

Betting Rules DraftKings Sportsbook at Golden Nugget

Version 13 - 03/07/2025

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Market Rules

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Point Spread / Handicap

"Point Spread" or "Handicap" markets are when it is possible to bet on whether the chosen outcome will win by more than a specific number of points, or lose by less than a specific number of points. The bet will be settled as push if the outcome is tied once the spread has been applied. Example: a bet on -3.0 points will be settled as push if the team chosen wins the game by exactly 3 points difference (27-24, 30-27, 23-20, etc.) Any reference in this section to the term "margin" is intended to be understood as the outcome emerging from the subtraction of the points scored by the 2 opponents.

Unless otherwise stated all handicaps and spreads listed on DraftKings site are to be calculated based on the result from the start of the listed period to the end of the specified period. It is however customary that for certain handicap bet offers in specific sports (Asian Handicap in Soccer), only the outcomes obtained from the time of bet placement until the end of the listed timeframe will be taken into consideration, thus disregarding any points scored before the time the bet was placed and accepted. Any bet offer with these characteristics will be clearly displayed on site and highlighted in the user's Bet History with the score at the time of bet placement.

2-way Point Spread / Handicap Example: Team A (-7.5) vs Team B (+7.5)

Team A is given a -7.5 point handicap in the game. For the bet to be won, Team A must win the game with a margin equal or greater than the listed handicap (i.e. 8 points or more).

Team B is given a +7.5 point advantage in the game. For the bet to be won, Team B must either win the game, tie the game, or not lose with a margin equal or greater than their listed advantage (i.e. lose with a 7 point or less margin).

The "Point Spread" or "Handicap" can also be referred to as the "Puck Line" in Hockey or "Run Line" in Baseball.

3-Way Spread / Handicap

In a 3-Way Handicap, the line is set so that there can also be a tie outcome, giving you 3 potential bets.

Handicap (-1) - You win if your team wins the match with a goal difference of two or more.

Tie: You win if the team with (-1) Handicap wins the match with exactly one goal difference.

Handicap (+1) - You win if your team draws or win the match.

Money Line

The "Money Line" is a 2-way market based on the outcome of the game listed. The Money Line is inclusive of Overtime and is simply the selection of who will win the game or event.

Total Points/Goals/Runs

The "Total Points", also known as Goals or Runs, is a 2-way market based on the total number of points scored in a game or event by the competitors. The "Total" is set at a specific line with outcomes listed as either Over or Under the listed amount. As with Point Spread/Handicap betting, in those circumstances where the result of the game or event Total point scored is exactly equal to the betting line, then all bets on this offer will be

declared void. "Totals" can also be set on any number of predefined occurrences (e.g. goals, points, corners, rebounds, etc.).

Example: an offer where the betting line is 128.0 points and the game ends with the result 64-64 will be declared void.

Match Betting

"Match Betting", also referred to as Win-Draw-Win, Match Result (Regular Time) or 60 Minute Line in Hockey, is where it is possible to bet on the outcome of a match or event. The options are: Home Team, Tie/Draw or Away Team. Bets on this are settled at the final whistle or conclusion of 'Regulation Time'.

Outrights / Futures

"Outrights", "Futures" or "Place" betting is when you choose from a list of alternatives and bet on where a participant wins or places within a specified position in the classification of the listed event/competition. Should two or more participants share finishing positions, the settlement will follow the 'Dead Heat Reduction Rules'.

Grand Salami

"Grand Salami" is where it is possible to bet on the total number of listed occurrences (Example: Total Goals, Total Runs) happening during a collection of events. All relevant events must be completed for bets to stand unless settlement has already been determined.

Player Props - Over/Under

Over/Under bets on classification of participants in performances/events must be interpreted as follows:

"Over" means a worse or lower position while "Under" means a better or higher position. Example: A bet on a player's classification in a tournament with an Over/Under line 2.5 will be settled as Under if the player classifies first or second. All other placements will be settled as Over.

Player Props - Head-to-Head

Head-to-Head markets on classification of participants in performances/events will list the specified stat category in the betting market. Settlement of such bets will match official scoring statistics of the sport, league, or governing body from which the event takes place.

Correct Score

Correct Score, or Result Betting, is where it is possible to bet on the partial or definite score of a game or event.

Winning Margin

"Winning Margin" (aka Result Betting) is where it is possible to bet on the final result of a game or event and select the correct 'band' of points between the winning team and losing team. For example, if you think the Patriots will win, but the game will be close, pick the New England Patriots 1-6 Points Winning Margin (where the Patriots winning by 1, 2, 3, 4, 5, or 6 points results in a winning pick).

Odd/Even

"Odd/Even" is where it is possible to bet on the partial or definite amount of a predefined occurrence "Odd" is 1,3,5 etc.; "Even" is 0,2,4 etc. Example: goals, points, corners, rebounds, etc.

Head-to-Head or 3-Way

A "Head-to-Head" or "3-Way" is a competition between two or three participants/outcomes, originating from an officially organized event.

Half Time/Full Time

"Half time/Full time" is where it is possible to bet on the result at half time and full time. For example, if at half time the score is 45-45 and the game ends 103-101, the winning outcome is Tie / Away Team (the team scoring 103). The bet is void if the Regular Time of the game is played in a different format than what was stipulated at the time the bet is accepted. Settlement rules for if overtime/extra time is included or excluded from full time is set forth in the Sport Rules for the applicable sport.

Draw/Tie No Bet

"Draw No Bet" or "Tie No Bet" is where it is possible to bet on either the home team or the away team. It is also common practice to refer to "Tie No Bet" in cases where no tie odds are offered. Should the specific game contain no winner (e.g. game ends as a tie), or the particular occurrence not happen (e.g. First Goal, Tie No Bet and game ends 0-0) the stakes will be refunded.

Double Chance

"Double Chance" is where it is possible to bet simultaneously on two (partial or definite) outcomes of a game or event, where 3 outcomes are possible (i.e., a 90 minute soccer game). The options are: Home/Draw, Home/Away and Draw/Away. Double Chance bets are settled at the end of Regular Time.

Quarter / Half / Period Bets

Bets on "Quarter / Half / Period X" refer to the result achieved in the relevant timeframe. This does not include any other points tallied from other parts of the event. Bets will be voided if the game is played in any other format than what was stipulated at the time the bet is accepted.

End of Quarter / Half / Period Result

Bets on "Result at end of Quarter / Half / Period X" refer to the result of the game/event after termination of the stipulated timeframe and will take into account all other points/goals/events tallied from previous parts of the event/game.

Race to 'X' Bets

Bets on "Race to X Points / Race to X Goals..." and similar markets refer to the team/participant reaching the earliest particular tally of points. If the market lists a timeframe (or any other period restriction) it will not include any other points tallied from other parts of the event which are not related to the mentioned time frame. If a Tie outcome is offered, this outcome wins if neither team reaches the listed score. If a Tie outcome is not offered and the listed score is not reached within the stipulated time frame, all bets will be settled as push, unless otherwise stated.

First/Next Occurrence Bets

Bets on "Winner of Point", "Scorer of Goal" and similar offers refer to the participant winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be won within the stipulated time frame, all bets will be declared void, unless otherwise stated.

Bets referring to the happening of a particular occurrence in a pre-defined time order, such as "First to Score", or "First Team to Hit a Home Run" will be settled as void if it is not possible to decide the winning outcome. For example, in case of both teams not recording a home run for the entirety of a game.

"Team to score first and win" refers to the listed team scoring the first goal in the game and going on to win the game. Should there be no goals in the game all bets will be settled as void.

To Win from Behind

"Team to win from behind" refers to the listed team winning the game after having been at least 1 goal or point down at any point in the game.

MVP, MOP, Etc.

Settlement of bets on offers such as "Player of the Match" or "Most Valuable Player" will be the decision of the competition's organizer, unless otherwise stated.

Winning Goal

Settlement of bets which make reference to terms such as "decisive goal" will be settled based on the scorer of the goal that at the end of the game/tie (as applicable), proves to be the one that has produced an unassailable lead, following which any further goals would prove to be irrelevant towards the final outcome. For a bet to be settled as "YES", the listed player's team must be declared the winner of that particular game or progressing to the next round or winning the competition. Goals scored in Regular Time and Extra Time count but Penalty Shoot outs do not.

Odds Boosts

From time to time, DraftKings might decide to publish markets referring either to the single performance of a participant or team; or markets which combine the potential outcomes of 2 or more participants at higher odds than those normally available, also known as Odds Boosts. DraftKings reserves the right to withdraw such offers, edit the respective odds, and effect any further changes that might deem necessary at its sole discretion.

Settlement of these offers will be based on the following criteria:

1. Unless specifically stated, the bets refer to the next official event that the listed participants are scheduled to take part in.
2. All relative events must be completed within the same day/session as listed in conjunction with the Odds Boost. Should this not be the case, bets placed on the market will be fully refunded except for those markets whose outcomes were decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
3. Results for these offers will only take into account occurrences deriving from the actual play.

4. All connotations related to the bet must be fully and unquestionably complied with for the bet to be deemed as winning, regardless of any possible conflict with the sport-specific rules, or with any potential interpretation based on previous or current presentation of offers related to events in that particular sport and the way these are normally presented in DraftKings Sportsbook. Bets will be settled as void should it still be impossible to determine a winning outcome.
5. While all necessary precaution has been taken by DraftKings to ensure a superior user experience, it is to be understood that markets might fluctuate in such a way that at any given point in time these do not present an enhanced value comparable to related bet offers currently present on site.

Rest of the game

Bets referring to “Rest of the game” or similar will consider only outcomes and occurrences obtained from the time of bet placement until the end of the listed timeframe, thus disregarding any occurrences registered before the time the bet was placed and accepted.

Bets on specific timeframes/intervals

Bets on specific timeframes/intervals (example: Game result between 60:00-89:59), will consider only outcomes and occurrences accumulated during the specified timeframe/interval. Settlement will not take into account any other points/goals/events tallied from other parts of the event/game outside the specified timeframe/interval, including stoppage/injury time, unless specified.

Each-Way or Win/Place Betting

An Each-Way (E/W) or Win/Place (W/P) bet is a bet consisting of two separate parts - a win part and a place part. The win part of the bet is on your selection to win the event, and the place part is on your selection to finish either first or within the event’s specified place terms (e.g. 2nd, 3rd, 4th, etc.).

When you place an Each-Way bet (by performing the specified action in the bet slip), your wager amount is doubled, with half allocated to the outright win, and the other half allocated to your selection finishing within the place terms. Each event has specified place terms depending on the number of participants, e.g. $\frac{1}{4}$ 1-2-3. In this example, an Each-Way bet placed on a selection that finishes 1st will pay in two ways: you will win the outright portion of the bet, but you will also win the place portion at $\frac{1}{4}$ the outright odds as it finished in the top 3.

Parlay

A “Parlay” is a bet where the customer chooses two (2) or more selections and requires every selection to be correct in order for the Parlay to win. In the event a Parlay contains a selection which is settled as void or push, then the individual selection will be excluded from the Parlay, and the odds of the Parlay will be recalculated to reflect the remaining selections in the Parlay.

Round Robin

A “Round Robin” is similar to Parlay bet in that you choose several selections within one bet, but all possible combinations of bets from those selections are covered, with the advantage of winning even if not all picks are winners.

Progressive Parlay

A "Progressive Parlay" is similar to a normal Parlay where the customer chooses three (3) or more selections. However, a Progressive Parlay provides a margin of error, as a Progressive Parlay can still pay out in the event of a losing selection within the Progressive Parlay. The number of selections within a Progressive Parlay that can be settled as lost and the Progressive Parlay still pay out is dependent on the total number of selections in the Progressive Parlay. Similarly, the potential returns for a Progressive Parlay are dependent on the number of selections in the Progressive Parlay. The greater the number of selections included in a Progressive Parlay, the greater the potential returns and the greater number of losing selections allowed. The full breakdown of the pay table, based on the number of selections in a Progressive Parlay, is available in the bet slip. The pay table includes the payout amount and the number of losing selections allowed to still have some returns.

A selection that is settled as void or push will result in the Progressive Parlay being downgraded to the next lowest number of selections. For example, in the event a Progressive Parlay was placed with four (4) selections, one (1) of the selections was settled as void or push, then the Progressive Parlay would drop down to be a three (3) selection Progressive Parlay. In the event that the number of voided/push selections result in there being no more than two (2) selections in the Progressive Parlay, then the whole Progressive Parlay will be settled as void, irrespective of the settlement of the other selections in the Progressive Parlay.

Same Game Parlay

A "Same Game Parlay" is a single bet combining multiple selections from the same event and is dependent on all of those selections winning, with the exception of some selections which are settled as void or push. Further details for the settlement rules for Same Game Parlays are set forth in the Sports Rules for the relevant sport.

Teasers

A "Teaser" bet allows you to adjust the points spread and game totals on two or more basketball or football teams by choosing a fixed number of points. The number of teams and points selected determines your payout odds.

All selections must be successful for the Teaser bet to win. A selection settled as void or push in a Regular Teaser with more than two (2) teams, without a losing selection, will result in the Teaser dropping to the next level down. For example, a regular three (3) team Teaser with one (1) pushed selection and no losing selections will drop down to be a regular two (2) team Teaser. A selection settled as void or push in a regular two (2) team Teaser (including those that have dropped down to a two (2) team Teaser), without a losing selection, will result in the Teaser being "no action" and the wager will be refunded. In the event a selection in a Super or Monster Teaser is settled as void (for clarity, a selection settled as push is not considered a voided selection in a Super or Monster Teaser) will result in the Super or Monster Teaser being "no action" and the wager will be refunded, irrespective of the settlement of the other selections in the Super or Monster Teaser. In the event a selection in a Super or Monster Teaser is settled as push, without a selection settled as void, will result in the Super or Monster Teaser being settled as lost.

Teasers are only allowed on pre-game basketball and football games. The different types of Teasers for each sport are as follows:

1. Basketball Regular Teasers: buying 4, 4.5 or 5 points
2. Basketball Super Teasers: 3 team teaser - buying 8 points, ties lose, odds -120/1.83
3. Basketball Monster Teasers: 4 team teaser - buying 10 points, ties lose, odds -120/1.83
4. Football Regular Teasers: buying 6, 6.5 or 7 points
5. Football Super Teasers: 3 team teaser - buying 10 points, ties lose, odds -120/1.83
6. Football Monster Teasers: 4 team teaser - buying 13 points, ties lose, odds -140/1.71

Buying points allows you to change the point-spread or game total of a football or basketball game. You can move the point-spread so you get more points when betting the underdog, and fewer points when betting on the favorite. You can move the total so you get a higher total when betting the under or a lower total if betting the over.

Bets on Market With “Field” as an Option

A bet on the “Field” means a bet on all other singular selections which are not listed for that market. No other selections will be added to this type of market. For example, if betting on the market, “Series Leader: Total Rebounds” with six (6) players listed, along with a “Field” option, and an unlisted player records the most rebounds in that series, the “Field” selection would be graded as the winner.

Bets on Market Without All Possible Selections Listed and No “Field” Option

If the market (or rule) states “Only Listed Selections” or something similar, then only listed selections for that market will be taken into account for grading purposes, and no other selections will be added to the market. For example, if betting on the market, “First Field Goal” in an NBA game, the market states “Only Listed Selections”, and the player who scores the first field goal of the game was *not* listed as a selection in the market, the first listed player in the market who scores a field goal would be graded as the winner.

If the market (or rule) does *not* state “Only Listed Selections,” or something similar, and the market does not have a “Field” option as a selection, then other selections may be added to the market in the future. For example, if the Rookie of the Year market in the MLB does not state “Only Listed Selections” or something similar and the market does not have a “Field” option as a selection, players may be added to the market throughout the course of the season. All bets placed will be graded as action in this scenario (as long as any other criteria for the bet to be action are met).

