line or after an event has started, Saracen Resort reserves the right to cancel the complete Teaser.
- 6) Saracen Resort reserves the right to determine the base spread to be used for any teaser.
- 7) Due to correlation, all correlated NCAA Football same game Teasers on games where the difference between the size of the spread and the size of the total is less than 28 will be canceled.

In-Play Betting Rules

These rules outline the guidelines for live or in-play betting. Here's a summary:

1. Bets may be voided if the event is not completed, such as when it is abandoned or postponed.
2. If there is a clear error in the odds displayed, bets will be settled at the correct price when the bet was placed.
3. Bets placed after the outcome of an event is known may be voided.
4. The rules before the start of the event generally apply to in-play bets, unless there are differences in selections, prices, or markets.
5. If there is an obvious error in the handicap odds and pricing, bets may be settled at the correct handicap when the bet was placed.
6. Live score displays are provided as a guide only, and any discrepancies between displayed information and bet settlement supersedes by using the official results.
7. Lines will be offered at our discretion; we do not guarantee a line at any point during the game.
8. We reserve the right to cancel any wager made on an obvious, palpable error.
9. Live wagers are settled according to each sport's specific rules.

American Football

Minimum Time for Action:

- 1) For betting purposes, game results are determined by the final score (including overtime) and will have action provided that at least 10 minutes of official time has elapsed in the fourth quarter.
- 2) If a game is suspended after 10 minutes of official time has elapsed in the fourth quarter and not resumed by 2 a.m. the following day (local time for the event), then regardless of whether the game is completed, the score when the game is halted will determine the betting results.
- 3) If play is suspended before the completion of at least 10 minutes of official time in the fourth quarter and not resumed by 2 a.m. the following day (local time for the event), all bets on the full game will be scored as "no action" and all money refunded. If part of the game has finished (i.e., first quarter, first half, second quarter, or third quarter) those bets will be graded as action providing the entire period has finished.

Additional Rules:

- 1) Wagers on both full-game and second-half lines include overtime scoring unless specified by Management on handouts or bet description.
- 2) Bets on fourth-quarter lines DO NOT include overtime scoring.
- 3) Games played during the official game week, Tuesday-Monday, will still have action, if outside this time frame bets will be void.
- 4) In Pro and College Football, a two-team teaser resulting in Tie/Win, Tie/Loss or Tie/Tie is considered a push and all money refunded.
- 5) Pro and College Propositions will be graded using the first official results posted by the leagues' governing body, if such information is unavailable, we will use the data listed at reputable sites chosen by Management.
- 6) In Canadian Football, a "single" is defined as anyone-point scoring play, excluding PATs (Points After Touchdown).
- 7) For betting purposes, defensive points do not include PATs (Points After Touchdowns).
- 8) For any situations not covered by betting rules Management will find or create the fairest rule with the approval of the Arkansas Racing Commission.
- 9) In the event of a change in venue, all wagers will be void.

College Football Season Wins Rules:

- 1) Bowl Games and Conference Championship Games are NOT used towards teams' season wins total - Regular Season Games ONLY.
- 2) Teams must play every scheduled regular-season game for action.

College Football Conference Championship Futures Rules:

- 1) If the conference has an official championship game, the winner of the championship game is deemed to have won that conference.

- 2) If the conference has co-champions, all winning selections will be paid out per the Dead Heat rules.
- 3) For divisional odds within conferences, the team participating in the conference championship game will be considered to have won that division.

Pro and College Propositions:

- 1) For all American Football Propositions involving passing statistics for a QB, that QB must have one pass attempt for action.
- 2) For all American Football Propositions involving rushing attempts/yards for a QB, that QB must play for action. If the QB plays but has no rushing attempts, then yards for the first attempt will be graded as zero yards (under is the winner), and under will be declared the winner of any Proposition regarding the QB's rushing yards.
- 3) For all American Football Propositions involving receiving yards on first reception or longest reception for a specific player, that player must play for action. Note that if the player plays, but does not have a catch, his first reception yards and longest reception proposition will be graded as zero yards (under is the winner).
- 4) For American Football Propositions involving rushing attempts/yards for an RB, that RB must play for action. If the RB plays but has no rushing attempts, then yards for a first attempt and longest rush propositions will be graded as zero yards, and under will be declared the winner of all rushing yardage propositions.
- 5) If there is a score at exactly 7:30, 6:30, or 2:00 (etc.) minute mark, then the related propositions on whether there will be a score within that time frame of the game, half or quarter will be graded yes (in other words the score would count).
- 6) For the first 1st down of game prop on run or pass, the bet is for the first 1st down not achieved through a penalty.
- 7) For MVP propositions, if there are co-MVP's, winning selections will be paid per the Dead Heat rules. If there is yes/no option on MVP and the named player is co-MVP, then yes will be declared the winner and paid at full odds.
- 8) If two players from the "the field" are co-MVPs, "the field" is graded as the winner and wagers paid one time.
- 9) All 4th down conversion propositions will be graded based on official box scores found at reputable sites chosen by Management.
- 10) For multiway (3 or more contestants) propositions regarding MVP, first/last player to catch a pass, first/last player to score a touchdown, first/last player to have an interception, all betting will be all-in (no refunds).
- 11) For will either team score 2, 3, 4, or 5 unanswered times propositions, extra points, and two-point conversions do not count, and any return, by the opposition, on an extra point or two-point conversion also does not count.
- 12) For over/under longest TD in-game, if there are no TDs in the game, then these propositions have no action.
- 13) For propositions involving an entire team's quarterbacks, only statistics achieved by quarterbacks listed on the team's roster will count. For example, if a running back throws a touchdown pass, that would NOT be counted as a completion/attempt nor a TD pass for that team's quarterback.

14) Special Teams and Defensive Touchdowns Propositions:

- a. The only touchdowns considered to be special teams' touchdowns are on plays where the ball is kicked or punted (these include kickoff returns, punt returns, returns of a fumbled kick return, returns of a fumbled punt return, blocked field goal returns or blocked punt returns).
- b. A fake field goal or fake punt which results in a touchdown by the team that snapped the ball is an offensive touchdown.

15) For propositions involving a player to "score" a TD, passing for a TD is not considered a score for the player who threw the pass (unless, in very rare instances, the passer catches his own pass). For example, if there is a prop "will any player score 2 TDs in a game", if a player throws for a TD, and runs for a TD, he will be deemed to have one TD, not two.

16) For a team with the longest kickoff return proposition, both teams listed must have at least one kick return for action.

17) For a team with the longest punt return proposition, both teams listed must have at least one punt return for action.

18) Odd or Even Player Propositions:

- a. For all Propositions involving odd or even rushing yards, the player must have at least one rushing attempt.
- b. For all Propositions involving odd or even receiving yards, the player must have at least one reception.
- c. For grading purposes, zero will be considered an even number. Negative even numbers, -2, -4, -6, etc., will be considered even. Negative odd numbers, -1, -3, -5, etc., will be considered odd.

19) Proposition for several different players to score:

- a. For grading purposes, Touchdowns, 2-point conversions, Field Goals, and PAT's will be counted.
- b. Safety will not be counted.
- c. A return of a PAT for 2 points and a return of a 2-point conversion will be counted.

20) For over/under the distance of a quarterback's first TD pass, he must throw a TD pass for action.

21) A free-kick after safety is not considered to be a punt for any proposition, regardless of how the free-kick is executed.

22) To have action on Pro or College Propositions, associated games must be played on the scheduled date and at the scheduled site.

23) For player vs player longer kickoff return, both players listed must have at least one kick return for action. For player vs player longer punt return, both players listed must have at least one punt return for action.

24) A blocked punt will count as a punt for propositions for that team's number of punts (and the number of punts by both teams combined). However, a blocked punt will not count as a punt for any individually named punter's propositions.

25) For propositions regarding what will be the last score of the game (or quarter, half), conversions do not count (only Touchdowns, Field Goals, Safeties will count).

- 26) For a specific punter to have a punt for a touchback, that punter must have at least one punt for action.
- 27) For shortest/longest punt by a specific punter, that punter must have at least one punt for action.
- 28) For total punts by a specific punter, if that punter is active and does not have a punt, then under will be declared the winner.
- 29) For the longest or shortest successful field goal of game propositions, if there are no successful field goals, then those propositions have no action.
- 30) For propositions involving tackles, the Tackles markets are graded based on SOLO tackles only, separate markets are offered for Assists and "Tackles + Assists".

Pro Football Regular Season Player vs Player Matchups:

- 1) Pro Football regular season player vs player matchup propositions will not include the playoffs.
- 2) Both players must play week 1 of the regular season for wagers to have action.
- 3) Passing for a touchdown is not considered scoring a touchdown.

Pro Football Futures:

- For Conference Championship Winner futures, the champion of the respective conference will be the team that reaches the Pro Football Championship at that conference.

Pro Football Regular Season Wins:

- Regular Season Win bets will be graded at the conclusion of the regular season after the team has completed all 17 games. In the event all games are not played the bets will be refunded.

Flash Bets American Football

Drive Results (Exact and Grouped)

All "result of drive" markets starts on the first offensive snap of the ball. Any drives which are completed due to the end of the half or game, and do not explicitly result in one of the outcomes listed, will be void. The outcomes are as follows:

Prematch Markets

- 1) Drive Result Exact:
 - a. Touchdown = Passing Touchdown, Rushing Touchdown
 - b. Field Goal Attempt = Field Goal Make, Field Goal Miss, Blocked Field Goal (Botched/fake field goals are not considered a field goal attempt)
 - c. Punt = Regular Punt, Blocked Punt (Muffed/Blocked punts will be settled as a Punt, and a new drive will begin with the next snap of the ball)
 - d. Turnover = Interception, Fumble Loss, Turnover on Downs, Safety (note, if the defense recovers and then fumbles back to the offense during the same play, a new drive will begin and the previous drive will be settled as a Turnover)

- 2) Drive Result Grouped:
 - a. Offensive Score = Passing Touchdown, Rushing Touchdown, Field Goal Made
 - b. No Offensive Score = Punt, Safety, Turnover on Downs, Fumble Loss, Interception, Field Goal Miss, Blocked Field Goal
- 3) Team Play Attempt Type (NFL only):
 - a. Rush = Rush Attempt
 - b. Pass = Pass Attempt, Sack