General

1. Introduction

1. These DraftKings Sportsbook House Rules (the “Rules”) govern your use of the DraftKings Sportsbook. When placing a bet on the DraftKings Sportsbook, the Patron agrees that the Patron has read, understands, and will adhere to these Rules.
2. The use of this Sportsbook is subject to the regulations imposed by the Louisiana State Police Gaming Enforcement Division (Division).
3. All disputes, including, but not limited to, the correct amount to be paid on bets with erroneous odds or obvious price errors, will be resolved by DraftKings in its sole and absolute discretion, subject only to a contrary ruling or order by the Louisiana State Police Division of Gaming Enforcement.
4. If you have any questions, complaints, claims or disputes concerning any outcome regarding the services or any other activity, promptly bring it to the attention of the management team at the Golden Nugget Lake Charles Sports Book.

Address and phone number are:

Golden Nugget Lake Charles
ATTN: Sports Book Management
2550 Golden Nugget Blvd.
Lake Charles, LA 70601 | Phone: 337-508-7777

5. If we are unable to satisfactorily resolve your issue, you may contact the Louisiana State Police Gaming Enforcement Division at the address and phone number are:

Louisiana State Police Gaming Enforcement Division
751 Bayou Pine East
Lake Charles, LA 70601 | Phone: 337-491-2850

Additional offices and contact numbers may be found on the Division’s website at www.lsp.org.

6. DraftKings reserves the right to make changes to the betting limits, payout limits and market offerings at any time, in its sole and absolute discretion, upon approval of the Division, to the extent applicable.
7. DraftKings may update, amend, edit, and supplement these Rules at any time in its sole and absolute discretion, upon approval of the Division.
8. Any reference in these Rules to words/objects that appear in singular also applies to plural. References to gender are non-binding and to be treated for information purposes only.

2. Definitions

1. “Error” is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration error, transaction error, manifest error, force majeure and/or similar. Examples of errors include, but are not limited to:
 - a. Bets accepted during technical problems that would otherwise not have been accepted;
 - b. Bets placed on events/offers that have already been decided;
 - c. Bets on odds containing incorrect participants;
 - d. Bets placed at odds that are materially different from those available in the general market at the time the bet was placed;
 - e. Bets offered at odds which reflect an incorrect score and/or situation; or
 - f. Odds being clearly incorrect given the chance of the event occurring at the time the bet was placed.
2. “Pushes” are when wagers are refunded due to a tied outcome. References to “Push Rules” indicate that, for the associated market, ties will result in a refund of the wager amount as opposed to a win or loss.
3. “Influence Betting” is an act, prohibited by DraftKings, where a Patron, or parties acting in association with a Patron, can influence the outcome of a game or an event - directly or indirectly.
4. “Syndicate Betting” is an act, prohibited by DraftKings where Patrons act together to place a series of bets on the same event or competition.
5. Where there is evidence of Patrons acting together in this manner DraftKings reserves the right to make the relevant bets void and/or withhold payment of returns pending the outcome of subsequent investigations.

3. Ticket Accuracy

1. Check your ticket for accuracy, as all tickets go as written after you leave the wagering counter. Once a wager is accepted, tickets will not be altered or voided except at the discretion of DraftKings.
2. No winning wager will be paid without the patrons copy of the wagering ticket, except for lost, stolen or unreadable tickets, which will be honored as stated below.
3. DraftKings is not responsible for misprinted, miswritten, lost, stolen, mutilated and/or damaged, forged or altered tickets. For all honored lost or stolen tickets, once the rightful owner of a winning ticket has been determined, payment will be made as soon as possible. For all lost, stolen or unreadable tickets where the rightful owner cannot be immediately determined, the waiting period for honored claims will be 180 calendar days from the date of the event, after which they are void. All determinations concerning the owner of lost or stolen tickets shall lie in the absolute discretion of DraftKings and shall be final.

4. Winning tickets expire after 180 calendar days from the date of the event.
5. The time on the tickets is Central Prevailing Time.
6. Pre-match wagers are accepted up to the start of the game. In the event a pre-match wager is inadvertently accepted after the start of the event, the wager will be treated as "No Action"; this excludes live in-game wagering.
7. In the event DraftKings has reason to believe that a bet is placed after the outcome of an event is known, DraftKings reserves the right to void the bet, win or lose.
8. Except as provided in these Rules or as otherwise specified, all events must be held within 36 hours of the scheduled date to be considered "action".

4. Betting and Payout Limitations

1. The minimum bet amount is one dollar (\$1.00). DraftKings reserves the right to limit the maximum bet amount such that the net payout (the payout after the wager amount has been deducted) on any bet or combination of bets by one Patron does not exceed {\$500,000}. This limit may be lowered by DraftKings in DraftKings' sole discretion. For further information it is recommended to consult the Sport Specific Limits.
2. All bet selections are subject to pre-imposed limits set solely at DraftKings' discretion which may be lower than the limits mentioned in the Sport Specific Limits and/or mentioned elsewhere on DraftKings' platform. Should this limit be reached, the Patron has the right to ask for it to be exceeded by means of a request effected through DraftKings' platform. DraftKings reserves the right to accept (fully or partially) or reject the said request without any prior notice and further explanation.
3. DraftKings reserves the right to decline or void, in its sole discretion, all, or part of, any bet requested. This includes the possibility that a "System bet" is not accepted in full, either in terms of wagers or combinations included in said "System bet".
4. DraftKings reserves the right to restrict or deny access, in whole or in part, to patrons, at DraftKings' own discretion.
5. All bets placed through any DraftKings platform, including but not limited to bets requesting manual approval, may be subject to a time delay prior to acceptance, the length of which may vary. Such delay is to be determined by DraftKings in its sole discretion.
6. DraftKings reserves the right to withhold payment and/or to declare bets void on an event (or series of events), if DraftKings determines, in its sole discretion, that any of the following has occurred:
 - a. The integrity of the event has been called into question;
 - b. The price(s) has been manipulated;
 - c. Game-rigging has taken place, or the game is under investigation for such; or

- d. Any other occurrence that, in the reasonable discretion of DraftKings, would tend to show that the event (or series of events) was unduly influenced by factors outside of the event (or series of events) itself.

Evidence of the above may be based on the size, volume or pattern of bets placed with DraftKings across any or all of its betting channels, as well as information received from other betting providers or officially recognized organizations.

7. All odds offered are subject to variation. Such fluctuation is determined by DraftKings in its sole discretion. Bets are accepted only at the odds available in the betting grid at the time the bet offer is accepted by DraftKings, without regard to any other claim or previous publication present on the website or any other media detailing otherwise.
8. All payout calculations when settling bets will be done based on Decimal odds, irrespective of any other format displayed/chosen at the time of bet placement.
9. The official result is final for settlement purposes except where specific rules state the contrary. The podium position in a motor race, the medal ceremony in athletics and any similar official ceremony or presentation in other sports are to be treated as the official result.

5. Cancellation (Voiding) of Bets

1. When an event is cancelled prior to starting, all related bets will be void.
2. If any game is abandoned due to injury, bad weather, crowd trouble etc. all bets that have already been settled up until the time of abandonment will stand. For example: If a football game is abandoned in the second half, all bets involving the 1st half will stand. What's more, if a touchdown has been scored, the first touchdown scorer market will stand, but the last touchdown scorer bets will be void. For tennis: if a player retires injured in the 3rd set, all bets to win the 1st and 2nd sets will stand.
3. A bet made as a parlay, except made as a Same Game Parlay, shall remain valid notwithstanding a game or an event which is part of the parlay bet being void.
4. DraftKings reserves the right, at its own discretion, to declare a bet void, totally or partly, irrespective if the bet is settled, if it is obvious that any of the following circumstances have occurred:
 - a. Bets have been offered, placed and/or accepted due to an Error;
 - b. Bets placed while the system was encountering technical problems, that would otherwise not have been accepted;
 - c. Influence Betting;
 - d. Syndicate Betting;
 - e. A result has been affected by illegal activity- directly or indirectly;
 - f. An announcement has occurred in relation to the bet which alters the odds, such announcement occurring after the posting of the affected betting market and bets being placed

on the affected event in a manner that would tend to show that the announcement affected the way that Patrons chose to bet.

- g. When a patron places multiple copies of the same bet or places a number of bets that contain the same single selection. When this occurs, all bets may be voided apart from the first bet struck. An example would be where one particular selection is repeatedly included in multiple bets involving other short-priced selections; or
 - h. Where there is evidence of a series of bets each containing the same (or very similar) selection(s) having been placed by the same individual or syndicate of individuals.
5. A bet made as a parlay, except made as a Same Game Parlay, shall never include two or more offers where the outcomes of which might turn out to be related (e.g. Team X to become champions and Player Y to be Top Goal Scorer in the same league). Although DraftKings takes reasonable steps to prevent such possibilities, in the eventuality that this would happen, DraftKings reserves the right, solely at its own discretion, to declare void all parts of the accumulative/parlay bet which include the correlated outcomes.
6. Bets can be voided regardless of whether the event has been settled or not.
7. Furthermore, all bets placed (and/or accepted) in the following circumstances will be declared void:
- a. Pre-game betting
 - i. Betting effected after the event has started; or
 - ii. Betting effected after a related event was underway and where conditions could have been altered in a direct and indisputable way.
 - b. Live betting
 - i. Betting effected at incorrect price due to delayed or failing 'Live' coverage;
 - ii. Betting effected on particular offers after these have occurred, or else after an event which could normally be deemed as leading to the outcome has happened or is happening (e.g. bets placed on offers such as Total Goals Scored or Next Goal while a penalty is being taken, or has been awarded); or
 - iii. Betting effected on odds which represented a different score than the actual score

6. Disclaimer and Priority

- 1. DraftKings reserves the right, at its own discretion, to add, delete, or amend these Rules and/or payoff odds, subject to regulatory approval of the Louisiana State Police Gaming Enforcement Division.
- 2. As and where permitted by applicable law, Patrons' consent to the use of their name, voice, and likeness/photograph in and in connection with the development, production, distribution and/or exploitation of DraftKings, DraftKings' affiliates, or the business of each of them.

3. DraftKings reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of the wager.
4. These Rules are applicable to all transactions with the DraftKings Sportsbook and may be supplemented at any time in DraftKings sole discretion, upon approval by the Division.
5. In cases where DraftKings deems that these Rules are inconclusive, DraftKings reserves the right, according to its own discretion, to settle offers on an individual basis on the basis of equity, attaining itself to generally accepted betting norms, customs, and definitions.
6. DraftKings determines the minimum and maximum wagers on all events.
7. You must be at least 21 years of age to enter, participate, wager and collect. All Patron(s) must provide valid proof of age acceptable to DraftKings.
8. All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any third party.
9. Accepting telephone or electronic wagers is strictly prohibited.
10. Other than DraftKings provided technology, the use of any communications device for placing wagers or for providing information for placing wagers is strictly prohibited.
11. Wagers may be accepted at other than the posted odds; please check your ticket prior to leaving the betting window.
12. Any and all taxes, licenses, registrations and other fees, as applicable, are the sole responsibility of the Patron.
13. DraftKings, its parents, subsidiaries, and affiliates, and the directors, officers, employees, other representatives, successors, and assigns of each of them shall not be liable for, and you agree to release and hold harmless DraftKings and each of their officers, directors, employees, representatives, partners and agents from, any and all liability arising directly or indirectly out of your participation in wagering activities or events related thereto and/or the receipt, use, misuse or participation in any winnings.
14. You understand and agree that DraftKings limits its liability in connection with your participation in wagering activities or events related thereto and/or the receipt, us, misuse, or participation in any winnings as set forth below: under no circumstances shall DraftKings, its parents, subsidiaries, or affiliates or the directors, officers, employees, other representatives, successors, or assigns of each of them (collectively, the "company entities and individuals"), be liable to you for any loss or damages of any kind (including, without limitation, for any special, direct, indirect, incidental, exemplary, economic, punitive, or consequential damages) that are directly or indirectly related to your participation in wagering activities or events related thereto and/or the receipt, us, misuse, or participation in any winnings, even if foreseeable or even in the event the company entities and individuals have been advised of the possibility of such damages, whether in an action of contract, negligence, strict liability tort (including, without limitation, whether caused in whole or in part by negligence, acts of god, or telecommunications failure). In no event will the company entities and individuals be liable to you or anyone else for loss or injury, including, without limitation, death or personal injury. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the preceding sentence may not apply to the extent such jurisdiction's law is applicable to

these agreements. In no event shall the company entities and individuals' total liability to you for all damages, losses, or causes of action exceed one hundred dollars (\$100). You recognize and confirm that in the event you incur any damages, losses or injuries that arise out of the company's acts or omissions, the damages, in the event any, caused to you are not irreparable or sufficient to entitle you to an injunction.

15. These Rules shall be governed by the internal substantive laws of the State of Louisiana, without respect to its conflict of laws principles or any other law or regulation that would permit or require the application of the substantive laws of any jurisdiction other than the State of Louisiana. The exclusive jurisdiction and venue for proceedings involving any and all disputes, claims, or controversies arising out of or relating to these Rules or the breach thereof (together "Claims") shall be the courts of competent jurisdiction sitting within the State of Louisiana (the "Forum"), and you and DraftKings hereby waive any argument that any such court does not have personal jurisdiction or that the Forum is not appropriate or convenient. You and DraftKings waive any and all rights to trial by jury with respect to any Claims. In the event that either you or DraftKings initiates a proceeding involving a Claim other than in the Forum, the other party shall recover all attorneys' fees and expenses reasonably incurred in enforcing these Rules and the Forum to which you and DraftKings have herein agreed.
16. You agree to indemnify, protect, defend, and hold harmless the Company Entities and Individuals, from and against any and all third party claims, liabilities, losses, damages, injuries, demands, actions, causes of action, suits, proceedings, judgments, and expenses, (including reasonable attorneys' fees, court costs and other legal expenses, including, without limitation, those costs incurred at the trial and appellate levels and in any bankruptcy, reorganization, insolvency or other similar proceedings, and any other legal expenses) arising from or connected with your breach of these Rules.
17. Any attempt by any person to deliberately damage any equipment, systems and/or software of DraftKings, or to undermine the legitimate operation of any wagering activity or event may be a violation of criminal law. In the event of any such attempt, DraftKings reserves all rights, including the right to seek damages from any such person to the fullest extent of the law.
18. Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details. In the event there is a conflict between a stipulation on an odds sheet/display and these Rules, the stipulation on the odds sheet/display will prevail.
19. Patrons with disabilities who are unable to verbally or physically place a wager are permitted to designate a proxy to verbally or physically place a wager on their behalf. Any designated proxy is subject to the approval of DraftKings. Such approval is in the sole discretion of DraftKings, in compliance with applicable law. Patrons must be present at all times when using a proxy. All results obtained by the proxy will be final and considered as the results of the Patron who requested the proxy. All payments shall be made to the relevant Patron(s) and not to their respective proxies. Proxies must be at least 21 years of age and must provide a valid identification acceptable to DraftKings.
20. DraftKings will not offer any prohibited sports events as defined in La. Admin. Code tit. 42, pt. VI, § 103 or as otherwise determined by the Louisiana State Police Division of Gaming Enforcement.

21. DraftKings will keep a record of all point spreads, odds, final scores and related betting proposition statistics in the event of palpable errors including erroneous odds or obvious price errors resulting from, among other things, a computer, algorithm or software malfunction or mechanical, typing, technical or human error.
22. DraftKings does not accept any responsibility for palpable errors including computer, algorithm or software malfunctions or mechanical, typing, technical, or human errors made by DraftKings and/or the affiliates, partners or third-party licensors of any of the foregoing persons and entities, which lead to erroneous odds or obvious price errors. In such event, all bets will be deemed void or, in the sole discretion of DraftKings, the bet will be paid out in accordance with the correct odds or price.
23. By participating in wagering activities, Patron(s) agree to these Rules.
24. Void where prohibited or otherwise restricted by law.

7. Common Terms of Reference

1. Unless listed either in conjunction with the odds in the sport-specific rules, the Market Rules, or the specific bet terms, all bets should be considered valid for the result at the end of the "Regular Time" or "Full Time" only. "Regular Time" or "Full time" is defined as interpreted by the official rules published by the respective governing association. For example, in soccer, full time is stipulated to be 90 minutes including injury time, and in hockey it is stipulated as the three 20-minute periods. Should the governing association decide to stipulate, before the start of the event, that the said event is to be played over a different duration, this will be treated as being the official rules for the event (for example, football played with two 40-minute halves). Nonetheless, such occurrence is limited to the "regular" playing time and does not include any prolongation such as extra time or overtime, unless explicitly stated.
2. "Live betting" is where it is possible to bet during an ongoing game or event. DraftKings does not acknowledge or accept any liability whatsoever if it is not possible to place a bet or the live score update is not correct. At all times it is the Patron's responsibility to be aware of the game and the events surrounding it such as the current score, its progression and how much time remains before the game is completed. DraftKings does not accept any liability for changes to the Live betting schedule or interruption of the Live betting service.
3. The 'Cash Out' function allows the Patron the possibility to redeem a bet, which status has not been settled yet, at a value specified by DraftKings at the time the Cash Out is offered. It is available on selected events both in pre-game and live, as well as on both single and parlay bets. Cash Out functionality cannot be used on free or bonus bets. Cash Out requests might be subject to an imposed delay. Should it happen that during this delay, for whatever reason, either the offer is removed or odds fluctuate, the Cash Out request will not be accepted and the Patron will be notified with an on-screen message. DraftKings reserves the right to offer such functionality solely at its own discretion and does not acknowledge or accept any liability whatsoever if the Cash Out functionality is not available. Should a Cash Out request be successful, the bet will be settled immediately and any subsequent events which occur in relation with the bet will not be taken into account. In the instance of a cashed-out bet having suffered from a technical, pricing or settlement error at any time between the time of original

placement and the cash out, DraftKings reserves the right to rectify such inaccuracy in DraftKings' sole discretion.

4. The "Participant" is an object constituting part of an event. In "Head-to-Head" and "Triple-Head" the Participant only refers to objects that are subject to the "Head-to-Head" or "Triple-Head" event in question.
5. The deadline (cut-off time) shown on the website is to be treated for information purposes only. DraftKings reserves the right, at its own discretion, to suspend, partially or completely, the betting activity at any time DraftKings deems necessary.
6. Statistics or editorial text published on DraftKings' site are to be considered as added information but DraftKings does not acknowledge or accept any liability whatsoever if the information is not correct. At all times it is the Patron's responsibility to be aware of all relevant circumstances relating to an event.
7. In case of any conflict between these Rules and language in a bet slip, the language in a bet slip will prevail. In the event of a conflict within these Rules, the conflict shall be resolved by giving precedent in the following order, from highest precedent to lowest: (i) the Sport Rules; (ii) the Market Rules; and (iii) the General Rules. In the event any language within the Olympics section of the Sport Rules conflicts with any other language within the Sport Rules, the language within the Olympics section of the Sport Rules shall take precedent.

8. Prohibited Sports Wagering Participant

"Prohibited sports wagering participant" means:

1. A person who is under the age of 21 at the time the bet is placed. Any person wishing to make a bet may be required to present proof of age prior to placing a wager.
2. A person who is prohibited from placing a bet pursuant to La. Rev. Stat. § 27:608.
3. An individual that has signed up for self-restriction or self-exclusion;
4. An individual whose participation may undermine the integrity of the wagering or the sports event or who is excluded from wagering for other good cause, including but not limited to, an attempt to place a wager as an agent or a proxy;
5. A person who is employed by a sports wagering licensee or permittee; or
6. A person who has been excluded from sports betting or general gaming activities by DraftKings or by the sports betting operation specifically for any reason as determined by DraftKings.

9. Methods of Funding a Wager

Sports Wagers may be funded through multiple options, including, without limitation, cash, chips, winning tickets, or cash vouchers from the kiosk at Retail teller terminals, and cash, winning tickets, or cash vouchers at Kiosk terminals, and may include any other method approved by the Louisiana State Police Gaming Enforcement Division.

Winning tickets/vouchers may be mailed in for collection by sending it in a self-addressed, stamped envelope to DraftKings Sportsbook, ATTN: Sports Book Management, 2550 Golden Nugget Blvd. Lake Charles, LA 70601. Winning tickets/vouchers must be received prior to expiration.

10. Self-Exclusion

You may enroll in a self-exclusion program, and more detailed information can be found at <https://rg.draftkings.com/resources/problem-gambling-help?intendedSiteExp=US-LA-SB> or <https://lgcb.dps.louisiana.gov/voluntary-exclusions/>

11. Dead Heat Reduction

In the event a bet sees two or more competitors tied for the same winning position (according to the terms of the bet), the “Dead Heat Reduction (“DHR”) rules” apply.

A “Dead Heat Reduction” is calculated by dividing the odds proportionally among the number of winners for a particular position (i.e. finishing place) in the event. For example, in a two-way tie aka ‘Dead Heat’, your return would be half of what was originally projected in the bet slip at the time of bet placement.

1. Example (all calculations should use decimal odds):

1. You bet \$50 wager on a golfer to have the best score among a group of 3 at +150 (2.5) odds.
2. The event ends with two golfers tying for the best score in the group.
3. $2.5 \text{ (original odds)} \div 2 \text{ (number of participants who tied)} = 1.25 \text{ (DHR odds)}$
4. $\$50 \times 1.25 = \62.50 payout

A “Dead Heat Reduction” involving a bet with more than one finishing position (e.g. Top 10) is calculated as follows:

2. Divide the number of participants who tied by the number of remaining finishing positions.
3. Divide your original odds by the result of the calculation immediately above to find the new odds.
4. Example (all calculations should use decimal odds):
 1. You bet \$50 wager on a golfer to place in the Top 10 at +200 (3.0) odds.
 2. The event ends with the golfer tying for 8th place with 5 other golfers.
 3. $6 \text{ (tied participants)} \div 3 \text{ (8}^{\text{th}}, 9^{\text{th}} \text{ \& } 10^{\text{th}}) = 2.0$
 4. $3.0 \text{ (original odds)} \div 2.0 \text{ (new odds)} = 1.5 \text{ (DHR odds)}$
 5. $\$50 \times 1.5 = \75 payout

12. Sport Specific Limits

DraftKings reserves the right to limit the maximum bet amount (on a per user or aggregate basis, DraftKings sole discretion) such that net payout (the payout after the wager has been deducted) on any bet or combination of bets will be within the limits below, or other limits as DraftKings may set from time to time in DraftKings sole discretion.

Unless explicitly agreed to by DraftKings, any wager that would result in a net payout (the payout after the wager has been deducted) in excess of the limits listed below will not be accepted.

Limits vary depending on the sport, the type of competition and the type of odds. Should a bet contain a combination of offers from different sports/categories/games and/or offer types, the bet amount will be limited such that the payout will be limited to the lowest level included in the combination, as specified below. The limits listed below are the net payout (the payout after the wager has been accepted) limits, not the maximum bet amounts.

1. Soccer

- a. The limit \$500,000 will apply for all competition/match-related offers that belong to any of the following categories: (i) Olympic, World and Continental Tournaments for Men governed by FIFA or UEFA, including qualification phases. (ii) International Club Tournaments for Men governed by FIFA or UEFA, including qualification phases; (iii) Any domestic league on the top-level for Men in any of the following countries: Denmark, England, France, Germany, Italy, Netherlands, Norway, Scotland, Sweden and Spain;
The limit \$100,000 will apply for all competition/match-related offers that belong to any of the following categories:
(iv) All other International Tournaments; (v) All other International Club Tournaments; (vi) Domestic leagues on the top-level in any other country; (vii) Main domestic cups in any other country; (viii) Any domestic league on the 2nd level for men in the following countries: Denmark, England, France, Germany, Italy, Netherlands, Norway, Sweden and Spain; (ix) Any International Friendly that is regulated by FIFA.
The limit \$50,000 will apply for all competition/match-related offers that belong to any other Football, excluding Beach Soccer and Futsal.
- b. All bets related to players, transfers, managers, corners, shots on goal and other offers that are not decisive in deciding the outcome of a competition/match, will be treated as PR and Novelty Bets and subject to the same limits.

2. Basketball

- a. The limit \$1,000,000 will apply for all competition/game-related offers that belong to any of the following categories: (i) NBA, Euroleague, Olympic, World and Continental Tournaments for Men governed by FIBA.
- b. The limit \$250,000 will apply for all competition/game-related offers that belong to any other Basketball offer.

- c. All bets related to players, trades, free agency, managers/coaches, draft specials, disciplinary measures, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty Bets and subject to the same limits.

3. Ice Hockey

- a. The limit \$250,000 will apply for all competition/game-related offers that belong to any of the following categories: (i) NHL, Olympic, World and Continental Tournaments for Men governed by IIHF. (ii) Any domestic league on the top-level for Men in any of the following countries: Finland & Sweden.
- b. The limit \$50,000 will apply for all game-related offers that belong to any other Hockey.
- c. All bets related to players, trades, free agency, managers/coaches, draft specials, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty Bets and subject to the same limits.

4. Tennis

- a. The limit \$150,000 will apply for all competition/match-related offers that belong to any of the following categories: (i) Grand Slam Tournaments from 3rd round onwards.
- b. The limit \$75,000 will apply for all competition/match-related offers that belong to any of the following categories: (ii) ATP & WTA Tournaments from quarter-finals onwards.
- c. The limit \$40,000 will apply for all other competition/match-related offers.

5. American Football & Baseball

- a. The limit \$1,000,000 will apply for all competition/game-related offers that belong to any of the following categories: (i) NFL & MLB
- b. The limit \$250,000 will apply for all competition/game-related offers that belong to any other American Football or Baseball.
- c. All bets related to players, trades, free agency, managers/coaches, draft specials, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty Bets and subject to the same limits.

6. Australian Rules

- a. The limit \$50,000 will apply for all competition/match-related offers that belong to any of the following categories: (i) AFL.
- b. The limit \$25,000 will apply for all competition/match-related offers that belong to any other Australian Rules.
- c. All bets related to players, transfers, managers, and other offers that are not decisive in deciding the outcome of a match/league/tournament, will be treated as PR & Novelty Bets and subject to the same limits.

7. Cricket

- a. The limit \$100,000 will apply for all competition/match-related offers that belong to any of the following categories: (i) International matches & Domestic top leagues.
- b. The limit \$50,000 will apply for all competition/match-related offers that belong to any other Cricket.
- c. All bets related to players, transfers, managers, and other offers that are not decisive in deciding the outcome of a match/league/tournament, will be treated as PR & Novelty Bets and subject to the same limits.

8. Golf

- a. The limit \$250,000 will apply for all competition/tournament-related offers that belong to any of the following categories: (i) Majors, WGC, PGA, European & LPGA Tour events; Ryder & Solheim Cup.
- b. The limit \$25,000 will apply for all competition/tournament-related offers that belong to any other Golf.
- c. All bets related to specials, futures, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty Bets and subject to the same limits.

9. Fighting

- a. The limit \$100,000 will apply for all competition/fight-related offers that belong to any of the following categories: (i) UFC, WBC, WBA
- b. The limit \$25,000 will apply for all competition/fight-related offers that belong to any other Fighting Body.

10. Other Sports

- a. The limit \$40,000 will apply to all competition/game-related offers in the following Sports: Athletics, Cycling, & Winter Olympics.
- b. All bets related to players, transfers, managers, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty Bets and subject to the same limits.

11. Non Sport, PR & Novelty Bets

- a. The limit of \$20,000 will apply for any offer related to this category. This will also include Sports-related offers such as Player-Transfers, Draft Specials, Trade Deadline Specials, Next Manager/Coach etc.

13. Build a Bet

1. As a convenience, patrons may utilize “Build a Bet” (“BAB”), which is a wagering tool that is accessible by the patron using their smartphone to scan a QR code that can be found on:
 1. Cards handed out by the sportsbook;
 2. Screens or other displays; or
 3. A URL on the property website.
2. BAB allows the patron to browse the sportsbook’s bet offerings on a website and subsequently create bet slips for wagers the patron would like to eventually place with a ticket writer or at a kiosk, by producing a separate ‘BAB code’ (QR or alphanumeric code) that was generated on the patron’s smartphone.
3. No wagers can be placed on the patron’s smartphone directly from the BAB website.
4. The patron must present the BAB code associated with the bet slip at the ticket writers’ counter or at the kiosk to be scanned/entered for a valid wager to be created. Wagers generated via BAB will not be considered valid until a bet slip has been created by the ticket writer or at the kiosk.
5. Presenting the BAB code to a ticket writer or at the kiosk does not guarantee an acceptance of the bets associated with the BAB code. The bets generated can be rejected for any reason including, without limitation, a material change in market conditions, a bet exceeding a limit, an event contained in a wager having started or the existence of an Error as defined in these Rules.
6. In the event the odds originally associated with one of the patron’s bets have changed, the patron will be presented the option of accepting the bet at the updated odds/returns or not placing the wager in its entirety.

Soccer

General Rules

- All markets are settled based on the result at the end of regular time (including injury/stoppage time). Extra time and penalties are not included unless indicated.
- Should any match be played prior to the date or kick-off time denoted, bets will stand as long as the bet is placed prior to the revised kick-off time.
- In the event a match venue is changed, bets already placed will stand as long as the home team is still designated as the home team. In the event the home and away teams for a listed match are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.
- All bets on a match abandoned before the completion of the regular time will be void unless the match is rearranged and played on the same date (local time) or it is stated otherwise in the rules, except for bets on any markets that have been unconditionally determined.
 - An exception to the rule directly above is made when this rule relates to friendly matches. In such cases, all match markets are settled based on the actual result at the end of the match (excluding any extra time), irrespective of whether the full 90 minutes is played. This rule applies only to matches with regular playing time of two 45-minute halves.
 - Some Soccer matches may have different playing schedules. In that case, the following will apply:
 - 90 minutes scheduled play (3 x 30 minutes). Full time bets are still considered valid. Half-time bets are considered void.
 - 80 minutes scheduled play (2 x 40 minutes). All bets are still considered valid.
 - If the playing schedule is different from the above stated, all bets are void.
 - Bets on a match or qualification are not affected if a team is subsequently disqualified from, or reinstated to, the competition.
 - If the match does not take place as scheduled and is not played on the same date (local time) all bets are void. An exception is made if an incorrect kick-off time is announced on our website.
 - Bets regarding an occurrence inside/outside a specific area will consider an occurrence transpiring on the line as inside that area.

Specific Market Rules

- **Fast Markets** - Fast Markets offer betting on whether certain match events happen in the next X minutes:
 - A goal will be settled on the time the goal is scored.
 - A corner is considered to have happened when it is awarded (not when it is taken).
 - A free kick is considered to have happened when it is awarded (not when it is taken).
 - A goal kick is considered to have happened when it is awarded (not when it is taken).
 - A throw-in is considered to have happened when it is awarded (not when it is taken).