Team Drive Markets

- 1) Drive Result Exact:
 - a. Touchdown = Passing Touchdown, Rushing Touchdown
 - b. Field Goal Attempt = Field Goal Make, Field Goal Miss, Blocked Field Goal (Botched/fake field goals are not considered a field goal attempt)
 - c. Punt = Regular Punt, Blocked Punt (Muffed/Blocked punts will be settled as a Punt, and a new drive will begin with the next snap of the ball)
 - d. Turnover = Interception, Fumble Loss, Turnover on Downs, Safety (note, if the defense recovers and then fumbles back to the offense during the same play, a new drive will begin and the previous drive will be settled as a Turnover)
 - e. Markets will be void if there is no result to a drive due to time running out at the end of the second quarter, 4th quarter, and each overtime period.
- 2) Drive Result Grouped:
 - a. Offensive Score = Passing Touchdown, Rushing Touchdown, Field Goal Made
 - b. No Offensive Score = Punt, Safety, Turnover on Downs, Fumble Loss, Interception, Field Goal Miss, Blocked Field Goal
 - c. Markets will be void if there is no result to a drive due to time running out at the end of the 2nd quarter, 4th quarter, and each overtime period.
- 3) Drive Crosses Yardline X:
 - a. Drive ends in Field Goal Attempt / Punt: The final line of scrimmage of the field goal attempt is the final yardline for settlement.
 - b. Drive ends in Fumble: The final yardline where the turnover occurs is used for settlement.
 - c. Drive ends in Interception: The final yardline for settlement is the line of scrimmage of the play where the interception occurs.
 - d. Drive ends in a Safety: The drive ends in the team's own endzone, "no" will win in all scenarios so long as the offense did not cross the 50, opponent is 35 or 20 before committing the safety (exceedingly rare, yet possible). If those lines are crossed at any point by the offense, the respective drive crosses markets will result as yes.
 - e. Drive ends due to time expiring in the 2nd and 4th quarter, and Overtime: The final spot of the ball, which could either be the forward progress of the ball during a play while time expires, or the line of scrimmage of a play that is not ran due to time expiring.
 - f. Drives that end with unsuccessful 4th down attempts: The difference between the initial

line of scrimmage and the yardline of where the unsuccessful attempt ends are used for settlement.

4) Drive Field Goal Make:

- a. If a Field Goal is not attempted at the end of the drive, this market will be void.

5) Sack This Drive:

- a. NFL - Will be resulted based on the official ruling and statistics of the play on NFL.com.
- b. NCAA/CFB - Results as yes upon a sack being credited to the defence on a given play (including when awarded by an intentional grounding penalty). This is based on the official ruling and statistics of the play on ESPN.com.

6) New Set of Downs This Drive:

- a. Will result as Yes when a First Down is earned, including if a penalty on the defence gives the offense a new set of downs, or if a Touchdown is scored.
- b. Results as No if upon the conclusion of a drive and no First Down achieved or Touchdown scored (field goal attempt, punt, turnover, safety, time expires in the half).

7) Player to Score a Touchdown This Drive:

- a. Results as the player/selection that is credited the touchdown (according to official rulings and statistics on NFL.com). If the score was a receiving touchdown, the scorer/receiver is the only winning selection. The passer is not awarded the touchdown.
- b. If the scorer is not one of the six selections, the other selection will be settled as the winner.
- c. If no offensive touchdown is scored on the drive (including a defensive touchdown), the selection No Touchdown will be settled as the winner.
- d. Markets will be void if there is no result to a drive due to time running out at the end of the 2nd quarter, 4th quarter, and each overtime period.

Team Play Markets

1) All Team Play Markets:

- a) If there is a penalty on the play after the snap and the play stands (is not nullified), the respective markets will be determined according to official statistics of the play prior to the penalty being assessed.
- b) The Team Play markets will void when there is a penalty on the play after the snap and the play is nullified (no official statistics recorded).
- c) The Team Play markets will void when the markets that are created are not a valid representation of an actual registered play (e.g., a field goal is attempted on 3rd down at the end of a half).

2) Team Play First Down:

- a) Will result as Yes following if the Play results in a First Down or Touchdown.
- b) Will result as No following if the Play results in no First Down or a Turnover.

3) Team Play Touchdown:

- a) Play must result in an offensive Touchdown to be resulted as Yes.

4) Team Play Attempt Type:

- a) Unlike in the NFL, a sack is categorized as a rush in CFB statistics, and intentional grounding awards a sack against the defense, as such:
 - b) NFL - Rush = Rush Attempt, Pass = Pass Attempt, Sack, Intentional Grounding.
 - c) NCAA/CFB - Rush = Rush Attempt, Sack, Intentional Grounding, Pass = Pass Attempt.
- 5) Team Play Attempt Type/First Down Script:
 - a) The above Play Attempt stipulations will apply to this market also.
- 6) Team Next Pass Attempt:
 - a) NFL - In NFL statistics, Intentional Grounding is treated as an Incomplete Pass.
 - b) NCAA/CFB - In CFB statistics, Intentional Grounding penalties awards the defense with a sack and a pass attempt is not charged. As a result, markets will not settle on Intentional Grounding plays, but on the result of the next recorded Pass Attempt.

Player Next Markets

- 7) **All Player Next Markets:**
 - a) Any market without a result will be void at the end of the match.
 - b) Yardages are based on official statistics as reported on NFL.com, or ESPN.com for NCAA/CFB.
- 8) Player Next Carry:
 - a) Results accordingly based on the yardage gained when a Player rushes the ball on a valid play.
- 9) Player Next Catch:
 - a) Results accordingly based on the yardage gained when a Player catches the ball on a valid play.
- 10) Player Next Pass Attempt:
 - a) This market will result as Incomplete if the play results in an Interception.
- 11) Next Player to Catch a Pass:
 - a) Results on the team's first completed pass following market creation.

Special Teams Play Markets

- 12) **All Special Teams Play Markets:**
 - a) Situational markets will void when the market that is created is not a valid representation of an actual registered play.
- 13) Situational Kickoff Touchback:
 - a) Market will be declared void if an onside kick is attempted.
- 14) Situational Extra Point Make:
 - a) Market will be void if a Team attempts a two-point conversion.
- 15) Situational Two Point Conversion Make:
 - a) Market will be void if a Team attempts an Extra Point.

Athletics

General:

- 1) Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for betting purposes.
- 2) Saracen Resort settles bets based on the classification that is published immediately after the race. Saracen Resort does not recognize results overturned later via protests, doping tests, or other means.

Head-to-Head Best Finishing Position Propositions:

- 1) Wagers will have action if both participants compete (have a valid start) in any heat or final. However, if we post a contest after preliminary heat(s), and one of the listed participants (who qualified for next round) does not compete in any future heat or final, all wagers made after the last completed heat (for the two participants) in that event for that contest will have no action.
- 2) If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If an athlete beats the listed competitor, bets on "The Field" will be graded as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

Best Finishing Position will be determined by the following:

- 1) The competitor who advances to the latest round of the competition will be declared the winner.
- 2) If both contestants are knocked out in the same preliminary round, but compete in the same exact race, starting at the same time, then the better finisher in that race will be declared the winner.
- 3) If both contestants are knocked out in the same preliminary round, but race in separate races (i.e., compete in different Quarter-Final Heat), then regardless of their time or finish, all wagers will be graded as no action.
- 4) When two (or more) contestants reach the Finals, then the order of finishing in the Final will determine the winner for the "Best Finishing Position" contest.

Multi-Way Wagering on Winner of Event:

- For multi-way futures, betting all events is "ALL-IN" betting - no refunds, unless a stipulation is added that a certain participant must start for action. If such a stipulation is included, then ALL wagers on ALL participants will be void if the stipulated entry does not compete in that specific event. If there is more than one winner, the odds will be divided with the number of winners. However, odds can never be lower than 1.00.

Athlete of the Year Proposition:

- Any wager made after an official announcement of the winner will be considered void.

Aussie Rules

- 1) For wagering purposes, winners and losers are determined by the final score (including overtime, if applicable). In the event of a draw (tie) as the result - Moneyline wagers on either team will be graded as half the stake of the ticket wins and half the stake loses.
- 2) All Aussie Rules matches must go at least 80 minutes to have action, except for pre-season matches that are scheduled to play less time.

- 3) If an Aussie Rules match is postponed for more than 48 hours from its original starting time, all bets on the match will be void/no action.
- 4) For Parlays in the case of an event ending in a draw, bets on the Moneyline are considered pushed and the parlay will be recalculated and reduced based on the remaining legs that have action.
- 5) Australian Rules Brownlow Medal Betting (Event held as player voted "MVP" of the AFL competition):
This event is determined on a "win-only" basis. The eligible player who compiles the most votes after the 22-round season will be declared the winner. Any player who was suspended during the season is not eligible to win the award. If that player polls the most votes, the following eligible player is declared the winner. In the event of a tie, both players will be declared the winner. Payouts will be determined as 'half-odds value of the ticket'. A triple tie will result in a payout of one-third odds of the ticket.

Auto racing events

Postponements:

- If a race or qualifier is postponed for any reason, all wagers will remain valid for 96 hours. If the postponement lasts more than 96 hours, all wagers will be canceled, and the money refunded.

NASCAR:

Outright Betting:

- 1) The Field includes any driver who is not listed.
- 2) If all qualifying drivers are listed, all bets are action if they attempt to qualify. After qualifying is complete the field will be set with the Official Race Lineup, and non-qualifiers will be eliminated.
- 3) The race must be run within one week of the scheduled off time for there to be action.
- 4) The official NASCAR winner of the race shall be the winner of the race for wagering purposes (this includes all races which are halted prematurely for any reason).

Leader After "X" Laps:

- For settlement purposes, the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap in accordance with the official Leaderboard. In the event of the specified number of laps not being fully completed, all bets will be void.

Driver Matchups:

- 1) All matchups will be settled as per the official NASCAR results. If one driver fails to complete the race, then the other driver will be declared the winner. Where both drivers fail to complete the race then the number of full laps completed will determine the result. If both drivers fail to complete the same lap, then the official placing as assigned by the controlling authority will determine the result.
- 2) Both drivers must start the race (e.g., cross the start line) for bets to be action. If any driver is replaced before the start of the race, then all matchups will be void.
- 3) If a driver is replaced during the race, then bets will stand on his replacement.

Props:

- 1) Race props will be settled on official NASCAR results. (e.g., cautions, caution laps, lead changes, number of leaders, winning cars, etc.)
- 2) If a race is shortened and no official results are posted, then all bets will be deemed no action.

Qualifying:

- 1) Qualifying matchups are based on qualifying times and not the starting lineup. If two or more drivers have an equal qualifying time, then the driver with the higher grid position will be deemed the winner.
- 2) Bets will be void unless the driver starts the qualifying lap. If any driver fails to start, then the wager is no action.
- 3) In the event of qualifying not being completed then all qualifying bets will be no action. All props will be settled on official NASCAR results unless otherwise specified.

Future/Season Wagers:

- All prop futures are deemed action when drivers qualify for at least 27 races. The Outright Drivers Championship will be deemed as action when a driver has qualified for at least 27 races.