Settlement

- 1 minute refers to 00:00 - 00:59 seconds of the relevant 1-minute period.
- 5 minutes refers to 00:00 - 04:59 seconds of the relevant 5-minute period.

Settlement will be determined in order of priority by:

1. The official website of the competition
 2. The data transmitted by our data providers
 3. The data from the TV broadcaster covering the match
- **Extra Time** - All bets are settled on the official statistics for the extra time period only. Any goals, corners, etc. that were taken or scored during regulation time do not count. Extra time does not include a penalty shootout. If the match does not go to extra time all bets are void.
 - **Penalty Shootout** - Bets stand based on legitimate penalties. In the case that penalties need to be retaken, action will follow through to the legitimate kick.
 - **Asian Handicaps** - The Asian Line is a special type of handicap used for Soccer matches. Depending on the strength of each team, a handicap (spread) is issued for the game. This enables the odds for each side to be more similar, allowing more competitive betting opportunities. All bets on the Asian Handicap in live betting (including 1st/2nd half bets) are settled according to the handicap (spread). Any goals prior to the bet being placed are ignored for settlement purposes. If a match is abandoned, bets will be void.

Asian Handicap	What it means
0	You win if your team wins the match. If there's a draw (0 goals difference), your stake is refunded.
0.25	You win if your team wins the match. If there's a draw, your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
0.5	You win if your team draws or wins the match.
0.75	You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the stake.
1	You win if your team wins or draws the match. If it loses with a goal difference of one, your stake is refunded.
1.25	You win if your team wins or draws the match. If it loses with a goal difference of one, you win half of the stake.
-0.25	You win if your team wins the match. If it draws you lose half of the stake.
-0.5	You win if your team wins the match.
-0.75	You win if your team wins the match with a goal difference of two or more. If it wins with one goal your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
-1	You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, your stake is refunded.
-1.25	You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, you lose half of the stake.

- **Over/Under** - Predict the total goals scored in a match. Goals are considered regardless of whether they are scored before or after the bets are placed (unlike Asian Handicaps, where the score before the bet has been placed is ignored). If a game is abandoned, bets will be void unless settlement is already unconditionally determined.

Over/Under	What it means
Under 2	Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there are three or more goals scored in the match.
Under 2.25	Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, half the stake will win, and half will be returned. Bets lose if there are three or more goals scored in the match.
Under 2.5	Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.
Under 2.75	Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly, half the stake will be returned, and half will be lost. Bets lose if there are four or more goals scored in the match.
Over 2	Bets win if there are three or more goals scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.
Over 2.25	Bets win if there are three or more goals scored in the match. If there are two goals exactly, half the stake will be returned, and half will be lost. Bets lose if there is 0 or 1 goal scored in the match.
Over 2.5	Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.
Over 2.75	Bets win if there are four or more goals scored in the match. If there are three goals exactly, half the stake will win, and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

- **Draw No Bet** - Predict which team will be the winner. In case of a draw, all bets will be settled as push.
- **Double Chance** - Predict which team will be the winner, covering two of the three possible outcomes in a match with one bet. The Double Chance 1st Half market is settled according to the result of the 1st half only.
- **Multi-Bet Exact Score** - Predict the final score of the match by choosing from given options. Every selection includes several results. You win if the final score is the same as any of the results featured in the selection you have bet on.
- **Teams Clean Sheet** - Clean sheet means that a team will finish the game without conceding a goal. Own goals are valid for settlement purposes.
- **Total Goal Minutes** - Total Goal Minutes is the sum of the minutes of all goals scored in the regular time of the game. Goal times are recorded as the full minute according to the official source. Any goal scored in the added time of the 1st half will be recorded as the 45th minute. Any goal scored in the added time of the 2nd half will be recorded as the 90th minute. As soon as a game kicks off, it will be deemed to be in the first minute. For example, a goal scored after 24 minutes and 16 seconds will be settled as scored in the 25th minute.
- **Moneyline Rest of The Match** - All bets are determined without taking into consideration the current score at the time the bet is placed - as if the game were starting again from 0:0 score after the bet is placed.
- **Scorecast** - This is a prediction on both First to Score and Exact Score of the match. Both must be correct for the bet to win. Own goals are not counted for First to Score. If the 1st goal is an own goal, the next goal scored which is not an own goal will be counted for settlement purposes. If there are only own goals in the match, bets will be settled with the Exact Score market odds at kick-off time. If the match ends with a 0:0 score, all bets will be void. If a player comes on the field after the first goal is scored or did not take part in the game at all, bets including that player as first to score will be settled with the Exact Score market odds at kick-off time. If a match is abandoned after the first goal is scored, bets will be settled with the First to Score odds of the Goalscorer bet type at kick-off time.
- **Corners Full Time/1st Half/2nd Half** - Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. If a corner needs to be retaken for any reason, it will be counted as 1 corner.
- **Asian Handicap & Over/Under Corners FT/1st Half/2nd Half** - This market is similar to Handicap (Spread) and Over/Under wagering. Win/Loss for the Handicap part is determined by comparing the corners taken by each team, applying the given Handicap. Win/Loss for the Over/Under part is determined by the corners taken by both teams. Push rules apply.
 - Asian Handicap & Over/Under Corners FT will be settled according to the corners taken during the whole match.
 - Asian Handicap & Over/Under Corners 1st Half will be settled according to the corners taken in the 1st half only.
 - Asian Handicap & Over/Under Corners 2nd Half will be settled according to the corners taken in the 2nd half only.
 - Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. If a corner needs to be retaken for any reason, it will be counted as 1 corner.

- **Total Corners 2-Way** - Predict if the total corners taken in the match (by both teams) will be over or under a given number. Push rules apply. Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. If a corner needs to be re-taken for any reason, it will be counted as 1 corner. If a match is abandoned, all bets will be void unless settlement is already determined.
- **Corners 3-Way Handicap** - In 3-way Handicap betting, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Bets are settled by comparing the corners taken by each team, applying the preset handicap (spread). Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. If a corner needs to be re-taken for any reason, it will be counted as 1 corner. If a match is abandoned, all bets will be void unless settlement is already determined.
- **VAR** - VAR review means that the referee needs to stop the game to consult the Video Assistant Referee (VAR). A VAR review will have been deemed to have occurred when there is notification of such within the stadium (Scoreboard /Tannoy announcement).
- **Substitutes** - Substitutes are similar to Handicap and Over/Under wagering. Win/Loss for the Handicap part is determined by comparing the substitutes used by each team, applying the given Handicap (Spread). Win/Loss for the Over/Under part is determined by substitutes used by both teams. If a match is abandoned, all bets will be void unless settlement is already determined.
- **Ball Possession** - Ball Possession is similar to Handicap wagering. Win/loss is determined by the ball possession of both teams, then by comparing the ball possession with the Handicap (Spread) given before the game started. If a match is abandoned, all bets will be void.
 - For settlement purposes, possession percentages are rounded to the closest number as follows:

50.4% > 50%
50.6% > 51%
- **Passes** - A ball played intentionally from one player to another. Attempted passes will also count as valid for settlement purposes.
- **Shots on Target** - Shots on Target is similar to Handicap and Over/Under wagering. Win/Loss for the Handicap part is determined by comparing the shots on target of each team, applying the given Handicap (Spread). Win/Loss for the Over/Under part is determined by shots on target of both teams. If a match is abandoned, all bets will be void, unless settlement is already unconditionally determined.
- **Score/Miss a Penalty** - Predict if a certain team will score or miss a penalty during the game. Penalties that were cancelled by the referee will be ignored. When no penalty is taken, bets will be settled as losers.
- **Team GK Penalty Save** - Predict if the Goalkeeper will make a save. If the goalkeeper is not required to attempt a save, all bets will be void.
- **Team X Penalty Props** - Predict specific method of penalty to be scored/missed. If the penalty is scored/missed in another way than the listed selections, bets will be settled as losers.

Player Props

- **General Rules** - Player Props includes Goalscorer markets. Selected players must start the match for bets to stand, unless otherwise stated.
- **First/Last/Anytime/Next Goalscorer** - Bets on players not taking part in the match will be void. Bets on players coming on as substitutes will stand, unless the market has already been determined. Own goals are ignored for settlement purposes. If an own goal is scored, the next non-own goal scored (if there is such) will be considered the first or next for settlement purposes. If an own goal is the last goal scored, the last non-own goal scored (if there is such) will be considered the last for settlement purposes.
- **Player of the Match** - Predict who will be announced as the Player of the Match. The winner will be determined based on the official result announced by the official competition organizer (e.g. UEFA for Champions League, FIFA for World Cup matches etc.). If there is no official result announced by the official competition organizer, then the market will be settled on the result announced by the main UK television broadcaster. If a match is televised live on more than one channel, then the main UK television broadcaster will be determined based on the following order:
 - BBC
 - ITV
 - Channel 4
 - Channel 5
 - Sky Sports
 - BT Sports
 - Any other
 - If there is no official result or no live UK broadcaster names a Player of the Match, then all bets will be void.
 - Players who enter the field as substitutes (including in extra time) are eligible and will be counted for settlement purposes. Bets on any players who take no part in the match will be void. If more than one player is announced as the Player of the Match, then Dead Heat rules will apply.
 - Prices will be available upon request for players not quoted. If an unquoted player is announced as the winner, then all bets will stand, and the player will count as the winner.
- **Shots on target (Selected Player or Combination of Players)** - Any intentional goal attempt which could result in:
 - The ball goes into the net;
 - The ball would have gone into the net but was stopped by a goalkeeper's save;
 - The ball would have gone into the net but was stopped by a defender who is the last player.
 - Shots hitting the frame of the goal are not counted as shots on target unless the above criteria are met.
 - Shots blocked by another player, who is not the last player, are not counted as shots on target.
- **Shots (Selected Player or Combination of Players)** - A shot is defined as any intentional goal attempt which could result in:
 - The ball goes into the net
 - The ball would have gone into the net but was saved by the goalkeeper or stopped by an opposing player who is the last-player.

- The ball is heading towards goal and is blocked by a defender, where they were the last player meaning that there are not other defenders or a goalkeeper behind the blocker.
 - The ball would have gone over or wide of the goal but was stopped by a goalkeeper's save or by an outfield player.
 - The ball hits the frame of the goal.
- **Hit the Woodwork player props** - Bets on whether a particular player(s) will manage to hit the crossbar, goal post or any other part of the frame delineating the goal area. This will be settled as accomplished only if the shot DOES NOT result directly in a goal, awarded exactly after the ball hits a part of the goal frame. Only direct shots from a player, which hit the woodwork without any other interference from players or the goalkeeper will count for settlement purposes.
- **Assists (Selected Player)** - The final touch (pass, pass-cum-shot or any other touch) leading to the recipient of the ball scoring a goal without a decisive touch from an opposition player. Own goals or penalties do not get an assist awarded.
- **Passes (Selected Player)** - An intentional played ball from one player to another. Crosses, throw-ins, and keeper throws do not count as a pass. Goal kicks, free kicks, corners, kick-offs, and penalties can be played as a pass.
- **Tackles (Team/Selected Player)** - A tackle is defined as where a player connects with the ball in a ground challenge where they successfully take the ball away from the player in possession. The tackled player must clearly be in possession of the ball before the tackle is made.

Futures/Other Props

- If two or more players share the applicable finishing positions and no odds have been offered for a drawn outcome, the payout will be calculated via Dead Heat Reduction rules.
- **Outrights/Winner** - Predict the winner of the relevant competition. Bets are settled on the league position at the end of the season, unless a playoff is used to determine the outright winner. Any point(s) deduction(s) incurred or points deductions that have been reversed or reduced, in each case, prior to the season ending will apply to the settlement of bets, any deduction(s) incurred after the season has finished will not apply.
- **Promotion** - Bets are settled on the league position at the end of the season, after playoffs (if played), unless otherwise stated. Any point(s) deduction(s) incurred or points deductions that have been reversed or reduced, in each case, prior to the season ending, will apply to the settlement of bets, any deduction(s) incurred after the season has finished will not apply.
- **Relegation** - Bets are settled on the league position at the end of the season, after playoffs (if played), unless otherwise stated. Any point(s) deduction(s) incurred or points deductions that have been reversed or reduced, in each case, prior to the season ending, will apply to the settlement of bets, any deduction(s) incurred after the season has finished will not apply. If a team is removed from the league before the season has started, then all bets on that market will be void, and a new relegation book will be opened.
- **Season Over/Under Points** - Teams must play the pre-determined number of matches for bets to stand, unless the change in the number of matches could not impact the bets settlement. Only points won on the pitch count. Points deductions will not apply to the settlement of bets.
- **Season/Tournament Team Head to Head** - If one or more of the teams in the specific market fail to start the season/tournament, all bets will be void. Any point(s) deduction(s) incurred or points

deductions that have been reversed or reduced, in each case, prior to the season ending, will apply to the settlement of bets, any deduction(s) incurred after the season has finished will not apply.

- **Team Goalscorer** - Predict which player of a certain team will score the most goals in a League/Tournament. Goals scored both in regular and extra time count. Penalty shootout goals do not count. In case two or more players score the same amount of goals, Dead Heat rules apply. If there aren't any goals scored by the named team, all bets will be void.
- **Top Goalscorer** - Players who are nominated to play for their teams are considered valid bets regardless of whether they are sidelined or injured during the tournament. In case a player is transferred to a different club within the same league, goals scored prior to the move will be counted. If a player is transferred to a club in another league, goals scored prior to the transfer cannot be brought over to their new league. All bets will stand in case of any of the above-mentioned scenarios, unless otherwise stated:
 - Own goals will not count.
 - Only goals scored in the league/tournament specified for the market count. For example, for Premier League Top Goalscorer, goals scored in cup competitions would not count.
 - Goals scored in playoff matches are not counted.
 - If two or more players score the same amount of goals, Dead Heat rules apply.
- **To Qualify/Win the Cup** - Winner is the team advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification/win the cup bets will be void.
- **Group Winner/Qualify/ Forecast/Points**
 - Bets settled on final group standings.
 - Group Winner - Predict the team which will win the group.
 - Group Qualify - Predict if a team will qualify for the next round of the tournament without playoffs.
 - Group Forecast - Predict the exact place the named team or teams will finish in.
 - Group Points - Predict how many points a team will accumulate.
- **Tournament Total Markets** - A prediction on the number of times a specified occurrence happens during a tournament.
 - Extra-time will count towards settlement in tournament goals, and own goals, but penalty shoot-outs will not.
 - Regular time only will apply to the tournament draws, 0-0s and matches over 2.5 goals markets.
 - Players must start a minimum of two (2) games for bets to stand, unless the result is already determined.
- **Any Player to Score in Every Match** - Predict if any player will score in every stage of the tournament, including all group matches. In tournaments where there is a 3rd place playoff, goals scored in the match are applicable. Goals scored in regular time and extra-time count. Penalty shoot-outs do not count.
- **Transfer Specials**
 - **Player to sign for before** - Club of player to sign includes loan deals for settlement purposes. If the player is recalled to their parent club or sold to another one later, it does not matter. It only matters where the player is playing on the date mentioned.

- **Next Permanent Manager** - Bets are settled on the next permanent manager as announced by the club. Caretaker bosses and interim managers do not count for this market unless they lead the team in at least 10 competitive matches. If they do, they will be settled as winners for betting purposes.

Pre-live Same Game Parlays

- Settlement of these bets will be based on the following criteria:
 - in the event a pre-live Same Game Parlay contains a selection applicable to a player who did not participate in the match ("Soccer Non-Participating Player"), the selection containing the Soccer Non-Participating Player will be voided and the pre-live Same Game Parlay will be repriced based on the last odds available to DraftKings prior to the start of the match. In the event all selections in a pre-live Same Game Parlay are Soccer Non-Participating Players, then the whole bet will be settled as void.
 - in the event a pre-live Same Game Parlay contains at least one (1) selection, other than a selection containing a Soccer Non-Participating Player, which is settled as void, then the whole pre-live Same Game Parlay will be settled as void, irrespective of whether the pre-live Same Game Parlay contains other winning or losing selections, unless the match associated with the pre-live Same Game Parlay is abandoned.
 - in the event the match associated with the pre-live Same Game Parlay is abandoned, and the pre-live Same Game Parlay contains an already losing selection at the time of abandonment, the pre-live Same Game Parlay will be settled as lost, otherwise the pre-live Same Game Parlay will be settled as void.
 - in the event a selection is a tie, and no tie outcome is offered for that selection (for example "Race to X Goals" where neither team reaches the number of goals), then the pre-live Same Game Parlay will be settled as lost.
- A match is abandoned in the event:
 - the match does not start within forty eight (48) hours of the original start time.
 - the match starts but is then abandoned or postponed and is not rescheduled and played within forty eight (48) hours of the original start time.
- In the event a match venue is changed, all bets will be void.
- For all player markets, selected players must take part in the match during or before the relevant period or before settlement has been determined for bets to have action (e.g. bets are not automatically voided in the event a selected player does not start the match), otherwise the player is a Soccer Non-Participating Player.
- All markets incorporating shot, assist, pass and tackle related statistics are settled based on results provided by StatsBomb (<https://statsbomb.com>) irrespective of any other references to settlement sources in these house rules.
- All Soccer specific rules also apply to pre-live Same Game Parlays. In the event of a conflict between any other Soccer specific rules and the Soccer pre-live Same Game Parlay rules, solely as they relate to a Soccer pre-live Same Game Parlay, the pre-live Same Game Parlay rules prevail.

Live Same Game Parlays

- In the event a live Same Game Parlay contains a selection which is settled as void or push, the live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Soccer specific rules also apply to live Same Game Parlays.

Settlement Rules

- Bets will stand if a team name is listed without specifying the term 'XI', or any similar number, roman numeral, or qualifier related to the players to be fielded, in the team name.
- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Basketball

General Rules

- The game must start on the scheduled day (local stadium time) for bets to have action.
- In the event a game is halted and not resumed with more than 5 minutes of scheduled game time remaining, bets will void unless the specific market outcome is already determined (or unless otherwise stated). For competitions that are played without a game clock, or that do not rely exclusively on a game clock, then the game must be declared official by the league's governing body for bets to have action unless settlement has already been determined.
- In the event a game is halted before the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, bets will be void unless the specific market outcome is already determined (or unless otherwise stated, i.e., playoff game rule).
- In the event a game is halted after the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, the score when the game was halted will determine the betting results (unless otherwise stated, i.e., playoff game rule).
- Playoff Game Rule - In the case of a halted playoff game (or postseason tournament game), all wagers have action until completion of the game, as determined by the league's governing body.
- In the event a game is halted at any time, and replayed in full as opposed to resumed, all bets will be void.
- In the event a game venue is changed and the home team remains designated the home team, bets will stand.
- In the event a game venue is changed and the home and away team's listings are reversed (i.e the home team becomes the away team), bets placed with the original listing will be void.
- All bets include overtime unless otherwise stated. In the event a game does not finish in a tie, but overtime is played for qualification purposes, then bets will be settled excluding overtime.
- In 2-way markets, push rules apply unless otherwise stated.
- So long as there are no changes to a season or series format, in the event the settlement for a market is already determined and could not possibly be settled or determined otherwise with the occurrence of future events, it will be settled according to such determined outcome.

Specific Market Rules

- **Quarter/Half Markets** - The entire relevant period of play must be completed for bets to have action unless the result is already determined. 4Q and 2H markets include overtime.
- **Double Result (Halftime/Full Time)** - Settled based on the result at half-time and full time, including overtime if played. If the game ends in a draw and no overtime is played, bets will be void.
- **Highest Scoring Half** - 2H includes overtime if played. The entire game must be played for bets to have action unless the result is already determined. Push rules apply.
- **Highest Scoring Quarter** - 4Q includes overtime if played. The entire game must be played for bets to have action unless the result is already determined. Dead Heat rules apply.
- **Wire to Wire Winner** - A given team needs to lead the game at the end of every quarter for "Yes" to settle as a winner. If a given team does not do so, the winning bet is "No".

- **Possession Result Exact** - On possessions where multiple outcomes occur (e.g.: a basket is made and an additional free throw is awarded on the same play) the market will be settled in accordance with the first outcome (value of basket scored). This market is graded based on the result of the next possession occurring after the time specified in the market. If time expires in the period before there is a shot attempt, turnover, or free throws are awarded, the market will be void.
- **Possession Result Grouped** - This market is graded based on the result of the next possession occurring after the time specified in the market. Team possession ends on a score, free throw attempt(s), or when the opposing team gains possession. At the end of a period, if time expires before the team possession ends (based on definition above) the market will be void.
- **Largest Comeback (Points)** - This market is settled based on the largest deficit by points faced by the winning team (several selections can win).

Player Props

- **Player Performance Markets** - Relevant player (all relevant players in the case of head-to-head markets or combined O/U markets) must receive playing time for bets to have action. In the case of combined markets where no under selections are offered, bets will be void if the selection is not achieved and any of the relevant participants did not receive any playing time.
- Double-Double, Triple-Double, and Quadruple-Double markets will only take into account the following statistics: points, rebounds, assists, steals, and blocks.
- **Quarter Player Points** - All bets are action unless the player that was wagered on does not receive any playing time in relevant quarter. 4th Quarter does not include overtime.
- **First Field Goal/Rebound/Assist/etc. markets** - Settled on the first stated statistic recorded by any player, even in the event such a player is not listed (in such a case where a not listed player records the first stated statistic, all bets on such market will be settled as a loss). All bets on players who start the game are action. Bets on players who do not start the game are void. Free throws do not count as a field goal in first field goal wagers.
- **Most Points/Rebounds/Assists/etc. in game markets** - All bets are action unless the player that was wagered on does not receive any playing time. In the event a non-listed player records the highest amount of the stated statistic, all bets lose. In the event two or more players tie, Dead Heat rules apply.

Daily Props

- The scheduled number of games, as stated in the market header, must be completed (in accordance with the general rules) on the specified date for bets to stand.
- In the event of a tie, Dead Heat rules apply.
- Daily Player Markets - If the player wagered on does not receive any playing time, bets on that player are void. For Daily player leader markets, if the winning leading player is not listed, all bets on such market will be settled as a loss.

Futures/Other Props

- **Futures (Champion/Conference Champion/Division Winner/etc.)** - If the league/governing body officially declares a winner for the relevant season on the specified market, bets are action, regardless

of season length, team relocation, team name change, playoff format, etc. (unless otherwise stated in these rules).

- **Eastern/Western Conference Winner** - Determined by the teams who progress to the NBA Finals.
- **NBA General Rule** - Any game that the NBA states is not a regular season game (e.g. the In-Season Tournament Championship Game) will not be treated as a regular season game for the settlement of any futures markets. As such, for futures markets, the result of any such game and all player statistics accumulated during any such game will not be treated as results and/or statistics that occurred during the regular season.
- **Divisional Winners** - Tie-break rules set by the league will be used to recognize the winner of these markets.
- **Conference Number 1 Seed** - Determined by the team that finishes atop its respective conference at the end of the regular season. Tie-break rules set by the league will be used to recognize the winner of this market.
- **To Make the Playoffs/Tournament** - If the league does not begin a post-season for that respective season, bets will be void. If the number of teams that make the postseason change during the season, bets will be void.
- **Regular Season Wins** - Team(s) listed on wager must complete at least 98% of their scheduled regular season games (using schedule from day 1 of regular season) for bets to have action unless the remaining games during season would not affect the result.
- **Regular Season Win %** - Team(s) listed on wager must complete at least 1 game for bets to have action.
- **Regular Season Wins or %** - If Team(s) listed on wager do not complete all scheduled regular season games, the win % listed on wager will be used to grade the bet (Example: "LA Lakers Over 57.5 Wins or Over 70.1%." The bet is on Lakers Over 57.5 Wins. If the Lakers do not play all scheduled regular season games, the bet is now on the Win %: Lakers Over 70.1%).
- **Most Regular Season Wins Handicap** - Winning selection will be the team with the highest number of regular season wins of the selections adding each team's wins to the handicap listed. For example, Team A has a handicap of 0 wins, Team B has a handicap of +5 wins, and Team C has a handicap of +6 wins, in the event all teams end with the same record, Team C will be settled as the winner. A wager on Most Regular Season Wins Handicap market, does not constitute a wager on the Most Regular Season Wins market.
- **Seed Number Over/Under** - The conference seed number the team finishes in after the regular season (before any play-in tournament) will be used for settlement. For example, in the event a team finishes the regular season (before any play-in tournament) as the number 4 seed in their conference, bets on the team's seed being over 1.5 to 3.5 will be settled as a winner and bets on the team's seed being under 4.5 and above will be settled as a winner.
- **Name the Finalists/Exact Result** - All bets on this market will void in the event the Finals/Championship is not played.
- **Season/Tournament Team Head to Head or Team to Advance Further** - In the event one or more of the teams in the specific market either fails to start the season/tournament or withdraws from the

season/tournament, all bets will be void. For College Basketball, in the event both teams are eliminated in the same round, Dead Heat rules apply. For all other basketball competitions, in the event both teams are eliminated in the same round, all bets will be settled as push.

- **Stage of Elimination** - In the event the nominated team gets disqualified or withdraws from the competition, all bets will be void.
- **Series Winner** - A team getting disqualified or withdrawing from the series, will not void the bet.
- **Other Series Markets** - In the event a team gets disqualified or withdraws from the series, all bets will be void, unless settlement is already determined prior to disqualification or withdrawal or unless otherwise stated.
- **Regular Season Stat Leaders (Highest Average Points/Rebounds/Assists/Threes Made/Steals/Blocks per Game)** - Bets will not void as a result of the selected player failing to play in any or a certain number of games. Player must qualify, per the league's statistical qualification minimums, to be settled as the winner. Dead Heat rules apply.
- **Regular Season Player Props** - Player's team (on day 1 of regular season) must play at least 98% of their scheduled regular season games (using schedule from day 1 of regular season) for wagers to have action unless the result is unequivocally determined in fewer games.
- **Most Points/Rebounds/Assists/Threes Made/Steals/Blocks In Series Markets** - Bets are void in the event the player that was wagered on does not receive any playing time in the series. If two or more players tie, Dead Heat rules apply. If the winning statistical leading player is not listed in a market, all bets on such market will be settled as a loss.
- **Player Regular Season Averages or H2H Regular Season Averages (Points/Rebounds/Assists/Threes Made/Steals/Blocks per Game)** - The player (or all players specified in the case of H2H markets) must play at least 41 regular season games for bets to have action. This includes any legs involving season averages in Team Specials markets. Bets are settled using the statistics provided by the official website of the league's governing body or league's official statistical provider which may be rounded by the league's governing body or league's official statistical provider.
- **Player Playoffs/Playoff Series Averages (Points/Rebounds/Assists/Threes Made/Steals/Blocks per Game)** - Listed player must play 4+ games in playoffs for playoff averages and 3+ games in series for series averages for bets to be action. Bets are settled using the statistics provided by the official website of the league's governing body or league's official statistical provider which may be rounded by the league's governing body or league's official statistical provider.
- **Next Player to Record X+ Points/Rebounds/Assists/Threes Made/Steals/Blocks** - In the event that on the same day that the next player records the stated amount one or more additional players also record the stated amount on that same day, all such players that recorded the stated amount on such day will be settled as winners (all games will be treated as played on the day they start local time). If a non-listed player is the next to achieve the stated amount, all bets lose. If no player achieves the stated amount in the remainder of the mentioned season, all bets are void.
- **Awards Markets** - All bets are action unless the award is not given. Dead Heat rules apply.
- **Player's Next Team** - Determined by the team the specific player plays his next regular season second for. In the event "after X date" is specified in the bet, then the next regular season second the player

plays after the specified date will be used for settlement. If the player does not receive any playing time for any team in the relevant period for settlement (also considering any mentioned season relevant to the bet), all bets will be void irrespective of which team's roster the player is on.

- **Player to Reach Milestone/Break Record Before, On or After X Game** - In the event the player does not accomplish the record or milestone specified in the specific season, all bets will be void. The specified game must be played on the stated date to have action.
- **Draft Props** - The official NBA Draft website will be used for settlement purposes (player's height, etc.).
- **Draft Position Over/Under** - In the event a player declares for the draft and goes undrafted, over will be settled as the winner. In the event a player does not declare for the draft or withdraws before the draft starts, all bets on such player will be void.
- **Number X Pick** - In the event the player selected as the specified pick was not listed in the market, all bets will be settled as lost.

Pre-live Same Game Parlays

- In the event a pre-live Same Game Parlay contains a selection which is settled as void or push, the pre-live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a pre-live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Basketball specific rules also apply to pre-live Same Game Parlays.

Live Same Game Parlays

- In the event a live Same Game Parlay contains a selection which is settled as void or push, the live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Basketball specific rules also apply to live Same Game Parlays.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final and when the necessary statistics are readily available on the league's official website or by the official statistical provider of the league. Any subsequent statistic changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

Tennis

General Rules

- In any of the following circumstances, all bets will stand:
 - A change of venue
 - A change from indoor court to outdoor court or vice versa
 - A change of surface (either before or during a match)
 - A delay in start of a match
 - Suspensions, as long as the play is resumed, and the match is completed
- Bets will be void in the event the statutory number of sets is not completed (e.g. retirement, disqualification or cancellation) or format of the match is changed, unless the market has already been determined, or unless otherwise stated.
- If any market does not reach its natural conclusion (e.g. the end of a game/point for a game/point market), bets will be void unless the market has already been determined, or unless otherwise stated.
- Tie breakers and super tie breakers are each considered as one (1) game for total game markets. A super tie breaker is considered as one (1) set for total set markets. In the event the total is exactly equal to the betting line, then all bets on the selection will be settled as push.
- For futures bets, bets are void if the player selected doesn't participate in at least one (1) point in the tournament.

Specific Market Rules

- **Moneyline** - In the event a player or pairing retires or is disqualified in a Grand Slam/ATP/WTB/Challenger Tour/Davis Cup/Fed Cup/ATP Cup Match, all match bets (placed on the Moneyline) for the match will be void in the event the retirement or disqualification occurs before the first set of the match is completed. In the event the retirement or disqualification occurs after the completion of the first set of the match, the player or pairing progressing to the next round (or the eventual champions in the case of a final) will be settled as the winner. Moneyline bets placed on the retiring or disqualified player or pairing will be void. Moneyline bets on all other tournaments or matches other than Grand Slam/ATP/WTB/Challenger Tour/Davis Cup/Fed Cup/ATP Cup Match (such as ITF) will be void where a player or pairing retires or is disqualified (regardless of whether the first set is completed or not) unless otherwise stated. Bets stand in the event the statutory number of sets is changed.
- **Game and Set Spreads** - Predict the winner of the set or match applying the given spread. In the event the match does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation), provided at least one (1) set has been completed, the spread markets will be settled on lines that have already been determined. For example only, if a player retires with the score 6-3 and 4-2, the spread will be settled as winners on bets with +5.5 and above; bets will be void on +4.5 and below. Bets will be settled as losers with -8.5 and above; bets with -7.5 and below will be void.
- **Totals** - Totals, or over/under bets refer to the total number of games/sets played. Win/loss is determined by the number of games/sets accumulated by both players, unless otherwise stated. In the

event that the total is exactly equal to the betting line, then all bets on this offer will be settled as push.