Formula 1:

- 1) All wagers will be graded as per the FIA.
- 2) The start of any race is defined as the signal to start the warmup lap. Drivers must start the race for wagers to be considered action.
- 3) All wagers will be graded at the time of the podium presentation. Subsequent penalties or demotions will not affect the grading of wagers.
- 4) All qualifying wagers are action once a driver starts qualifying. Drivers must start qualifying for action on qualifying wagers. Subsequent penalties or demotions will not affect the grading of wagers.
- 5) In race matchups, both drivers must start the race for the wager to be considered "action".
- 6) For race matchups, in the event neither driver finishes, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of laps, wagers will be graded as no action. Subsequent penalties or demotions will not affect the grading of wagers.
- 7) Championship wagers will be graded immediately after the final race of the season and will not be affected by any subsequent penalties or demotions.

Indy/CART Racing Rules:

- 1) Results will be graded as per official results from www.indycar.com.
- 2) If changes are subsequently made due to appeals or decisions of the governing body unrelated to the original finishing order (i.e., penalties for rules infractions, dangerous driving, etc.) the original results will still be deemed as the official results for grading purposes.
- 3) Driver must start the race for action. In the case of matchups, both must start for action.
- 4) In head-to-head matchups, in the event neither driver finishes, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of full laps, wagers

will be graded as no action. Subsequent penalties or demotions will not affect the grading of wagers.

Rally Racing:

- 1) All race bets are settled on the official classification as defined by the official race organizers and will not be affected by any subsequent inquiries.
- 2) Driver Head-to-Head (H2H) bets: If at least one of the two drivers do not show up at the start, then all bets will be void. If both drivers do not classify in the final race rankings, then all bets will be void.
- 3) Team Head-to-Head (H2H) bets: Bets will be settled on the team with the best-classified car in the official result of the FIA. If both teams have no cars classified, then all bets will be void.

Badminton

Head-to-Head Matchups:

- 1) In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void.
- 2) If a player withdraws from either a singles, doubles or mixed doubles match before it is finished, the bets will be refunded, regardless of when in the match the players resign.

Sets Betting:

- 1) If a badminton match is not completed because of a player's retirement or disqualification, all Set wagers will be considered void. Such wagers will be canceled, and the money refunded.
- 2) **Set Winner:** This bet refers to the winner of a specific set. The respective set must be completed for bets to stand.
- 3) **Set Betting (Correct Score):** The bet refers to the correct final score in sets.

Team Match:

- 1) All bets stand on the outcome of a team match, even though one or more individual matches should be settled by walk over decisions due to player resignation.
- 2) If a player is changed to a single or a doubles match, the bets on this individual match will be refunded. All bets on the outcome of a team match will, however, not be affected by any player substitutions or changes in the team line ups.

Delay or Suspension:

- 1) If a badminton match is completed, all wagers stand as written. A delay in the start of a match will not affect the standing of wagers, nor will there be a suspension if play is resumed, and the match is completed.
- 2) In the event, a match does not go the specified number of sets, and the match is shortened by tournament officials, the leader determined to be official by tournament officials shall be the winner.

Baseball/Softball

Settlement of Wagers:

- 1) Statistics provided by the official score(s) provider, or the official website of the relevant competition will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.
- 2) In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled after a thorough investigation.
- 3) Saracen Resort does not recognize postponed games (except specific situations), protests or overturned decisions for wagering purposes. If the event is played on the scheduled day, all bets have action.
- 4) In the case of a match that has started but play is then suspended/postponed due to inclement weather or some other deferral, markets are considered void unless the match resumes to completion within 48 hours of the official start time. Wagers that have been unequivocally determined prior to the suspension/postponement will stand as action.

Treatment for a date or venue change

- 1) If an event is not played on its scheduled date all wagers at the event will have no action.
- 2) If an event venue is changed all wagers at the event will have no action.

Treatment if the event does not come to its natural conclusion.

- 1) After 5 innings, 4.5 if the home team is ahead, 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 takes 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. The money will be refunded if the home team ties the game, and it is then suspended. Events will not carry over to the following day unless otherwise specified.
- 2) If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.
- 3) In the case of a suspended playoff game, all wagers are action regardless of the date of completion unless specified on printed media.
- 4) For wagers on Live Baseball, all rules follow the pre-match rules except in the situation that the game continues within 24 hours. If this occurs all wagers will be "action" when the game resumes.
- 5) For wagers on Pregame or Live Baseball on a specific inning or a group of innings, those wagers have action if the specific timeframe is completed, regardless of whether the entire game has concluded.
- 6) Wagers made prior to the start of a game in the live trading folder will be canceled if that game is postponed after not starting on its scheduled day.

Treatment of Mercy Rule games

- Games in which a Mercy Rule is invoked (such as College Baseball/Softball) will have all wagers graded based upon the final score at the time of the rule's invocation for both pre-match and live wagering. Game wagers on run lines, totals, team totals, and money line will have action.

Treatment for doubleheader games

- 1) Every effort will be made to denote doubleheader games as G1 and G2(Game 1 and Game 2) or will be denoted by game start times.
- 2) A wager made on a game with a G1 or G2 designation will strictly apply to that specific game of the doubleheader.

A minimum time (length of event) needed for action

- 1) The result of a game is official after 5 innings of play unless the home team is leading after 4.5 innings. When wagering on either run lines, total runs (over/under) or team totals (over/under) the game must go 9 innings (8.5 if the home team is ahead) to have action.
- 2) Pregame first half baseball bets on MoneyLine and Spread must go 5 innings for action, or 4.5 innings if a game is ended early and called official with the home team declared the winner.
- 3) If a game does not go a full five innings, all first half wagers on the total will have no action.
- 4) When pitchers are offered for the game, all first-half wagers (5 innings) must list both pitchers. If either listed pitcher does not start, wagers in the first half (5 innings) will have no action.
- 5) Live first half baseball bets on Money Line must go 5 innings for action, or 4.5 innings if a game is ended early and called official with the home team declared the winner. Live first half baseball bets on the spread and total must go the full 5 innings for action.
- 6) When wagering on games that have been scheduled for 7 innings (College baseball/softball, Mexican baseball, etc.) for Money lines the game must go at least 5 innings or 4½ if the home team is winning for money line to have action. Spreads and Totals will only have action if the game goes 7 innings (or 6.5 if the home team is ahead).

Regular Season Wins Props:

- 1) Baseball regular season win bets will be graded when the team completes 160 games unless the last games can determine the result.
- 2) For grading purposes, no extra tiebreaker games for wildcard or division will count toward the regular season win total.

Grand Salami (Away Runs vs Home Runs):

- 1) The Grand Salami will be decided by the total runs scored in all games of the specific league scheduled for that day.
- 2) All scheduled games must play at least 9 innings (8.5 if the home team is leading) for wagers on the Grand Salami to have action and all games must be started on their scheduled date. The Salami will have action if all scheduled games meet the above requirement, even if there is a game(game) that is suspended after 9 innings are complete. The Salami will be graded on 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 Salami wager in the regular season.
- 3) For the Grand Salami (Away Runs vs Home Runs), the home team runs will be the runs scored by the teams batting 2nd in their first inning. On rare occasions, a team batting second will not be playing at their home stadium. In these instances, the team batting 2nd will still be considered as a home team for this proposition.

Prop Rules:

- 1) On any pre-live prop, the player(s) must start, and either throw at least one pitch (if pitcher) or have recorded at least one plate appearance (if position player) in the designated game for the wager to have action.
- 2) On any live prop, the player must throw at least one pitch (if pitcher) or record at least one plate appearance (if position player) in the designated game for the wager to have action.
- 3) For which team will score first props, the prop will be decided and graded as soon as either team scores, regardless of the game eventually becoming official. Both listed pitchers must start for action.
- 4) All props regarding just the outcome of the first inning will be decided and graded at the end of the first inning, regardless of whether the game eventually becomes official. Both listed pitchers must start for action.
- 5) On Total Bases Propositions, listed players must start. A batter is only credited for total bases if he hits a single (1 base), a double (2 bases), a triple (3 bases) or a home run (4 bases). A walk, hit by pitch, error, balk, fielder's choice, or passed ball do not count for Total Bases Propositions.
- 6) Pitcher propositions "Total Runs Allowed" include both earned and unearned runs.
- 7) Any proposition using the phrase "innings pitched" will be graded using the box score number. A "pick" match-up between these two pitchers for most innings pitched would be graded a tie.
- 8) For Division Winner wagers, if two teams have the same record after 162 games, the winner of the Division will be 1) the winner of the tiebreaker game, or 2) the team declared the winner by the tiebreaker system for seeding playoff teams.
- 9) For the Proposition "Player to hit most Home Runs?", if there is a tie at the conclusion of the regular season, the player with the highest batting average, among those tied, will be declared the sole winner.
- 10) For proposition "How many no-hitters will there be in the regular season?", individual and combined no-hitters will count if the game is completed and lasts at least 8.5 innings.
- 11) For individual player prop bets to have "Action" the game must go at least 9 innings (8.5 innings if the home team is ahead) or 7 innings (6.5 innings if home team is ahead), unless the outcome of the prop bet has already been determined and the game becomes official.
- 12) For head-to-head player props for a specific game, all wagers will have action if those players start, and the game becomes official.
- 13) For Correct Score Propositions, Will a Team Score Propositions, Will game go to Extra Innings Propositions and Winning Margin Propositions the game must have a winner and go at least 8.5 innings for action. If the game is suspended, it must be completed by the following day for action.

Futures: Player vs Player Season Props:

- For baseball player vs. player season props, if either or both players start the season on the disabled list, not on the active roster or are sent to the minors, wagers have no action.

Regular Season Baseball Series Wagers:

- 1) Wagers on baseball series are based on the first three games played of each series.
- 2) At least two of the first three series games must be played for wagers to have action.

- 3) If only one of the first three games is postponed or canceled, series wagers stand as written.
- 4) If two of the first three games are postponed or canceled, all wagers on that series will be graded as No Action and the money refunded.
- 5) A called game will count toward a series wager provided it is officially declared a regulation game.
- 6) Pitchers cannot be listed for series wagers; all wagers will have action regardless of the starting pitchers.