- **Total Games** - In the event the match does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation), provided at least one (1) set has been completed, total games bets will be settled as win/loss based on the minimum games possible if the match had concluded. For example, a player retires with the score 6-3 and 4-2, total games will be settled off the shortest amount of games which the match could finish in; e.g. 6-3, 6-2 (17 games). Undetermined bets above the lowest amount of games which the match could finish in will be void; e.g. bets on under/over 17.5 would be void.
- **Total Games Set X** - In the event the set does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation), total games bets will be settled as win/loss based on the minimum games possible if the set had concluded. For example, with a retirement at 2-2 they could not finish in under 8 games, therefore bets over 6.5 and 7.5 would be winners; bets under 6.5 and 7.5 will be losers, but all other undetermined bets will be void.
- **Total Tie Break / Tie Break in a Match** - A super tie break is not considered as a tie break for bets on Total Tie Break.
- **Set Betting (Correct Score), 1st Set / Moneyline, Player Total Games** - In the event a match does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation) all bets will be void unless settlement has already been determined. For example, in the Set Betting (Correct Score) market, a bet on a player to win 2-0 will be settled as lost in the event the relevant player lost the 1st set and then retires; in the 1st Set / Moneyline market, a bet on a player will be settled as lost in the event the relevant player lost the 1st set and then retires; in the Player Total Games market, a bet on under 12.5 player games would be settled as lost in the event there was a retirement with the score 6-4,4-6,3-3. In the event there is a change to the total number of sets to be played, all bets will be void.
- **Total Sets** - In the event the match does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation), all bets will be void unless settlement has already been determined. Determined selections include when a match is in its last possible set (for example, 3rd set in a 3 set match or 5th set in a 5 set match) or the penultimate set has finished and the match has not finished (for example, in a 3 set match the score is 1-1 or in a 5 set match the score is 2-2). In such cases the Over selection will be settled as won and the Under selection settled as lost.
- **Total Sets (3 Way)** - In the event the match does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation), the total sets being played in the match will include the set the last point was played in. For example, in the event a player retires after the first point of the 3rd set then the total number of sets played will be three (3). All bets on this market will be void in the event the match is stopped in the 1st or 2nd set.
- **Total Games - X Set, Correct Score X Set** - In the event a match does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation), all bets on these markets will be void unless settlement has already been determined. For example, in the event there is a retirement at

5-5 in the 1st set, in the Total Games - 1st Set market, the over 9.5 selection would be settled as won and the under 9.5 selection would be settled as lost.

- **Tie-Break King / Match Control / Match Titan** - The stated player must win the match in straight sets, with every set by the stated score line.
- **Go the Distance?** - Predict if a match will reach a tie-break in the final set. Bets are void if the statutory number of sets are changed.
- **Correct Score X Set** - In the event a match does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation), all bets for this specific market are void unless settlement has already been determined. For example, the score is 3-3 and the selections are 6-0 and 6-1, the bet will be settled as a loss.
- **Set Spread** - In the event a match does not reach its natural conclusion (e.g. retirement, disqualification, match suspension or cancellation), a bet on a player with a -1.5 set spread will be settled as a loss if the selected player loses a set in the match.
- **To Win from Behind** - The stated player must win from at least 1 set behind at any point in the match.
- **Break Serve 1st, Win the 1st Set, Win the Match** - The stated player must break serve 1st, win the 1st set and win the match. In the event there are no service breaks, bets will be settled as lost

Fast Markets

- **Point Winner** - Bets void in the event the point is awarded by the umpire as a penalty point.
- **Game Winner** - Bets void in the event the game is awarded by the umpire as a penalty.
- **Game Correct Score/Game Total Points/Game to Deuce** - Bets void in the event the game is awarded by the umpire as a penalty.

Statistical and Player Markets

- **Ace/Double Fault Totals** - In the event of a disqualification or retirement, all bets will be void unless the settlement has already been determined. In the event of ties, if no tie price is offered, bets will be void.
- **Break of Serve Markets** - In the event the statutory number of sets is changed, all bets will be void. In the event of a disqualification or retirement, all bets will be void unless settlement has already been determined. The loss of serve in a tie break does not count as a break or a player being broken. The terms "break" or "broken" refer to the loss of a full service game only.
- **Match Double** - Match result with either most aces, least aces, most doubles faults, or least doubles faults in the event. Equal number of aces or equal number of double faults will be settled as a losing bet.
- **Match Treble** - Match result with most/least aces and most/least double faults in the match. Predict which player will win the three named markets. Equal number of aces or equal number of double faults will be deemed as a losing bet.
- **Win The Match and Hit Most Aces/Win The Match, Hit Most Aces and Least Double Faults/Match Combo** - In the event the aces are tied or double faults are tied, bets will be settled as a loss.
- **Match Parlay** - In the event there are no service breaks, bets will be settled as a loss.

- **Player to Hold Every Service Game** - The selected player to win every one of their own service games. The player must not be broken at any point during the match. In the event of disqualification or retirement all bets will be void unless settlement has already been determined.
- **1st Player to Break Serve** - The selected player to be the 1st to win a game when their opponent is serving. Tie breaks do not count as service games. In the event there are no service breaks, bets will be settled as a loss.

Futures/Other Props

- **Outright/Top Half Winner/Bottom Half Winner/Quarter Winner** - In the event a player withdraws without playing at least one (1) point in the tournament, bets on the player will be void. In the event a player is disqualified, bets on that selection will be settled as losers.
- **Winning Quarter/Winning Half** - Predict from which quarter or half the winner of the tournament will come from.
- **Not to Win** - The selected player not to win the tournament. The player must play at least one (1) point in the tournament for bets on the player to be action. In the event a player retires, is disqualified, or withdraws due to injury between matches, all bets placed within the timeframe will be void unless such bets can otherwise be settled or determined.
- **Stage of Elimination** - In the event a player retires, is disqualified, or withdraws due to injury between matches, all bets placed within the timeframe will be void unless such bets can otherwise be settled or determined.
- **Tournament Total Tie Breaks** - In the event at least one (1) point is played in a tie break, this will count as a tie break, even if the match is not completed.
- **Tournament Total Matches to Go to 5 Sets** - In the event at least one (1) point is played in the 5th set, this will count as a five-set match.
- **Who Will Go Further** - In the event one (1) of the players withdraws from the tournament without playing at least one (1) point, all bets will be void. In the event both players are eliminated in the same round, all bets will be void.
- **Total Games in Round** - In the event at least one (1) of the matches do not reach their natural conclusion, all bets will be void.
- **Match with Least Games** - In the event at least one (1) of the matches do not reach their natural conclusion, all bets will be void. In the event of a tie, all bets will be void.
- **Daily Special** - In the event at least one (1) of the matches do not reach their natural conclusion, all bets will be void.
- **Which Player Will Be World Number One End of Year?** - Settled off official governing body statistics on 1st December of the stated year.
- **Over/Under Player Season End Ranking** - Settled off official governing body statistics on 1st December of the stated year.
- **End of Season Ranking Match Bet** - Settled off official governing body statistics on 1st December of the stated year.
- **Top Ranked Player by Country** - Settled off official governing body statistics on 1st December of the stated year.

- **End of Year Top Aces Server** - Settled off official governing body statistics on 1st December of the stated year. Only ATP tournaments and Grand Slams count towards the total.
- **To Finish in Year End Top 8** - Settled off official governing body statistics on 1st December of the stated year. Players that participate in the Year End Championships but do not finish in the top 8 of the official rankings will be settled as losers.

Pre-live Same Game Parlays

- In the event a pre-live Same Game Parlay contains a selection which is settled as void or push, the pre-live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a pre-live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Tennis specific rules also apply to pre-live Same Game Parlays.

Live Same Game Parlays

- In the event a live Same Game Parlay contains a selection which is settled as void or push, the live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Tennis specific rules also apply to live Same Game Parlays.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body on the day of the game, unless stated otherwise.

Football

General Rules

- Games must start in the same scheduling week of the league (for NFL, CFL, and UFL, the scheduling week is Thursday-Wednesday, local stadium time; for NCAA, the scheduling week is Tuesday-Monday, local stadium time) for bets to have action.
- There must be 5 minutes or less of scheduled game time left for bets to have action unless the specific market outcome is already unconditionally determined.
- In the event a game is halted before the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, bets will be void, unless the specific market outcome is already determined (unless otherwise stated, i.e., playoff game rule).
- In the event a game is halted after the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, the score when the game was halted will determine the betting results (unless otherwise stated, i.e., playoff game rule).
- Playoff Game Rule - In the case of a halted playoff game, all wagers have action until completion of the game, as determined by the league's governing body.
- In the event a game is halted at any time, and replayed in full as opposed to resumed, all bets will be void.
- In the event a game venue is changed, and the home team remains designated as the home team, bets will stand.
- In the event a game venue is changed, and the home and away team's listings are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.
- In the event the game venue remains the same, but the home and away team's designations are reversed (i.e. the home team becomes the away team), all bets placed with the original designation will stand and are action.
- In 2-way markets, push rules apply unless otherwise stated.
- All bets include overtime unless otherwise stated.
- Forfeited games, whether won or lost, will not count as a game played or completed (or any other similar term) for settlement purposes.
- For markets related to instances of scoring (e.g. Next Scoring Play, Anytime Scorer), extra point and 2 point conversions after touchdowns are not considered, unless otherwise stated.

Specific Market Rules

- **Moneyline 3-Way (Regular Season)** - Bets include overtime if played (since regular season games can end in a tie with overtime).
- **Moneyline 3-Way (Playoffs)** - Bets do not include overtime. Settlement is based on the result at the end of regulation.

- **Double Result (Half Time/Full Time)** - Settled based on the result at half-time and the end of regulation time. Bets do not include overtime.
- **Quarter/Half markets** - The entire relevant period of play must be completed for bets to have action unless the result is already determined. 4Q and 2H markets include overtime.
- **Highest Scoring Half** - 2H includes overtime if played. The entire game must be played for bets to have action unless the result is already determined. Push rules apply.
- **Highest Scoring Quarter** - 4Q includes overtime if played. The entire game must be played for bets to have action unless the result is already determined. Dead Heat rules apply.
- **Team to Score/Win/Lead (in) Every Quarter/Half** - 4Q and 2H include overtime.
- **Defensive/Special Teams Touchdown Scored** - Defensive conversions on all Point(s) After Touchdown (PAT) attempts do not count.
- **1st Offensive Play from Scrimmage** - Kick-off return and false start do not count as an offensive play.
- **Offensive Score on 1st Drive of the Game** - Field Goals and Rouges (CFL) count as an offensive score.
- **Result of Drive Markets** - All result of drive markets start 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:
 - Offensive Touchdown
 - Field Goal Attempt - Field Goal Attempt is deemed the winner if the kicker kicks the ball. Blocked, scored, missed, or returned field goals will all be settled as a field goal attempt. Botched/fake field goals are not considered a field goal attempt.
 - Punt - Punt is deemed the winner if the punter kicks the ball. All punts returned for a touchdown will be settled as a Punt. Muffed/Blocked punts will be settled as a Punt, and a new drive will begin with the next snap of the ball.
 - Rouge (CFL only) - Rouge is deemed the winner if a rouge is scored. If the ball is kicked into the Goal Area by an opponent, a rouge is scored:
 - When the ball becomes dead in possession of a team in its own Goal Area or,
 - When the ball touches or crosses the Dead Line or a Sideline in Goal, and touches the ground, a player or some object beyond these lines.
 - Turnover or Turnover on Downs or Safety - A turnover is classified as the defense gaining possession of the ball. The following will all be deemed as a turnover for settlement purposes:
 - Interception or Fumble Lost (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).
 - Defensive touchdown (except when a blocked punt results in a touchdown. Blocked punts resulting in a safety will be settled as a turnover.)
 - Turnover on downs.
- **Drive Crosses X Yard Line Markets** - In the event of time expiring. 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, will be considered the final yard line. If the ball is fumbled, settlement is determined on the yard line of fumble. The line of scrimmage must be established past the yard line stated. Markets that specify if the current or upcoming drive will cross a particular yard line will be settled as “Yes” when a drive begins beyond that yard line (for example only,

a punt is returned to the opponent 30 yard line; Drive Crosses 50 yard line and Drive Crosses 35 yard line markets will be settled as “Yes”).

- **Next Play Total Yards/Next Play First Down/Next Play Touchdown/Next Play Attempt Type** - Any play which does not occur due to the end of the half or game will be void. A sack will be settled as a pass attempt in NFL matches and a rush attempt for NCAA matches. Touchdown scored will be settled as First Down “Yes”. All bets are void in the instance of an accepted, post-snap, penalty that negates the specified play bet on.
- **Kickoff Touchback** - All bets are void if an onside kick is attempted. All bets are void if a penalty is called on the play.
- **Extra Point Made** - All bets are void if a 2-point conversion is attempted. All bets are void if a penalty is called on the play.
- **Field Goal Made** - All bets are void if no field goal is attempted. All bets are void if a penalty is called on the play.
- **Punt Fair Catch** - “Fair Catch” must be completed for bets to settle as “Yes”. All bets are void if a pre or post snap penalty is called on the play and the play negated. If a penalty occurs after the play is completed, all bets stand. All bets are void if there is a fair catch interference penalty.
- **2 Point Conversion** - All bets are void if a 1-point conversion is attempted. All bets are void if a pre or post snap penalty is called on the play and the play negated.
- **3 Point Conversion (UFL only)** - All bets are void if a 1-point or 2-point conversion is attempted. All bets are void if a pre or post snap penalty is called on the play and the play is negated.
- **DK Squares** - Pick a correct “square score” for any end of quarter result. Wagers will be settled based on the end of quarter scores (4th Quarter includes OT). For example, the score in the match is 3-7 (end of Q1), 3-21 (End of Q2), 21-21 (End of Q3), 27-24 (End of game including OT) then the winning selections will be 3:7, 3:1, 1:1 and 7:4. Winning selections will only be paid once and will be settled at the conclusion of the applicable winning quarter.
- **Final Two Minute Markets** - Markets are only for the final 2 minutes of regular time. Only plays snapped after the 4th quarter 2-minute warning and before the end of regular time count. Overtime is not included.
- **Any Kick to Hit the Uprights** - Field goal/extra point attempts only. Punts/kick-offs do not count.
- **Coin Toss Winner** - Opening game coin toss only.
- **Octopus** - When a player scores a valid touchdown that is not overturned, and the same player scores a valid 2pt attempt immediately after the touchdown. A player throwing a passing touchdown and a player throwing a 2pt conversion does not count as that player scoring an octopus.
- **Three and Out** - A drive consisting exactly of three plays from scrimmage followed by a punt. Any play ruled no play is disregarded.
- **Red Zone Play** - Any play which is snapped in the area inside (and including) the 20-yard line on the opponent's side of the field.
- **Red Zone Touchdown %** - The number of valid touchdowns scored from inside the red zone, divided by the number of drives where at least one snap was taken inside the red zone. The red zone is defined as the area inside (and including) the 20-yard line on the opponent's side of the field.
- **Quarterback Sneak** - A Quarterback (“QB”) attempts a rush up the middle and while under center, where the QB pushes/dives ahead with the offensive line. A QB scramble is not a QB sneak.

- **Flea Flicker** - A play in which the QB gives the ball to a player in the backfield, who runs with it and then throws the ball back to the QB before the QB subsequently throws it to an eligible receiver. Bets will be settled as a winner with any attempted Flea Flicker that isn't negated by a penalty.
- **Scorigami** - A final scoring combination that has never happened in NFL history before.

Player Props

- On any player prop market, player(s) must participate in at least one (1) play (including special teams) for bets to have action. In the event a player is listed as "inactive" or "did not play" for the relevant game, bets on that player/market will be void. Markets are settled according to the official NFL game statistics at the time DraftKings settles the applicable markets.
- **Touchdown Scorer** - Player must participate in at least one (1) play (including special teams) for bets to have action. In the event a player is listed as "inactive" or "did not play" for the relevant game, bets on that player will be void. A touchdown scorer is defined as the player in possession of the ball in the opposing end zone (a touchdown scorer is not the player who throws the touchdown). Passing touchdowns do not count. All 1st touchdown scorer bets are action unless the selected player is listed as "inactive" or "did not play". If any other player that is not listed scores the next touchdown (i.e. an Offensive Lineman), all bets lose.
- **Tackles, Assists, Tackles and Assists, other Defensive Markets** - Only defensive plays count. Any plays on special teams do not count.
- **Regular Season Player Props (season-long market)** - Player must participate in at least one (1) play (including special teams) in the regular season for bets to have action.
- **Yards on First Completion/Reception/Rush** - If the specified player does not record a completion/reception/rush, bets on that market will be void.
- **Yards on Longest Completion/Reception/Rush** - If the specified player does not record a completion/reception/rush, "under" will be the winner for settlement purposes.
- **1st Reception Receiving Yards/1st Rush Attempt Rush Yards/1st Pass Completion Pass Yards** - Bets void if the player has no receptions/rush attempts/pass attempts or does not play in the game. If the player plays in the game but does not record a respective stat, bets are void. If the play result is no play or if the play is overturned, the next play will be considered the first.

Daily Props

- The scheduled number of games, as stated in the market header, must be completed (in accordance with the general rules) on the specified date for bets to stand.
- In the event of a tie, Dead Heat rules apply.
- **Daily Player Markets** - If the player wagered on does not receive any playing time, bets on that player are void.
- **1st Player to Score on Sunday** - Listed players and valid touchdowns only. In the event one or more non-listed player scores a touchdown before a listed player scores a touchdown, the first listed player to score a touchdown will be settled as the winner. Bet is settled by individual game clock via official NFL.com Gamebook, rather than the time of day.

Futures/Other Props

- **Super Bowl, National Champion, Conference/Division Winner, Conference Title Game Winner, etc. -** If the league/governing body officially declares a winner for the relevant season on the specified market, bets are action, regardless of season length, team relocation, team name change, playoff format, etc. (unless otherwise stated in these rules).
- **Regular Season Wins** - Team(s) listed on the wager must complete all scheduled regular season games (using schedule from Week 1 of regular season) for bets to have action unless remaining games during season would not affect the result. In the event of a venue change for a game(s), bets will stand. Any forfeited game that is considered an official result will count towards season long bets. For settlement purposes for this market, any ties are to be treated as a loss.
- **AFC/NFC Conference Winner** - Determined by the teams who progress to the Super Bowl.
- **Divisional Winners** - Tie-break rules set by the league will be used to recognize the winner of these markets.
- **Conference Number 1 Seed** - Determined by the team who finishes atop their respective conference at the end of the regular season. Tie-break rules set by the league will be used to recognize the winner of this market.
- **To Make the Playoffs** - If the league does not begin a postseason for that respective season, bets will be void. If the number of teams that make the postseason change during that respective season, bets will be void.
- **Awards Markets** - All bets are action unless the award is not given, in which case, bets will be void. Dead Heat rules apply.
- **Team to Have a Perfect/Winless Regular Season** - Team(s) listed on the wager must complete all scheduled regular season games (using official NFL schedule from Week 1 of regular season) for bets to have action. Any forfeited game that is considered an official result will count as a loss attributable to the forfeiting team towards season long bets. A perfect season is when a team wins all their scheduled regular season games.
- **Last Winless/Undefeated Team** - Dead Heat rules apply if multiple teams tie. Bets are settled based on the schedule week, regardless of what time or day the game is played.
- **Player's Next Team** - Determined by which team the specific player takes their first snap in the stated regular season for. If the player does not take a snap for any NFL team in the stated regular season, bets are void.
- **Coach's Next Team** - Determined by the team the specific coach is under contract with for the team's stated game week (i.e. Week 1) of the stated regular season, regardless of whether or not they are on the sideline for that game. In the event the specified coach is not under contract with a team at the stated time period, all bets are action.
- **Draft Props** - Player's position will be determined by the listed position on the official NFL Draft website. EDGE is classified as defensive lineman for settlement purposes. Punters/kickers/long snappers do not count as offensive or defensive players. Fullbacks (FB) are classified as running backs. If a player is undrafted, the "over" on draft position will be the winner for settlement purposes.

The NFL Draft will be determined by permissions provided by the Board and official results provided by the governing body.

- **Team/Player Specials** - Player must play at least one (1) snap for bets to stand.
 - **Team H2H to Win a Playoff Game Against...** - Bets stand whether the teams play against each other or not. If the teams do not play each other, bets are settled as a loss.
 - **Team H2H - Which Team Will Progress Further in the Playoffs?** - Determined by round of elimination. If both teams are eliminated in the same round of the playoffs, Dead Heat rules apply. Winning the Super Bowl is considered progressing further than losing the Super Bowl.
- Player Playoff Futures (Playoff Most Rush/Rec Yards, To Score in 3+ Playoff Games etc.)** - Bets will stand if a player plays at least one (1) snap in any game during the playoffs.

Pre-live Same Game Parlays

- In the event a pre-live Same Game Parlay contains a selection which is settled as void or push, the pre-live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a pre-live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Football specific rules also apply to pre-live Same Game Parlays.

Live Same Game Parlays

- In the event a live Same Game Parlay contains a selection which is settled as void or push, the live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Football specific rules also apply to live Same Game Parlays.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final, and when the necessary statistics are readily available on the league's official website, or by the official statistical provider of the league. Any subsequent statistic changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

Aussie Rules Football

General Rules

- All Australian Rules bets shall be settled including overtime if played, unless otherwise stated. In the event that extra time is played, all head to head betting will be settled inclusive of extra time. If a match is abandoned before the end of normal time, all bets on the match are void, except for those markets which have been unconditionally determined.
- If a match is postponed and rescheduled to take place within 48 hours of the original start time, all bets on the match will stand.
- If a match is no longer being played at the venue advertised, all bets will stand unless the venue has been changed to the opponent's home ground, in which case all bets will be void.
- For the purposes of determining futures markets such as Make the Grand Final/Minor Premiership/Premiership/Top 4/ Top 8, all deductions of points by the AFL due to breaches of regulations shall stand.

Specific Market Rules

- In Australian Rules, there are two types of scores: a goal and a behind. A goal umpire judges whether a goal or a behind is scored.
Scoring Points = Goals (scores 6 points) + Behinds (score 1 point)
- **Goal Scorer Markets** - Bets on players taking no part in the match shall be void. If your player is an unused substitute or takes the field as a designated substitute after a goal has been scored, bets on your player to score the first goal shall be void.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.
- For all futures markets, the Dead Heat rules shall apply.

Bandy

General Rules

- All games must start on the scheduled date (local stadium time) for bets to have action. The exception is if we advertise an incorrect start time.
- In the event a match venue is changed, bets already placed will stand as long as the home team is still designated as the home team. In the event the home and away team for a listed match are reversed (i.e. the home team becomes the away team), bets placed based with the original listing will be void.
- All match markets will be settled on the score at the end of regular time and will exclude overtime if played, unless otherwise stated.
- Halves markets - The relevant half must be completed for bets to have action unless the specific market outcome is already determined.

Specific Market Rules

All pre-match bets are excluding OT, unless otherwise stated.

- **2-Way Markets** - Push rules apply, unless otherwise stated.
- **Total Goals Odd/Even** - If there is no score all bets will be settled as Even.
- **Winning Margin** - Includes Tie.
- **Winning Margin 3 way** - Includes Any Other Result.
- **Winning Margin 5 way (Any Team)** - Includes Tie.
- **Highest Scoring Half** - Predict the highest scoring period. Excludes overtime. If 2 or more periods have the same score, Draw will be settled as the result.
- **Team with Highest Scoring Half** - Predict the team with highest scoring half. Push rules apply.
- **Half Time / Full Time** - Predict the winner at the end of the 1st Half and the Full Time winner.
- **Race to X Goals** - In the event that neither team reaches the specified number of goals, "Neither" will be settled as the winner.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body on the day of the game, unless otherwise stated.

Baseball

General Rules

- Game must start on the scheduled day (local stadium time) for bets to have action.
- Bets on games suspended after they have started will have action as long as the game is resumed within 36 hours of the original start time and made official. If not, all bets will be void, unless the wager has been unequivocally determined prior to the game's suspension. This applies unless otherwise stated (i.e. playoff game rule).
- If a game is terminated before becoming official, and is not scheduled to resume from where it was halted, all bets will be void, unless the wager was already determined (e.g. if a game is terminated in 3rd inning, settlement of the 1st inning over/under stands).
- **Moneyline** - "4.5 innings rule" - In the case of official, shortened games, for bets to have action, the game must go at least 5 full innings (4.5 innings if the home team is ahead).
- **Total Runs** - "8.5 innings rule" - For bets to have action, the game must go at least 9 full innings (8.5 innings if the home team is ahead), unless the result is already determined, and the game is official.
- **Run Line** - For bets to have action, the game must go at least 9 full innings (8.5 if the home team is ahead).
- **7 inning games** - "6.5 innings rule" - For bets on Run Line/Total Runs to have action, the game must go at least 7 full innings (6.5 innings if the home team is ahead), unless the result is already determined, and the game is official. Other markets below that are offered in 7 inning games which state the usage of the 8.5 innings rule, will be settled based on the 6.5 innings rule.
- **Playoff Game Rule** - In the case of a halted playoff game (or postseason tournament game), all wagers have action until the completion of the game, as determined by the league's governing body.
- **Mercy Rule** - The result at the time of the relevant league's "Mercy Rule" call will be used for settlement purposes. For games ending via the "Mercy Rule" the following settlement will take place:
 - **Moneyline** - Bets will be settled based on the "4.5 innings rule" that is listed in the Moneyline bullet above.
 - **Run Line** - Bets will stand.
 - **Total Runs** - Bets will be void unless settlement has already been determined
- In the event a game venue is changed, and the home team remains designated as the home team, bets will stand.
- In the event a game venue is changed, and the home and away team's listings are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.
- All bets include extra innings unless otherwise stated.
- In 2-way markets push rules apply unless otherwise stated.

MLB Wagers

- **Action Bets** - A wager on team vs. team regardless of the starting pitchers. Once a wager is placed, the odds are locked in, regardless of starting pitcher change(s) before the start of the game. Names of the starting pitchers in the selections are simply for informational purposes. The Action rules apply on wagers placed on all markets with the exception of the Listed Pitchers markets.

- **Listed Pitchers Bets** - A wager that specifies the starting pitchers for both teams or either team. The name(s) of the listed pitcher(s) who are relevant for the wager will be included in the market name. If one (or both) of the starting pitchers listed on the wager do not start, the wager is void. Note - any Listed Pitchers wagers will not be available for Cash Out when the game is live.
- **Live Betting** - If the live prop specifies the pitcher, the bet will stand only if the listed pitcher remains on the mound until the determination of the wager. If the pitcher is not specified in the market name, then all bets are action regardless of pitcher changes.

Specific Market Rules

- **3-Way Moneyline** - Settled using the 4.5 innings rule. Extra innings do not count.
- **3-Way Handicaps/Alternative Run Lines** - Settled using 8.5 innings rule.
- **Team Totals/3-Way Totals/Alternative Totals** - Settled using 8.5 innings rule.
- **Most Hits/Total Hits/Team Hits (Full Game/FT)** - Settled using 8.5 innings rule.
- **3/5/7 Innings Totals** - Settled based on score after 3/5/7 full innings. 5/7 inning totals may be settled if the result is determined and the game is official.
- **3/5/7 Innings Moneyline** - The specified number of full innings must be completed for bets to have action. 5/7 inning Moneyline may be settled if the home team is ahead at, or after the middle of the 5/7 inning.
- **3/5/7 Innings Run Line** - The specified number of full innings must be completed for bets to have action. 5/7 inning run lines may be settled if the home team is ahead with the quoted run line applied at, or after the middle of the 5/7 inning.
- **1st Inning Markets** - Entirety of 1st inning must be completed for bets to have action.
- **Odd/Even Markets** - Settled using 8.5 innings rule. Zero is considered an even number.
- **1st 5 Innings/Moneyline** - Settled on result after 5 innings (4.5 innings if the home team is ahead), and the result at the end of the game. If the game ends in a tie, bets are void.
- **Winning Margin** - Settled using 8.5 innings rule. Extra innings included. For non-MLB games that can end in a tie, that option is available. If an MLB game ends in a tie when called/suspended, bets will be void.
- **Leader After X Innings** - X full innings must be completed for bets to have action, unless the home team is ahead at, or after, the middle of the X inning.
- **First to Score/Race to X Runs** - First team to reach the required number of runs is settled as the winner. Bets on "Neither" are settled using the 8.5 innings rule. If a tied game is called/suspended and the natural conclusion of a game requires a winner, bets on Race to Next Number will be void. Example: MLB Game is called/suspended at 3-3 after 10 innings, all bets on Race to 4 will be void. Race to 5/6/7/etc. will be settled as "Neither."
- **Highest Scoring Interval** - Settled using 8.5 innings rule. Dead Heat rules apply. If the highest scoring inning occurs in the extra innings, bets on innings 1-9 will be void.
- **Highest Scoring Period** - Settled using 8.5 innings rule. Extra innings count.
- **Inning/Half Inning Markets** - The relevant full/half inning must be completed for bets to have action.
- **Team with Highest Scoring Inning** - 8.5 innings rule applies. Settled based on the single highest scoring half-inning of the game. If both teams have the same highest score, "tie" is settled as the winner.

- **Team Scoring First Wins Game** - Settled if the game is official.
- **Team to Win Most Innings** - An inning will count towards this market if both teams have recorded three outs in an inning or the team batting second has scored more runs without recording three outs.
- **Last to Score** - Settled using 8.5 innings rule.
- **1st Hit/Home Run/etc. of the game** - Settled using 8.5 innings rule.

Player Props

- On any pre-live prop, the player(s) must start, and either throw at least one pitch (if pitcher) or record at least one plate appearance (if position player) in the designated game for the bet to have action.
- For any live prop, the player(s) must either throw at least one pitch (if pitcher) or record at least one plate appearance (if position player) in the designated game for the bet to have action.
- For any pre-live props to have action, the game must go at least 9 innings (8.5 innings if home team is ahead), or 7 innings (6.5 innings if home team is ahead) in a 7-inning game, unless settlement has already been determined from an official, shortened, game.
- Head to head player props for a specific game will have action if those players are in the starting lineup, and the game becomes official.
- **Total Bases Propositions** - A batter is only credited for total bases if he hits a single (1 base), double (2 bases), triple (3 bases), or home run (4 bases).
- **Total Runs Allowed** - Includes earned and unearned runs.
- **Player with first Hit/HR/etc. of game** - Player must be in starting lineup, and game must be official, for bets to have action, unless the player who is wagered on is subbed in later and would be the winner of the market.
- **Plate Appearance Markets**
 - **General Rules**
 - The official ruling made by Major League Baseball on what constitutes a plate appearance for a given player will be used for settlement purposes.
 - Plate Appearance markets will all be void in the instance of an intentional walk.
 - **Plate Appearance Result Exact**
 - “Reach on Error” includes: on error, failed fielder’s choice and catcher interference.
 - A dropped third strike will be settled as a strikeout, regardless of the batter reaching safely.
 - **Plate Appearance Result Grouped**
 - All bets on the specific market will be void in the following scenarios: error, failed fielder’s choice, reaching base on a dropped third strike, and catcher interference.
 - **Plate Appearance Result On Base**
 - “Yes” will be settled as the winner in the event the result of the specified player’s plate appearance ends with that player being on any base or reaching home plate, and the half inning is not over (including reaching base in scenarios such as an error or fielder’s choice, but excluding reaching via an intentional walk).