Flash Bets Major League Baseball

Plate Appearance Result Markets

- 1) **All** Plate Appearance Result Markets:
 - a. Dropped 3rd Strikes will still be counted as a Strikeout for the purposes of market settlement.
 - b. The Plate Appearance Result markets will void when there is an Intentional Walk.
- 2) Plate Appearance Result Exact:
 - a. Single = Single, Single Out.
 - b. Double = Double, Double Out.
 - c. Triple = Triple, Triple Out.
 - d. Home Run
 - e. Strikeout
 - f. Walk/HBP = Walk, Hit by Pitch.
 - g. In Play Out = Sac Bunt, Sac Fly, Fielder's Choice Out, Fielder's Choice, Groundout, Popout, Flyout, Lineout, Other Batter Out (Interference etc...)
 - h. Reach on Error = On Error, On Error Out, Failed Fielders' Choice, Catcher Interference.
- 3) Plate Appearance Result Grouped:
 - a. Market will be declared void following: On Error, On Error Out, Failed Fielder's Choice, Catcher Interference.
 - b. Hit = Single, Double, Triple, Home Run, Single Out, Double Out, Triple Out.
 - c. Out = Sac bunt, Sac Fly, Fielder's Choice Out, Fielder's Choice, Strikeout, Groundout, Popout, Flyout, Lineout, Other Batter Out (Interference etc.)
 - d. Walk/HBP = Walk, Hit by Pitch
- 4) Plate Appearance Result Reach Base:
 - a. Market will result as **No** if the batter reaches base safely but is tagged out before the play concludes. For example, hitting a single then getting thrown out while trying to advance to second in the same play will result in No.
 - b. Yes = Single, Double, Triple, Homerun, Walk, Intentional Walk, Hit by Pitch, Fielder's Choice, Failed Fielder's Choice, On Error, Catcher Interference.
 - c. No = Sac Bunt, Sac Fly, Fielder's choice out, Strikeout, Groundout, Popout, Flyout, Lineout, On Error Out, Single Out, Double Out, Triple Out, Other Batter Out (Interference, etc.).

Plate Appearance Pitch Count Markets

- 5) **All** Plate Appearance Pitch Count Markets
 - a. Plate Appearance Pitch Count, Plate Appearance Pitch Count Over/Under.
 - b. The Plate Appearance Pitch Count markets will void when there is an intentional walk.
 - c. The Plate Appearance Pitch Count markets will void when the plate appearance (batter v. pitcher match-up) listed in the context section does not occur in the listed inning (e.g. The 4th

plate appearance of an inning doesn't occur as the first 3 resulted in outs or the batter or pitcher is substituted out prior to the plate appearance beginning, in either scenario that market will void and a new one will be created with the correct context at the correct time).

Pitch by Pitch Markets

6) All Pitch-by-Pitch Markets

- a. Pitch Result, Pitch Speed Banded, Pitch Speed - Will the next pitch be X MPH or faster?
- b. The Pitch-by-Pitch markets will void when there is an intentional walk.
- c. The Pitch by Pitch markets will void when the plate appearance (batter v. pitcher match-up) listed in the context section does not occur in the listed inning (e.g. The 4th plate appearance of an inning doesn't occur as the first 3 resulted in outs or the batter or pitcher is substituted out prior to the plate appearance beginning, in either scenario that market will void and a new one will be created with the correct context at the correct time).
- d. The Pitch-by-Pitch markets will void when the pitch listed in the context section does not occur in the listed inning.

7) Pitch Result:

- a. Catcher Interference: If a batter swings and misses or fouls off the pitch and catcher interference is called, the pitch's result market will result as a **Strike/Foul**. If a batter hits the ball into play, regardless of whether catcher interference is called or not, **In Play** will be the winning selection.
- b. Strike/Foul = Called strike, Foul, Foul Bunt, Foul Pitch Out, Foul Tip, Missed Bunt, Swinging Strike
- c. Ball = Ball, Ball in Dirt, Hit by Pitch, Pitch Out
- d. In Play = Groundout, Flyout, Pop Out, Lineout, Force-out, Ground into DP, Field Error, Double Play, Bunt Groundout, Fielder's choice out, Bunt Pop Out, Fielder's Choice, Fan Interference, Bunt Lineout, Triple Play, Single, Double, Triple, Home run

Half Innings Markets

8) 3-Batter Reach Base:

- a. This market will be avoided when an inning ends before the first 3 batters have a plate appearance (e.g., walk-off prior to 3rd batter).

9) Half Innings Strikeouts:

- a. Dropped 3rd Strikes will still be counted as a Strikeout for the purposes of market settlement.

Basketball

Settlement of Wagers

- 1) Statistics provided by the official score(s) provider or the official website of the relevant competition will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

- 2) In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled after a thorough investigation.
- 3) Saracen Resort does not recognize protests or overturned decisions for wagering purposes.

Treatment for date change

- If an event is not played on its scheduled date all wagers at the event will have no action.

Treatment if the event does not come to its natural conclusion

- If play is suspended before the minimum time has been reached and not resumed the same day, all wagers at the event will have no action, unless the result of a wager has already been unequivocally determined, i.e. Player X has already scored over their total points prop so overs will be winners and unders will be losers.

A minimum time (length of event) needed for action

- 1) All competitions/leagues except the NBA must go at least 35 game minutes for action unless otherwise specified.
- 2) NBA games must go at least 43 game minutes to have action.
- 3) For wagers on periods (quarters and halves), the minimum time is the duration of the period. If the entire game is not completed, wagers on quarters and halves will have action if the relevant period is completed.

Treatment for overtime

- 1) Any wager on the game or the 2nd half will include any overtime that may occur unless specified.
- 2) Any wager on the 4th quarter/period does not include any overtime that may occur.

Regular Season Wins Props:

- A team must play all scheduled games for its regular season wins wagers to have action.

Season or Finals MVP Props:

- 1) For MVP propositions, if there are co-MVP's, winning selections will be paid per the Dead Heat rules. If there is yes/no wagering on MVP and a named player is a co-MVP, then yes will be declared the winner and paid at full odds.
- 2) If two players from the "the field" are co-MVPs, "the field" is graded as the winner and wagers paid one time.

Flash Bet Pro & College Basketball Possession Result (Exact / Grouped)

- An offensive rebound continues a possession. If a player misses a basket, the team grabs an offensive rebound and scores a two pointer, the result of the possession is a Score/Two Pointer.
- An offensive rebound following a free throw sequence constitutes a new possession
- A jump ball in which the defensive team comes up with the possession will settle as a turnover.
- Blocked shots that get rebounded by the defensive team will settle as a Defensive Rebound.

- Non-shooting fouls (technical, clear path, defensive 3 in the key) that lead to free throws will settle as free throws if they occur during the course of play. Non-shooting fouls that lead to free throws during breaks in play (timeouts, between quarters, etc.) will not settle the market.
- Offensive basket interference will settle as Turnover unless the player is attributed a basket attempt in the official play-by-play.
- Shooting fouls that result in a made basket plus an ensuing free throw attempt (an “And-One”) will be settled on the made field goal, not the awarded free throw attempt, as the made field goal occurs first in the possession.

Next FG Team/Type/Exact

- Bets void if a field goal is not made after the displayed score.
- In the case of a score not occurring in the game, all markets with the incorrect score will be voided and bets cancelled. For example, if a 2-point field goal is changed to a 3-point field goal.

Team Attempt/Type/Exact

- Bets void if a field goal is not attempted or made after the displayed score.
- Offensive basket interference is credited as a turnover and will not settle the shooting team's market unless the team is attributed a field goal attempt in the official play-by-play.
- In the case of a score not occurring in the game, all markets with the incorrect score will be voided and bets cancelled. For example, if a 2-point field goal is changed to a 3-point field goal.

Race to X

- Bets are void if neither team reaches the target score.

Prematch Markets

- 1) **All Next Field Goal Markets**
 - a) The following markets will be settled on the result of the first field goal made in the match by either team:
 - b) Next Field Goal Exact, Next Field Goal Team, Next Field Goal Type.
- 2) **All Possession Result Markets:**
 - a) Markets are determined at the conclusion of each team's first possession of the match.
- 3) **Possession Result Exact:**
 - a) Attempted Free Throw = Free Throw Made; All Free Throw Attempts Missed.
 - b) Defensive Rebound = Defensive rebound after 2 pointers missed, Defensive rebound after 3 pointers missed.
 - c) Made 2 Pointer
 - d) Made 3 Pointer
 - e) Turnover = Turnover, Jumpball if the team that wins it did not have possession previously
- 4) **Possession Result Grouped:**
 - a) Score = Made 2 pointer, made 3 pointer, Free Throw Made
 - b) No Score = Turnover, Defensive rebound after 2 pointers missed, Defensive rebound after 3 pointers missed, All Free Throw Attempts Missed

Next Field Goal Markets

5) All Next Field Goal Markets:

- a) Markets will result when the next field goal is scored
- b) The Next Field Goal markets will void when the score listed in the context section does not occur in the game. This may happen due to an erroneous message by the upstream data feed provider or an overturned ruling.
- c) The Next Field Goal markets will void when a field goal is not scored for the remainder of the game after market creation.

Team Race to X Markets

6) Race to Current Score + 10:

- a) The Race to Winning Score + 10 markets will void when neither team reaches the target score of the market by the time the game ends. For example, if a Race to 125 market is created and the game ends 117-113, this market will void.

Team Next Markets

7) All Team Next Field Goal Markets

- a) Team Next Field Goal Exact, Team Next Field Goal Team, Team Next Field Goal Type.
- b) If a player is fouled in the act of shooting and the shot is made, the player's team's markets will result using the made field goal.
- c) If the shot is missed due to a foul, the market will **not** result as a miss and the markets will remain live (this is in alignment with official NBA and College Basketball statistics).
- d) Team Next Field Goal Type markets will void when the displayed team does not score a field goal for the remainder of the game after market creation.
- e) Team Next Field Goal Attempt Exact markets will void when the displayed team does not attempt a field goal for the remainder of the game after market creation.

8) All Team Possession Result Markets:

- a) If there is an offensive rebound, the possession continues. Therefore, the possession markets do not result following the offensive rebound.
- b) Possession Result markets will void when a possession for the team displayed does not occur during the same quarter it was created during (e.g., if there are two possession markets (one for each team) and the first team holds the ball for the final shot of the quarter, preventing the second team from ever having possessions).

9) Possession Result Exact:

- a) Attempted Free Throw = Free Throw Made; All Free Throw Attempts Missed.
- b) Defensive Rebound = Defensive rebound after 2 pointers missed, Defensive rebound after 3 pointers missed.
- c) Made 2 Pointer
- d) Made 3 Pointer
- e) Turnover = Turnover, Jumpball if the team that wins it did not have possession previously

10) Possession Result Grouped:

- a) Score = Made 2 pointer, made 3 pointer, Free Throw Made

- b) No Score = Turnover, Defensive rebound after 2 pointers missed, Defensive rebound after 3 pointers missed, All Free Throw Attempts Missed

Player Next Markets

11) All Player Next Field Goal Markets

- a) Player Next Field Goal Exact, Player Next Field Goal Team, Player Next Field Goal Type.
- b) If a player is fouled in the act of shooting and the shot is made, the player's team's markets will result using the made field goal.
- c) If the shot is missed due to a foul, the market will **not** result as a miss and the markets will remain live (this is in alignment with official NBA statistics).
- d) Player Next Field Goal Type markets will void when the displayed team does not score a field goal for the remainder of the game after market creation.
- e) Player Next Field Goal Attempt Exact markets will void when the displayed team does not attempt a field goal for the remainder of the game after market creation.

Free Throw Markets

12) All Free Throw Markets

- a) 1st Free Throw Make, 2nd Free Throw Make, 3rd Free Throw Make, Free Throw Trip (2 Attempts), Free Throw Trip (3 Attempts).

Free Throw Markets will void when an overturned call leads to free throws not being taken after initially being awarded.

Boxing

- 1) When the bell begins the first round, the bout will be considered official for betting purposes, regardless of the scheduled length or title.
- 2) If the number of scheduled rounds in a fight is changed, all wagers made before the change have "action" except round propositions or over/under wagers.
- 3) A fight is a Technical Draw when a fight ends before an allotted number of rounds. This is usually because of an accidental headbutt or foul.
- 4) For wagering purposes, a wager on a fighter to win "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, or technical decision.
- 5) For wagering purposes, a wager on a fighter to win by "KO" wins if the selected fighter wins by KO, TKO, or DQ.
- 6) Any fight that is deemed "no contest" will have all wagers refunded.

- 7) 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 boxers, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.
- 8) An Over/Under Rounds listed on a fight represents the total number of completed rounds. The halfway point of a round is exactly one minute and thirty seconds into a three-minute round. Thus, 9½ rounds would be one minute and thirty seconds of the 10th round. Fights with a round time that is not 3 minutes will be determined in the same manner.
- 9) Results will be graded based on the official result at ringside. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
- 10) Unless otherwise specified, matches must go within thirty days of the scheduled date for wagers to have action.
- 11) Technical Decision – A Technical Decision will only come into effect should the judges' scorecards determine the fight result at any point other than the end of the scheduled fight duration.
 - a) Round Betting
In the event of a Technical Decision before the end of the fight, all bets will be settled as a win by Decision and round bets will be deemed losers.
 - b) To Go the Distance
In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.
 - c) Total Rounds
Will be settled according to the rules in which round the fight is stopped.

Cricket (Including Twenty/20)

General:

- 1) All wagers will be settled using the official result as declared by the relevant governing body of the match or competition concerned.
- 2) Change of Venue:
If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.
- 3) If a match is abandoned due to outside interference, bets on the outcome for the total of the game are voided, if no winner is declared from the official site all bets on the winner of the match are voided.
- 4) If a match is affected by external factors (such as bad weather), we will settle your bet based on the official competition rule (this includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)*).

*Duckworth Lewis method / Jayadevan system

These are systems used to adjust the scores in the event of a rain delay during one-day matches, in order to leave the balance of the match unaltered. The systems use the number of overs each team has still to receive and the number of wickets they have in hand in order to reach an official result.

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

Series Betting:

- If a series is drawn and no draw option was offered, then all bets will be considered a push and refunded.

Test Matches:

- 1) In case the game did not go at least 4 innings all bets on the outcome for the over/under are voided.
- 2) In case the game did not go at least 4 innings all bets on the outcome for the winner of the match are settled based on the official announcement
- 3) Tied Test Match:
In the event of a tied test match (i.e., where all innings have been completed and both teams have the same score) all bets on the game will be voided
- 4) If a three-way Moneyline with the draw as the third betting option is offered, only those betters who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.
- 5) If a test match is abandoned or disrupted by outside interference (riot, etc.) all bets on this match are void.

One Day Internationals:

- 1) In case the game did not go at least the official number of overs, all bets on the outcome for the over/under are voided.
- 2) In case the game did not go at least the official number of overs, all bets on the outcome for the winner of the match are settled based on the official announcement.
- 3) In matches where a reserve day is used, all wagers will stand and carry over to the reserve day.

Twenty/20:

- 1) In case the game did not go at least the official number of overs, all bets on the outcome for the over/under are voided.
- 2) In case the game did not go at least the official number of overs, all bets on the outcome for the winner of the match are settled based on the official announcement.

Props: Top Batsman/Bowler Betting:

- 1) Wagers placed on any player, not in the starting 11 will be deemed void.
- 2) Players who are in the starting 11 will be deemed to have played even if they have not batted or bowled.
- 3) For series markets, any player who is in the starting 11 for at least one game will be deemed to have played and wagers will have action.

- 4) Dead-heat rules apply in the event of a tie.

Individual Player Props:

- Bets on players who are selected for the starting 11 but do not bat, will be deemed to have scored zero runs and those that do not bowl to have taken zero wickets.

Most Boundaries/Fours/Sixes Hit in the Match:

- 1) Only those who scored off the bat will count.
- 2) Bets will stand provided the first ball has been bowled in each team's first innings.

Batsman/Bowler Match Bets:

- 1) For bets to stand both batsmen must face at least one ball and both bowlers must bowl at least one ball.
- 2) Unless specified otherwise batsman match bets will be based on the first innings and bowler match bets will be based on the whole match.

Most Team Sixes:

- The match must reach a natural conclusion for bets to stand. Dead-heat rules apply in the event of a tie.

Batsman Number of 4's:

- For settlement purposes, this is all deliveries from which a batsman is credited with exactly four runs (including All-run/Overthrows).

Make a century (Yes/No):

- To make a century bets are for the whole match.
- Bets placed on any player, not in the starting 11 are void.
- Bets on players who are selected but do not bat will be settled as losers.

Cycling

General:

- 1) Saracen Resort settles bets based on the classification that is published immediately after the race. Saracen Resort does not recognize results overturned later via protests, doping tests, or other means.
- 2) For head-to-head matchups, if there is a race rule that adjusts the time of the competitors due to a fall, puncture, mechanical incident, etc. in the last few kilometers of a race, the rider with the fastest time in the official standings will win the matchup.
- 3) In single-race matchups between riders, both riders must start and at least one of them complete the race for bets to stand.

- 4) If a race is postponed due to weather or unforeseen circumstances, all bets will stand if, and only if, the race is started within one week of the original start date.

H2H (Head-to-Head):

- If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If an athlete beats all the competitors, bets on "The Field" will be graded as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

Multi-leg Classification Matchups:

- 1) In Classifications that are decided over multiple legs/stages (including Overall Classification, King of the Mountains Classification, Points Classification, Young Rider Classification, and Team Classification) the winner will be the competitor that is classified highest at the end of the contest.
- 2) If neither competitor finishes the contest, then the winner will be the competitor that completed the most stages.
- 3) If both competitors complete the same number of stages, then the winner will be the competitor that was classified higher after their last completed leg or stage.

Darts

- 1) When betting on the outright tournament winner, all wagers have action unless a player withdraws prior to the start of the tournament.
- 2) **Match Wagers:** The player progressing to the next round will be deemed the winner, provided one of the players has thrown a dart at the start of the first leg. If the first dart is not thrown, all bets will be void.
- 3) **Sets Wagers:** The full number of sets required to win the match must be completed. If for any reason the match is awarded to a contestant before the full number of sets are completed, all Sets wagers on the match will be void.

Futsal

General:

- 1) All markets (except halftime, first half markets, overtime, and penalty shoot-out) are considered for regular time only.
- 2) If a match is interrupted and continued within 48h after the initial start time, all open bets will be settled with the final result. Otherwise, all undecided bets are considered canceled.
- 3) If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to cancel betting.
- 4) If the market was opened with a missing or incorrect red card, we reserve the right to cancel betting.
- 5) If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to cancel betting.
- 6) If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

- 7) If a match is interrupted or postponed and is not continued within 48 h after initial start time, betting will be canceled.
- 8) If the team names or category are displayed incorrectly, we reserve the right to cancel betting.
- 9) If a match is interrupted for any reason, and is replayed in full, this will be treated as an abandonment and bets on the original event will be deemed no action, except for those bets the outcome of which had already been determined, prior to the initial interruption in of the match.
- 10) If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match plays the match at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be deemed no action.

Golf

General:

- 1) If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be canceled, and the money refunded.
- 2) Wagers on a golfer who does not play in the tournament are graded as No Action, and all money refunded.
- 3) A golfer is deemed to have played once he or she has teed off. In the event of a player withdrawing after having teed off, wagers on that player will be settled as a loss.
- 4) Wagers will be settled using the official tournament and match results (including final match correct score and individual match betting). This includes a match which finishes early, either by agreement of the players or because of injury.

Outright Betting (Tournament Winner):

- 1) The "Field" includes all players not offered by name.
- 2) All outright bets are settled on the player winning the trophy. The result of the play-offs is considered.
- 3) If a tournament does not go the specified number of completed holes (usually 72) and is shortened by the tournament officials, the leader at the end of the number of holes specified by the officials will be the winner.
- 4) If two or more golfers are tied for the lead at the end of regulation play, a sudden-death playoff is normally used to determine the winner of the tournament. In this case, the winner of the playoff is the winner for betting purposes. All other golfers in the playoff will be graded as second-place finishers.
- 5) In the event of a tie for a finishing position, the tied position will count; for example, if five players tie for eighth place, all five will be considered to have finished eighth. Please refer to Dead Heat Rules for settlement purposes.
- 6) In some tournaments, tournament officials may have the individuals play a specified number of playoff holes to determine the tournament winner. In this case, the golfer with the lowest score after completing the specified number of holes will be declared the winner, and all other golfers in the playoff will be graded as second-place finishers.

Golf Matchups:

- 1) In head-to-head matchups, both golfers must tee off in order to have action.
- 2) Players are paired for betting purposes only. The player with the lower score over the entire tournament is the matchup winner.
- 3) The settlement will be on the player achieving the highest placing at the end of the tournament. If the number of rounds played is reduced, as in the case of bad weather, bets stand providing that a tournament winner is declared.
- 4) If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after the cut has been made will determine the winner.
- 5) If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner.
- 6) If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, the disqualified player will be considered the winner.

To Miss/Make the Cut:

For some tournaments, we may offer prizes for players to make the cut (take part in the final rounds) or miss the cut (fail to qualify for the final rounds).

18 Hole Wagering:

The winner will be the player with the lowest score over 18 holes. If scores are equal after 18 holes, all wagers will be canceled. Play-offs do not count.

Finishing Position of a Named Player:

In the event of a tie for a finishing position, the tied position will count, e.g., a tie with 5 other players for 8th place will count as a finishing position of 8. Please refer to Dead Heat Rules for settlement purposes.

Individual Player's Round Score:

All bets will be canceled if the player does not complete the round.

Selected Player's Score at the Next Hole:

All bets will be canceled if the player does not complete the nominated hole. Settlement of bets is determined when the player leaves the green.

Group Betting:

- 1) The winner will be the player with the lowest score at the end of the tournament (or after the cut if all players miss the cut), playoff included.
- 2) In the event of a tie, the winner will be the player with the lowest score for the final round. If a tie still exists, the odds will be divided by the number of players involved in the tie then multiplied by the stake.
- 3) If a player does not tee off all bets on that player will be "no action" and money refunded.

Top Points Scorer:

In the event of a tie, dead heat rules will apply.

A dead heat refers to ties in finishing position bets like Top 5s, Top 10s and Top 20s, or other golf markets like 3-ball matchups and first-round leaders.

When players tie, your bet amount is usually cut by how many players are tied for those spots. So, part of your bet is a loser, and the remainder stands at the original odds.

Dead Heat Example

Place	Golfer	Score
1	Daniel Berger	-15
2	Collin Morikawa	-15
T-3	Justin Rose	-14
T-3	Bryson DeChambeau	-14
T-3	Jason Kokrak	-14
T-3	Xander Schauffele	-14
T-7	Bubba Watson	-13
T-7	Patrick Reed	-13
9	Gary Woodland	-12
T-10	Sungjae Im	-11
T-10	Jordan Spieth	-11
T-10	Justin Thomas	-11
T-10	JT Poston	-11

Top 5 Example

This event had four players tied for third. They occupied positions 3-6 on the leaderboard.

Therefore, if you bet any of them to finish Top 5 at a book that applies dead heat rules (which is pretty much all of them in the United States), your stake was cut to 75% of the original bet.

That's because there were only **three** spots for **four** tied players in the Top 5.

A \$40 bet on Justin Rose at +900 to finish Top 5 becomes a \$30 bet. You lose the other \$10.

Here's what you expected before the tournament had the bet cashed, and your actual result:

Stake	Bet	Total Return
Pre-Tournament: \$40	Rose Top 5 (+900)	\$400
Result: \$30	Rose Top 5 (+900)	\$300

Top 10 Example

Tenth place at the Charles Schwab also had dead-heat rules apply, but because there was only one spot available for four tied players, your stake would take an even bigger hit.

Justin Thomas finished Top 10 before the tournament was around +200. Your stake would be cut by 75%, with only the one spot available for four players.

So, a \$100 bet on Thomas becomes a \$25 bet at +200. That means you profit \$50, and you lose the other \$75 originally wagered, resulting in a net loss of \$25.

Here's what you expected before the tournament, and your actual result:

Stake	Bet	Total Return
Pre-Tournament: \$100	Thomas Top 10 (+200)	\$300
Result: \$25	Thomas Top 10 (+200)	\$-25

Handball

- 1) For wagering purposes, winners and losers are determined by the score at the end of normal time. Extra time (an extension of normal time) will not count unless specified.
- 2) Saracen Resort may offer a so-called three-way line with the draw as the third betting option. In these cases, when the outcome is a draw, only those bettors who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.
- 3) If a match is postponed for any reason, all wagers will be canceled, and money refunded.

- 4) If a match venue is changed all bets stand.
- 5) **Game props:** All game props, including the following markets, will be settled on regulation time only and exclude overtime if played:
 - Team with highest scoring half
 - Highest scoring half
 - Game total odd/even
 - Team total odd/even
 - Winning margin
 - Double result
 - Race to 5/10/15/20 goals
- 6) **Top team goal scorer:** Goals scored in 60 minutes and extra-time count, but penalty shoot-out goals do not. Dead-Heat rules apply. If a player takes part in the tournament he bets have action.
- 7) **Tournament top goal scorer:** Goals scored in 60 minutes and extra-time count, but penalty shoot-out goals do not. Dead-Heat rules apply. If a player takes part in the tournament he bets have action.
- 8) **In-Play betting:** All markets are based on regulation time for settlement purposes (overtime does not count). In tournaments, if a new market is formed at the end of regulation time, e.g. To Win in Overtime, penalty shootouts count.

Hockey

General:

- 1) Unless otherwise stated, all wagers include Overtime and Penalty Shoot-Out. If clearly stated and written on ticket some wagers MAY NOT include OT. Please check your ticket carefully.
- 2) Penalty Shootouts are expressly considered part of overtime. If a Penalty Shootout is contested, the winner will be credited with an extra goal.
- 3) **Minimum time for action:** Games must go a minimum of 55 minutes for action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded.
- 4) **Minimum time for action on Periods:** The specific period must be played in its entirety for bets to stand. Otherwise, all bets on the period are refunded.
- 5) Goals in overtime or the shootout do not count toward bets on the 3rd period.
- 6) **"Home Goals vs Away Goals" and Grand Salami:** The "Home Goals vs Away Goals" and Grand Salami will be decided by the total goals scored in all games scheduled in the given league for the given day. All scheduled games must be played for three full periods. If any scheduled game is canceled or stopped before three full periods are played, all wagers on the "Home Goals vs Away Goals" and the Grand Salami will be canceled.
- 7) Propositions are graded including overtime but not penalty shootouts.
- 8) Total Player Points: Both goals and assists are included.

Regular Season Wins:

Teams must play at least 81 games for action. This includes overtime and penalty shootouts.

Lacrosse

Minimum Time for Action:

All games must go for the full 60 minutes (plus overtime if necessary) for action.

Mixed Martial Arts

- 1) Unless otherwise noted, fights must take place within one week of the listed date of the fight or the bout will be graded "no action" and wagers refunded.
- 2) Venue changes within the same country will not affect the status of pending wagers. Venue changes to a different country will result in a grade of "no action" on all pending wagers.
- 3) If the number of scheduled rounds in a fight is changed, the following wagers will have action: the fight winner, fighter wins only and draw options. "Fight totals" & "will go / won't go" will have action if the updated scheduled rounds are more than the total listed on the proposition. Exact round of ending, fighter to win inside distance, win by decision, and go distance propositions will all be no action if scheduled rounds are changed or human error occurred.
- 4) Results will be graded based on the official result at ringside.
- 5) A result may be revised or altered after the initial presentation by the ring announcer. For wagering purposes, results are not official until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
- 6) A wager on a fighter "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, submission, or any other form of stoppage.
- 7) A wager on a fighter to win by "KO/TKO" wins only if the fighter wins by KO, TKO or corner stoppage. A win by submission is not considered a KO/TKO in MMA.
- 8) When a "draw" occurs, wagers on both fighters "to win" are refunded.
- 9) Other proposition wagers are graded according to their specific wording.
- 10) An "If Wins Only" wager loses when a fight ends in a draw.
- 11) Any fight that is deemed "no contest" will have all wagers refunded.
- 12) An over/under listed on a fight represents the total number of completed rounds. The halfway point of a round is exactly two minutes and thirty seconds into a five-minute round. Thus, 2½ rounds would be two minutes and thirty seconds of the 3rd round.
- 13) If an over/under total lands on the exact half round total in a fight, the wager will be a push. If the phrase "Fight goes 2:30 round X", and the fight ends at exactly that second of that round, then "Fight goes" will be graded the winner.

- 14) In round distance wagering, if a fighter fails to answer the bell for the start of any round, the fight officially ends in the last round fought.
- 15) In total wagering, if a fighter does not answer the bell to start a round where the fight has gone the exact distance listed on the total, the UNDER is the winner.
- 16) For wagers that state "will a fighter win in round x", that fighter must finish the fight in round x to win the prop.
- 17) Any fight involving an extra round or "sudden victory" round, this round will be included for wagering purposes.
- 18) Technical Decision – A Technical Decision will only come into effect should the judges' scorecards determine the fight result at any point other than the end of the scheduled fight duration.
 - a) Round Betting
In the event of a Technical Decision before the end of the fight, all bets will be settled as a win by Decision and round bets will be deemed losers.
 - b) To Go the Distance
In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.
 - c) Total Rounds
Will be settled according to the rules in which round the fight is stopped.

Rugby (Rugby League, Super League, and Rugby Union)

- 1) For wagering purposes, winners and losers are determined by the final score (including overtime, if applicable). In the event of a draw (tie) as the result - Moneyline wagers on either team will be graded as half face value of the ticket. Half the bet is paid off at the quoted price, and half the bet loses.
- 2) All Rugby matches must go at least 80 minutes to have action, except for pre-season matches that are scheduled to play for less time.
- 3) If a Rugby match is postponed for more than 48 hours from its original starting time, all bets on the match will be void/no action and the stake will be returned.
- 4) For Parlays in the case of an event ending in a draw, bets on the Moneyline are considered pushed and the parlay will be recalculated and reduced based on the remaining legs that have action.
- 5) Saracen Resort may offer a so-called three-way line with the draw as the third betting option. In these cases, when the outcome is a draw, only those bettors who bet on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.

Scoring Margin Props:

Wagers on scoring margin props are for Regulation time only and will not include any overtime or Golden Points.

Snooker/Pool/Billiards

- 1) Matchup betting is based upon correctly selecting the player who officially wins the match. In the event of a match starting – with the break for the first frame - but not being completed for whatever reason, the player progressing to the next round (or being declared the winner of the

competition/championship) will be deemed the winner. In the event of a match not starting at all, all bets are refunded.

- 2) Frame betting is based upon correctly selecting the final score of a snooker match. In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.
- 3) For multi-way markets of the type "Odds to win the Championship" wagers on a non-starting player will be graded as a refund.
- 4) For Snooker matches that contain multiple sessions, Saracen Resort may offer odds at the start of each session. All wagers placed on Snooker matches are graded based on the outcome of the entire match, not on the outcome of an individual session.

Soccer

- 1) Soccer kickoff dates and times displayed are an indication only and are not guaranteed to be correct. If a match does not start as scheduled and does not start the same day (local time of the match site) then wagers on the match will have no action and be refunded.

The exception being any wager on whether a team advances in a cup competition, or raises the cup, will have action regardless of a suspended or postponed match

- 2) If the wagering offer on a match includes the draw as a third option (1X2, 3-Way Money Line, Match Result, etc.) and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be lost. These markets will be settled for regulation time only and do not include OT or penalty kicks.
- 3) Wagers will be decided on games with two halves scheduled for 45 minutes each and any time the referee adds to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts. Occasionally, tournaments, friendlies, or other matches may have time frames different than two 45-minute halves. If Saracen Resort does not announce this special playing time before the start of the game, all bets will be considered void and stakes returned. If in a game scheduled for two halves of 45 minutes each, a referee ends the game with an official result with time different than 2 halves of 45 minutes each, wagers will still have action. If a referee declares a game abandoned for any reason, wagers will be void and stakes returned.
- 4) **Handicap Betting:** Soccer games may have either a *Single Handicap* or a *Double Handicap*.
 - *Single Handicap:* This bet type is like a bet on the spread in football.
 - *Double Handicap:* This bet type splits a wager into two bets, each with the same Moneyline, but at a different single handicap.
- 5) **Over/Under:** A match must reach full time for wagers on the total number of goals scored in the match to be valid. This wager is 90 minutes plus stoppage time unless specifically stated.
- 6) Should there be a dispute over a proposition (examples include but are not limited to: name of the first goal scorer; time of a goal) wagers will be settled and paid based on the reports of the sporting media.
- 7) Wagers on the first half of a soccer match include 45 minutes of play plus any stoppage time added by the referee at the end of the first half. If the first half is not completed, wagers shall be void and stakes returned.

- 8) Wagers on the second half of a soccer match include 45 minutes of play plus any stoppage time added by the referee at the end of the second half. Extra periods, golden goals, and shootouts are not included in second half wagering. Goals scored in the first half do not count toward the second half wager. The match must reach full time for second half wagers to stand.
- 9) **Bets on teams to qualify or to advance to the next round of a competition:**
- Bets are paid out on 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. Extra time and penalty shootouts are always included for betting purposes.
 - In a one-leg match, all bets have action once the match kicks off. If the referee abandons a one-leg match (for reasons including, but not limited to: crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be paid based on decisions of the relevant governing body. Bets will stand while the governing body considers the circumstances of the abandonment and determines what remedy is to be taken (including, but not limited to forfeiture, resumption of play later, or a replay). If a team is disqualified before the match kicks off, all bets are void. If the rules prescribe a replay for a drawn match, all bets stand for the replay.
 - In a two-leg match, all bets have action once the second leg kicks off, provided that the first leg has not been ruled a forfeit. If the first leg is ruled by a forfeit, all bets on teams 'to qualify' or 'to advance' are void. If the second leg is abandoned, all bets remain valid and will be paid based on decisions of the relevant governing body.
- 10) For proposition bets concerning the total number of goals on a specific day in a specific league/competition, the exact number of matches must be played on that day, and wagers will be decided based on two halves of 45 minutes each and any time the referee adds to compensate for injuries and other stoppages. Goals scored in periods of extra time or penalty shootouts do not count.
- 11) For proposition bets concerning home vs away goals on a specific day in a specific league/competition, the exact number of matches must be played on that day, and wagers will be decided based on two halves of 45 minutes each and any time the referee adds to compensate for injuries and other stoppages. Goals scored in periods of extra time or penalty shootouts do not count.
- 12) For proposition bets concerning home vs away goals for a given League or competition on a given day, the team listed on top in a neutral field game (denoted by "(n)") will be considered the home team.
- 13) **Player Proposition:**
- A proposition bet concerning whether a player will score one or more goals, or not score, in a specific match includes regulation time (plus injury time) only. Own goals do not count.
 - Player to Score at Any time and Hat-Trick propositions concerning a specific match: For wagers to have "Action" the player must start the match (in the starting XI). Wagers on any player who does not start the match will be canceled.
 - First and the Last Player to Score propositions concerning a specific match: For wagers to have "Action" the player must take part in the match (in the starting XI or substituted in). Wagers on any player who does not take part in the match will be canceled.
 - First Player to Score propositions concerning a specific match: Wagers on players substituted in after the first goal is scored will be canceled.
 - Every effort will be made to quote First or Last Player to Score odds for all possible participants. However, if there is a goal scorer whose odds are not listed, all customer wagers will still have action (as long as they meet the criteria above).

- If player does not start, goal scorer proposition wagers will be a void.

14) Bookings Propositions:

- For grading purposes, both yellow and red cards are included in Bookings Propositions. Yellow cards count as 1 point and red cards count as 2 points.
- Two yellow cards shown to the same player leading to an automatic red card will count as 3 points: 1 point for the 1st yellow card and 2 points for the red card. The 2nd yellow card will not be counted.
- For grading purposes, yellow or red cards shown to any “non-player” (player on the bench, manager, coach or other staff) do not count for Bookings Propositions.
- Yellow or red cards shown during periods of extra time are not included. Only yellow and red cards were shown during regulation time, or any time the referee adds to compensate for injuries and other stoppages are included.
- Yellow and red cards shown during the half time break are counted for 2nd half and full-time Bookings Propositions.

15) Corner Kick Proposition: For grading purposes, Corner Kicks which happen in periods of extra time are not included. Only Corner Kicks, which take place during regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included.
If a corner is awarded and not taken it will not be counted towards grading.

16) Offsides Proposition: For grading purposes, Offsides which happen in periods of extra time are not included. Only Offsides which take place during regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included.

17) Exact Score, Total number of Goals, Team Number of Goals, Both Teams to Score, Double Chance and any Handicap Propositions: For grading purposes, only goals in regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included.

18) Head-to-Head Last Longer Propositions:

- The winner will be decided on who advances further in the tournament. In a Head-to-Head between two teams that reach the final, the winner of the final will be graded as a team to advance further.
- If two teams go out in the same round or both in the group stage, then Head-to-Head proposition between these teams will be graded as no action, regardless of the time or date of their respective games or regardless of their standing in the group.

19) In any match with a forfeit, all wagers will have no action, regardless of how the governing body of that league scores a forfeit.

20) For proposition wagers on which team will score first, only goals in regulation time or any added injury time will count. If there are zero goals in regulation/injury time, then all wagers on this proposition will have no action and be refunded.

21) For halftime/fulltime score propositions, only goals in regulation time or any added injury time will count. If the match does not go full-time, then all wagers on this proposition will be refunded.

22) For correct score propositions, only goals in regulation time or any added injury time will count. If the score is 0-0 in Full Time, then no goals or an exact score of 0-0 will be declared the winner.

- 23) A Clean Sheet will be defined as a team not allowing a goal in regulation or added injury time only. Any goals allowed in Extra Time or Penalty shootouts will not affect this wager.
- 24) For "will a team have a clean sheet and win" propositions, the team must have a clean sheet (as defined above) and be ahead at the end of regulation/injury time. If the team is not ahead at the end of regulation/injury time, then the related proposition will be graded NO.
- 25) Any discipline (yellow card, red card, sending off, penalty) that occurs after the whistle that ends regulation time will not count toward related propositions for that match.
- 26) At times (in the Champion's League or other major competitions) we may offer the proposition "will both Team A and Team B win on a given day." Wagers on this proposition will be graded based on Full Time (extra time and shootouts are not included). If either team does not win in Full Time, then NO bets will be graded as winners and YES bets will lose.

For action, both games must reach Full Time. If either game is suspended before full time is reached, and not completed the same day, (local time of the match site) wagers on the outcome of this proposition are considered void and all stakes shall be returned.

27) Entire Tournament Propositions

Entire Tournament Propositions (for example World Cup or EURO): For grading purposes, the following propositions which are related to the activity over the entire tournament (and not individual games) will include extra time, but not penalty shoot-outs:

- Total goals in the entire tournament by individuals,
 - Who will score more goals matchups between individuals,
 - Total goals scored by each country over the entire tournament,
 - Who will score more goals matchups between countries,
 - Will a hat trick be scored in any game of the tournament.
 - Total Tournament Corners: All Teams
- 1) **Bookings:** Please note that unlike individual game rules, if a player receives a yellow or red card after the final whistle of regulation, these cards will count toward proposition for entire tournament total. Red and Yellow cards received during extra time or during penalty shoot-outs also will count toward the entire tournament total.
 - 2) In the case of a tie for the "Top goal scorer" proposition, the greatest number of assists from a player will be used as the first tiebreaker. If there is still a tie, then the least minutes played will be used as the second tiebreaker.
 - 3) For all "Who will score more goals" matchups, both players must play in the first game of their respective team for bets to have action.
 - 4) For all propositions concerning an individual player's over/under goals for the entire tournament, that player must play in his team's first game of the tournament for bets to have action.
 - 5) When wagering on the total number of red cards in a tournament or competition, red cards shown to a player as a result of the second yellow card will be included in the grading of the wager.

Soccer Rules for Live Betting

- 1) Unless otherwise specified, Live Betting wagers on the outcome of a match will be decided based on two halves of 45 minutes each and any time the referee adds to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts. Occasionally, tournaments, friendlies, or other matches may have time frames different than two 45-minute halves. If Saracen Resort does not announce this special playing time before the start of the game, all bets will be considered void and stakes returned. If in a game scheduled for two halves of 45 minutes each, a referee ends the game with an official result with what appears to be a time different than 2 halves of 45 minutes each, wagers will have action. If a referee declares a game abandoned for any reason, wagers will be void and stakes returned.
- 2) If a match is suspended before full time is reached, and not completed the same day, (local time of the match site) Live Betting wagers on the outcome of the match are considered void and all stakes shall be returned. The exception to this is the 1st half. If the 1st half is completed, and the game is abandoned during the 2nd half before full time is reached, wagers relating to only the 1st half will have action.
- 3) For grading purposes, Live Soccer 1X2 (Money Line), Total Goals and Team Total Goal lines displayed include all goals scored in the match. Unless otherwise specified, wagers placed on Live Soccer 1X2, Total Goals, and Team Total Goals will be settled using the Regulation Time score, regardless of the score when the wager is sent in.
- 4) When wagering on corner kicks, a corner must be taken to count towards grading. If a corner kick is awarded and not taken it will not be counted.
- 5) For grading purposes, when placing a Live Soccer Handicap wager, the handicap and price displayed are for the match from the point the wager is accepted. Goals/Corners/Bookings scored previously (i.e., current score) are ignored for a Live Handicap wager. Unless otherwise specified, all Live Soccer Handicap wagers will be settled based on the goals scored in the remainder of the match during Regulation Time. All goals/corners/bookings scored before the wager is accepted are not included.
- 6) When wagering on a live Soccer event, the current score and red card information are considered part of the line. If this information is incorrect, the line is deemed to be incorrect. Any other information, such as timers, is displayed for information purposes only. It is the responsibility of the client to verify that such details are accurate before placing their bets.
- 7) Saracen Resort reserves the right to cancel any wager made on an obvious "bad" line.
- 8) Saracen Resort does not guarantee that odds will be offered at any specific time during the match.
- 9) When a team name is followed by "ET only" this is for the 30-minute extra time period and any time the referee adds to compensate for injuries and other stoppages. It does not include penalty shootouts.
- 10) When a team name is followed by "PEN" this is for penalty shootouts only.
- 11) When wagering on penalty kicks, only the first 10 penalty kicks will be counted in determining the result on the total. All penalty kicks will be counted when determining the result on the handicap.
- 12) Wagers will not be accepted when wagering is suspended for goals, penalties, dangerous free kicks, corner kicks, or similar game-changing situations.

Asian Handicap Market Rules

Asian Handicap Full lines

In a match between Tottenham and Crystal Palace, the odds are set at 1.30 for Tottenham to win, 5.50 for a draw and 9.00 for Crystal Palace. Tottenham are clear favorites, and you'd think they will win comfortably. Asian Handicap betting makes it possible to raise the odds of a Tottenham win. You could instead bet on 'Tottenham -1', at odds of 1.80. In this scenario, you win the bet if Tottenham wins with at least two goals. And you will lose it if they draw or lose. But crucially, if Tottenham win by 1 goal, then you get your stake back.

And that last bit is why Asian Handicap betting is different to simple handicap betting.

Equally, if you bet on 'Crystal Palace +2' on the Asian Handicap market, you lose your bet if Palace lose by three or more goals. If they lose by two goals, you'll get your money back and if they lose with a maximum of one goal, you'll win your bet.

Another example of using Asian Handicap is when two even teams come together. If Chelsea were to play Tottenham, you can reduce the risk of a classic 1X2 betting model to two outcomes by playing on Asian Handicap 0. If the team you bet on wins the game, then you'll win. If the match ends in a draw, you'll get your money back just like when you're betting on 'Draw no bet'.

What are Asian Handicap half and quarter lines?

Asian Handicap half lines

The lines above are called full lines, where the line you're playing on is a whole number (e.g., +/- 2 or 0). Yet Asian Handicap betting also offers bets on half and quarter lines.

Half lines differ from full lines as they hold values that end with .5 and range between +/- 0.5, 1.5, 2.5 and so on.

Asian Handicap betting with the half line +0.5 means that the team you bet on starts the match with a positive Asian Handicap value of a 0.5 goal lead. This means you win if the team you placed a bet on wins or if there's a draw. If the team loses, you'll lose your bet.

If you bet on +1.5, the team starts with a 1.5 goal lead. You win if the team you bet on either wins, there's a draw, or they lose by a maximum of one goal. If the team loses by two or more goals, you'll lose your bet. Asian Handicap betting with negative half lines gives you the same situations but the other way around.

Asian Handicap quarter lines

Quarter lines differ from full lines and half lines, as they have values that end with .25 or .75 and range from +/- 0.25, 0.75, 1.25, 1.75 etc. The beauty of quarter lines is that your bet can be covered for certain outcomes but not to the extent of half lines, so the odds are usually greater.

Asian Handicap betting with the quarter line -0.25 means that you bet that a team with a negative Asian Handicap value starts the match with a disadvantage of -0.25 goals. This means you win if the team you bet on wins the match. If the team loses, you lose your bet and if the match ends in a draw you'll get half of your stake back.

With the quarter line -0.75, the team you bet on will start the match with a disadvantage of -0.75 goals. You win if the team you bet on wins with at least two goals. If they win with one goal, your bet will be divided so you get the money back on one half of the bet, while you win on the other half of it. You lose the bet if the team loses or if the match ends in a draw. The situation will be reversed if you bet on a positive quarter line in Asian Handicap betting.

What is Asian total?

Asian total is Asian Handicap betting for total goals. It works in the same way as over/under betting, with the difference between the lines. You can bet on full, half and quarter lines from over/under 0.5, 0.75, 1, 1.25, 1.5 and so on.

Let's use Manchester City vs Norwich as an example. If you bet on full lines in Asian total, for example over 1 goal, that means you win if the match contains at least two goals. If it turns out to be a goalless match, you lose your bet and if there's one goal in the match, you'll get your money back.

If you bet on under 1 goal for City vs Norwich, you win in a goalless match, get your money back at one goal and lose your bet if there's two or more goals.

Asian total half lines

If you bet on half lines in Asian total, for example over 0.5 goals, there are only two possible outcomes – a win or a loss. You win your bet if the match contains at least 1 goal and lose if the match ends goalless. If you bet on under 0.5 goals, the payback will be reversed.

If you bet on quarter lines in Asian total, for example over 0.75 goals, your bet will win if the match contains at least two goals. If there's only one goal you win on half the bet and if there's a goalless match, you lose your bet. If you bet on under 0.75 goals, the payback will be reversed. You win your bet on a goalless match; on one goal you lose half the bet and on two or more goals you lose your entire bet.

Summer Olympics

- 1) For multiway futures betting, all events are ACTION betting - no refunds.
- 2) If an athlete/team has a yes/no (2-way) prize to win the gold medal, then that athlete/team must start the competition for action.
- 3) For Match-Up betting between two athletes / 2 Countries, in any event, both athletes /countries must start an event for action.
- 4) For over/under on a country's total medals within a sport, the total is for both the men's and women's competitions within that area
- 5) Events are official after the original medal ceremony. No subsequent changes to those results do not count.
- 6) For props on individual athletes, the competitor must start the first event they are scheduled to participate in for action.
- 7) Weightlifting: At least one of the participants must complete the entire event (posting results in both Snatch and Clean & Jerk) for the bet to stand.

H2H (Head-to-Head):

- If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If an athlete beats all the competitors, bets on "The Field" will be graded as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

Table Tennis

- 1) In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void.
- 2) **Set Betting** (Correct Score) refers to the correct final score in sets.
- 3) **Set Winner** refers to the winner of a specific set. The respective set must be completed for bets to stand.
- 4) In the case of team matches, in the event of a matchup between players being played twice, only the first result counts.

Tennis

Retirement or Disqualification:

Head-to-Head Matchups:

One full set must be completed for Money line wagers to stand. If less than 1 set is completed, all Money line wagers will be considered void. The winner of the match is the participant declared the victor by the umpire of the match.

First Set Betting:

If the first set is not completed because of a player's retirement or disqualification, all bets on the match will be considered void. Such wagers will be canceled and the money refunded. If the first set in a match is completed, the wagers are graded and will stand on that line.

Sets Betting:

If a tennis match is not completed because of a player's retirement or disqualification, all Set betting wagers will be considered void. Such wagers will be canceled, and the money refunded.

Handicap and Total Games Betting:

If a tennis match is not completed because of a player's retirement or disqualification, all Handicap and Total Games bets will be considered void, regardless of the score of the match. Such wagers will be canceled, and the money refunded.

Proposition Betting:

If a tennis match is not completed because of a player's retirement or disqualification, all proposition wagers will be considered void. Such wagers will be canceled, and the money refunded, with some exceptions pertaining to propositions that require the completion of an individual set. The time of the match will be taken from the official tournament website. Rain delays are not included in the official time of the match.

1. Proposition betting for "Who will Last Longer":

- Both players must start the tournament for bets to have action. If both players are eliminated in the same round, bets will be graded "no action" and all money refunded.
- If both players in the Last Longer proposition reach the final, the winner of the final match will be declared the winner of the proposition.

2. Yes/No Player to win Proposition:

- If a wager is posted before the tournament starts, the player must play one point in the tournament to have action.
- If a wager is posted after the tournament has begun, the player must start his/her next scheduled match for that wager to have action.

3. Over/Under Season Rankings Props

For these props to have action, the player listed must start the Australian Open. If they do not partake in their scheduled 1st round match in the Australian Open, their ranking prop will be canceled. Once they have started the Australian Open then these props are considered "all in." If a player is injured during the season, these props will still be graded by taking their end of year ATP or WTA ranking. Also, wagering on the under 3.5 Ranking means that a player finishing the year ranked 1,2 or 3 would be considered a winner. Any rank over 3.5 (4, 5, 6, etc.) would be graded as a loss.

4. Season Grand Slam Propositions

Season Grand Slam props are considered "all in." If a player is injured and unable to play, the wagers still have action.

5. Higher End of year ranking Head-to-Head Propositions

For these props to have action, both players must start round 1 of the Australian Open. If they do not partake in their scheduled 1st round match, their ranking prop will be canceled, and the money refunded. Once they have started the Australian Open, these props are considered "All in" and the prop will be graded based on each player's end of season ATP/WTAsingles ranking. The player with the better end of year ranking will be graded as the winner. For example, Novak Djokovic ends the year ranked 25th in the ATP rankings and Andy Murray ends the year ranked 15th, Andy Murray would be graded as the winner as he has the higher ranking at the conclusion of the season.

Team Total Betting:

If a match ends with a player's retirement, the team total bets for each individual player will be voided and graded as no action. A match must be completed for team total bets to be graded as action.

If one of the players does not start the match or tournament, all team total bets associated with that match will be graded as no action.

Delay or Suspension:

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

Futures Betting:

All futures bets have action. Should a player withdraw before a tournament begins, or retire during a tournament, bets on that player to win the tournament lose. This is a wager where we add event months in advance prior to the tournament starting, known as a futures pool.

Parlays:

When placing a Parlay in Tennis, each round within the same tournament is treated as a separate league.

Change of Venue or Playing Surface:

All bets stand regardless of any change of venue, court surface, changing from indoors to outdoors and vice versa.

Davis and Federation Cup:

Davis Cup or Federation Cup wagers on the "Tie" are for that country to advance to the next round. Note that each Tie consists of five rubbers ("matches"). The winner of the Tie is the nation that wins three or more of the five rubbers in the Tie.

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

Live Betting (All pre-game rules apply to live wagering in addition to):

- 1) The next point must be played for wagers to have action. If either player retires before the next point is played, all wagers taken since the last point are refunded.
- 2) If the first set is not completed, all bets on the outcome of the match (spread, money line, next set and total) will be void. All bets on a specific game will stand, provided that game was completed in its entirety.
- 3) **Individual Sets Betting:** If the stated set is not completed, all live wagers will be voided.
- 4) **Handicap and Total Games Betting:** If a tennis match is not completed because of a player's retirement or disqualification, all live wagers on Handicap and Total Games will be voided. The wagers will be canceled and the money refunded.
- 5) When betting on an individual game, only the score of that specific game is taken into consideration to determine the winner of the game. If the stated game is not completed, all live wagers on the game will be voided.
- 6) If any subsequent games are not played, bets on those specific games will be void.

Volleyball

- 1) For the full Match period, lines for both Spread and Total use the set score for the match (generally best of 5 sets is played in a volleyball match).
- 2) For Specific sets, lines for both Spread and Total use the points score for that set (generally sets in Volleyball are played to 25 or 15 points).
- 3) If a match is suspended before full time is reached, and not completed the same day, wagers on the outcome of the match are considered void and all stakes shall be returned.
- 4) For match and set wagering, the actual number of points played in a set will not affect how wagers are graded. For example, sets played to 21 points, or 25 points are graded based on the winner of the set.

In case of a "Home and Away" format bets on the Away match do not include the "Golden Set".

Winter Sports

General rules

If an event is postponed for more than 48 hours from its original starting time, all bets on the event will be void/"no action" and the stake refunded. If the event is interrupted without an official result, the stakes will be refunded unless the event is resumed within 48 hours of the original starting time. If a shortened/interrupted event is declared official within 48 hours the official results will then be used for grading and all bets stand.