- “No” will be settled as the winner in the event the result of the specified player’s plate appearance ends with that player not being on base nor reaching home plate, or the half inning is over (including scenarios such as the player recording a hit but being thrown out trying to stretch a single into extra bases).
 - **Plate Appearance Pitch Count**
 - Pitch timer violations do not count towards the settlement of this market.
- **Pitch Markets**
 - **General Rules**
 - The pitch must be in the specified inning, for the listed batter, and against the listed pitcher, in each case, as stated in the bet, otherwise the bet will be void.
 - Pitch markets will be void in the instance of an intentional ball/walk.
 - **Pitch Result**
 - Hit by pitch and pitch out are included in the settlement for “Ball”.
 - “In Play” includes any type of hit (single, double, etc.) in addition to any batted ball which results in an out(s) being recorded.
 - Pitch timer violations do not count towards the settlement of this market.
 - **Pitch Speed**
 - Bets void if no official pitch speed is recorded.
 - Pitch timer violations do not count towards the settlement of this market.
- **Half Inning Markets**
 - **3-Batter On Base**
 - Predict the result of the plate appearance for each of the first three batters due in a half inning. The bet is whether each batter will reach base or not (e.g. “no|yes|no” means that the first and third batter of that half inning will not reach base, and the second batter will reach base).
 - Settlement of “Yes” and “No” within selections will be based on the same criteria set forth in “Plate Appearance Result Reach Base” above.
 - Pinch hitters and pitching changes do not void this market.
 - Market will be void in the instance of an intentional ball/walk.
 - **Number of Pitches Thrown**
 - Pitch timer violations do not count towards the settlement of this market.

Daily Specials

For all Daily Specials, all scheduled games (quantity listed in the market title) must be played to completion on the listed date and go at least 8.5 innings for bets to have action, unless settlement has already been determined as stated below:

- “- Game 1” or “- Game 2” will be used to denote games/teams with doubleheaders.
- **Daily Total Runs (Grand Salami)** - All bets have action if the “Over” selection is determined regardless of the quantity games played to completion.

- **Highest Scoring Team** - All bets have action if the highest scoring team played in an official game (regardless of length) and all other scheduled games went at least 8.5 innings.
- **Highest Scoring Game** - All bets have action if the highest scoring game is an official game (regardless of length) and all other games went at least 8.5 innings, or if the highest scoring game is suspended until a later date and all other games went at least 8.5 innings.
- **Will there be a Grand Slam/Player to hit for the cycle/etc.** - All bets have action if the “Yes” selection is determined at any stage, regardless of the quantity of games played to completion.
- **Will there be a No Hitter/Perfect Game** - All bets have action if the “Yes” selection is determined at any stage, regardless of the quantity of games played to completion.
- **Pitcher with most strikeouts/Player with most total bases/etc.** - All bets have action if the winning pitcher/player played in an official game (regardless of length) and all other games went at least 8.5 innings, or the winning pitcher/player is unequivocally determined.
- **Any Team/Game to Score X+ Runs** - All bets have action if the “Yes” selection is determined at any stage, regardless of the quantity of games played to completion.

Futures/Other Props

- **Futures (World Series/Pennant/Divisions/Tournament Winner/Group Winner etc.)** - If the league/governing body officially declares a winner for the relevant season on the specified market, bets are action, regardless of season length, team relocation, team name change, playoff format, etc. (unless otherwise stated). In the event two or more teams are tied then the tie breaker procedures for the relevant league/governing body apply.
- **Regular Season Wins** - Team(s) listed on the wager must complete at least 98% of scheduled regular season games (using schedule from opening day) for bets to have action unless the remaining games during the season would not affect the result. Play-in games do not count towards the regular season win total.
- **Regular Season Win %** - Team(s) listed on the wager must complete at least 1 game for bets to have action.
- **Regular Season Wins or %** - If Team(s) listed on the wager do not complete all scheduled regular season games, the win % listed on the wager will be used to grade the bet (Example: “ATL Braves Over 93.5 Wins or Over 57.7%.” The bet is on Braves Over 93.5 Wins. If the Braves do not play all scheduled regular season games, the bet is now on the Win %: Braves Over 57.1%). Play-in games do not count towards settlement.
- **Player with Most HR/RBI/Wins/etc.** - All bets are action. Bets are action regardless of the number of games. Dead Heat rules apply.
- **Regular Season Player Props** - Player’s opening day team must play at least 98% of scheduled regular season games (using schedule from opening day) for wager to have action unless the result is unequivocally determined in fewer games.
- **To Make the Playoffs/Tournament** - If the league does not begin a post-season for that respective season, bets will be void. If the number of teams that make the postseason, or postseason format, changes during the season, all bets will be void.

- **American/National League Winner** - Determined by the teams who progress to the World Series from each league.
- **Awards Markets** - All bets are action unless the award is not given (bets are void in this case). Dead Heat rules apply.
- **American/National League Wildcard** - Determined by the team(s) that win the Wildcard game(s) and advance.
- **Player's Next Team** - Determined by the team the specific player is under contract with, and on the active roster of, for the first game of the following regular season (regardless of if they play or not in that game). All bets are action.
- **Series Betting [Regular Season]** - All scheduled games in a specified series must be official for bets to have action, unless the result is already determined prior to all scheduled games in the specified series being official. Bets are action regardless of starting pitchers. Push rules apply.

Pre-live Same Game Parlays

- In the event a pre-live Same Game Parlay contains a selection which is settled as void or push, the pre-live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a pre-live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
All Baseball specific rules also apply to pre-live Same Game Parlays.

Live Same Game Parlays

- In the event a live Same Game Parlay contains a selection which is settled as void or push, the live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Baseball specific rules also apply to live Same Game Parlays.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final, and when the necessary statistics are readily available on the league's official website, or by the official statistical provider of the league. Any subsequent statistical changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

Boxing

General Rules

- If the fight does not take place as scheduled and is not played on the same date (local time), all bets are void. The exception is if we advertise an incorrect start time or if a fight is offered using an expected date before the exact date is known. Once an official announcement is made regarding the fight date, the fight will be corrected to the official date and will be subject to normal rules.
- All bets will be settled on the official result announced at the end of the fight. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).
- The bell sound is the sign for the beginning of the first round for betting purposes. When a fighter fails to answer the bell for the next round, his opponent will be deemed to have won in the previous round.
- In declaration of a “No Contest” or “Technical Draw,” all bets will be void and wagers will be refunded, with the exception of markets where the outcome has already been determined.

Specific Market Rules

- **Fight Winner** - All bets will be valid regardless of changes to the number of rounds to be fought. Declaration of a draw - all bets will be void and wagers will be refunded, except as otherwise stated (e.g. 3-Way Moneyline bets). This includes a fight which ends in a Majority Draw. In the event a fight has scheduled extra rounds and it ends in a draw, all bets will be settled on the result at the end of the additional round(s).
 - **Method of Victory/Fight Outcome** - In the event the scheduled number of rounds changes for a fight, all Method of Victory or Fight Outcome bets for the fight will stand unless otherwise stated.
 - **Draw or Technical Draw** - Draw is scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification, and results in all bets being void.
 - **Knockout** - Knockout is when the boxer does not stand up after a 10 count. Technical Knockout is the 3 knockdown rule or if the referee steps in. Any corner retirement will be considered a technical knockout unless the fight is subsequently decided by the judges’ scorecards or is declared a No Contest.
 - **Technical Decision** - Decision is on scorecard points between the judges. Technical Decision is settled by the judges’ scorecards at any time other than at the end of the scheduled rounds. In the event of a Technical Decision before the end of the fight, all markets that can be settled as Decision will be settled as Decision.
- **Total Rounds** - In the event the scheduled number of rounds changes for a fight, all Total Rounds bets on the fight will stand unless otherwise stated or unless the result would be automatically determined by the change to the number of rounds, in such a case the bet will be void. For example, in the event a bet is placed on 10.5 Total Rounds when the fight is initially scheduled for 12 rounds, but then the fight is changed to 10 rounds, the bet on 10.5 Total Rounds will be void. In the event of a Technical Decision being declared, then settlement of the market will be based on the time the fight is stopped. For settlement purposes, where a half round is stated, then 1 minute 30 seconds of the respective round will define the half to determine under or over. For example, over 90 seconds into the 7th round of a

boxing fight will equal over 6.5 rounds. In the case of fights with two-minute rounds, where a half round is stated, then 1 minute of the respective round will define the half to determine under or over.

- **Knockdown Betting** - For settlement purposes a knockdown is defined as a fighter being KO'd or receiving a mandatory 8 count (anything deemed a slip by the referee will not count). For any Knockdown markets related to Rounds or Group of Rounds, in the event the fight ends prior to the round (or group of rounds) that the bet has been placed on, bets will be settled as lost. For example, if the fight finishes in round 5 and a bet is placed on there being a knockdown in rounds 7-12 then the bet will be settled as lost.
- **Round or Group of Rounds Betting** - In the event the scheduled number of rounds changes for a fight, all Round or Group of Rounds bets on the fight will stand unless otherwise stated or the result would be automatically determined by the change to the number of rounds, in such a case the bet will be void. For example, in the event a bet is placed on Round 12 when the fight is initially scheduled for 12 rounds, but then the fight is changed to 10 rounds, the bet on Round 12 will be void. Betting on rounds or groups of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight, all bets will be settled as a win by Decision.
- **What Round Will Fight End/When Will the Fight End** - In the event the scheduled number of rounds changes for a fight, all What Round Will Fight End or When Will the Fight End bets on the fight will stand unless otherwise stated or the result would be automatically determined by the change to the number of rounds, in such a case the bet will be void. For example, in the event a bet is placed on Round 12 when the fight is initially scheduled for 12 rounds, but then the fight is changed to 10 rounds, the bet on Round 12 will be void. 'Fight To Go The Distance' covers the fight being decided by Points, or ending in a Draw after the scheduled number of rounds. In the event of a Technical Decision being declared, settlement of both markets will be based on the time the fight was stopped.
- **Punch Stats** - All punch stat markets will be settled on data provided by CompuBox and according to the below definitions. For punch stat markets, the scoring area consists of the head and torso.
 - Thrown Punches - Any punch attempt at the scoring area of an opponent.
 - Jab - A straight punch with a fighter's lead hand.
 - Power Punch - Any non-jab punch such as uppercuts, crosses and hooks.
 - Landed Punches - A punch that lands inside the scoring area. A landed punch can be a deflected punch as well as a direct hit, providing it ultimately connects to the scoring area.
 - Head/Body Punch Landed - Includes Jab and Power Punches categorized based on where in the scoring area the punch lands

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's/competition governing body, unless otherwise stated. For Boxing, www.boxrec.com is used.

Cricket

General Rules

- All matches must start on the scheduled date (local time) for bets to have action.
- All bets on a match which starts but is then abandoned or postponed matches will be void unless the match is rearranged and played on the same date (local time) unless settlement has already been determined or unless it is otherwise stated in the rules. An exception is made if an incorrect start time is announced on our website.
- In the event a match venue is changed, bets already placed will stand as long as the home team is still designated as the home team. In the event the home and away team for a listed match are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.
- **Test Matches / First-Class Matches** - Bets stand where at least one delivery has been bowled. In Test Matches, if the official result is a tie, draw bets will be settled as losers and the match will be settled under Dead Heat rules. In County Championship, Sheffield Shield, and Plunket Shield matches where the Draw is NOT offered as a selection, all bets will be settled as push when there is a Draw. For all Three/Four/Five Day matches, a minimum of 50 overs must be bowled, with the exception of teams being all out or declaring, otherwise all bets will be void unless settlement has already been determined. In the event of an inning being forfeited, all bets will be void unless settlement has already been determined. Subject to the above rules, all bets will stand regardless of delays and interruption caused by adverse weather.
- **One Day (50/40 Overs) / Twenty20 / T10 / 100-Ball Competitions** - In matches affected by adverse weather, bets will be governed by the official competition rules except if a match is decided upon by either a bowl out or the toss of a coin, in which case all bets will be void unless settlement has already been determined or unless it is an elimination match. In the event of a change of opponent from the one advertised, all bets will be void. Where tie is not offered as a selection and the official competition rules determine a winner/progressing side, all bets will be settled on the official result. In competitions where a super over determines a winner, all bets will be settled on the official result.
- **The Hundred** - An over will consist of 5 legal deliveries, so a full inning will be made up of 20 overs. All other rules remain the same as other formats unless otherwise specified within the specific market rules section.
- Boundaries, extras, runs, and wickets scored/taking place in a super over do not count unless otherwise stated.

Specific Market Rules

- **Draw No Bet** - Predict which team will be the winner. In the case of a draw, all Draw No Bet bets will be settled as push. In the event a match is abandoned, all Draw No Bet bets will be void.
- **Double Chance** - Predict the match result to be either of the three options given. Bets will stand on the official result provided at least one delivery has been bowled.
- **Tied Match** - Predict if the match will finish in a tie. Bets will stand on official result except in the event no delivery has been bowled. Settlement is only related to the allotted overs for the match and does not include the outcome of a super over.
- **Innings Runs** -
 - Test and First-Class Matches - In the event a team declares, that innings will be considered

complete for the purposes of settlement, and settlement will be based on the official score regardless of the number of wickets lost. In drawn matches, all Innings Runs bets will be void in the event fewer than two hundred (200) overs are bowled or in the event less than sixty (60) overs have been bowled in an incomplete innings, in each case, unless settlement has already been determined.

- Limited Overs Matches (One Day Matches, Twenty20 Matches, T10 Matches, or 100-Ball Matches) - All Innings Runs bets will be void in the event at least eighty percent (80%) of the scheduled overs were not completed due to external factors, including, without limitation, bad weather, unless settlement has already been determined before the reduction. Bets placed on future innings will remain valid regardless of the runs scored in any current or previous innings.
- **Innings Total Fours/Sixes** - Predict whether the total number of fours/sixes in the innings will be over or under a specified figure. Only fours and sixes scored off the bat (off any delivery - legal or not) will count towards the total innings fours and sixes. Overthrows, all run fours, and extras do not count.
 - Test and First-Class Matches - In drawn matches, all Innings Total Fours/Sixes bets will be void in the event fewer than two hundred (200) overs are bowled, unless settlement has already been determined.
 - Limited Overs Matches (One Day Matches, Twenty20 Matches, T10 Matches, or 100-Ball Matches) - All Innings Total Fours/Sixes bets will be void in the event at least eighty percent (80%) of the scheduled overs were not completed due to external factors, including, without limitation, bad weather, unless settlement has already been determined before the reduction.
- **Both Teams to Score 'X' Runs** - Predict if both teams combined will score the specified number of runs. Each inning will be determined to be complete if at least 80% of the scheduled overs at the time of placing the bet have been bowled. If both innings are determined complete all bets on this market are action.
In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either team's first inning, unless settlement of the bet has already been determined. Only runs scored in the first inning count. If a team declares, that inning will be considered complete for the settlement purposes.
- **1st Xth Overs Runs** - Predict how many runs will be scored in the specified number of overs. In the event the specified number of overs are not completed, all 1st Xth Overs Runs bets will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In One Day Matches, Twenty20 Matches and T10 Matches, all 1st Xth Overs Runs bets will be void in the event the total innings is reduced at any stage to less than eighty percent (80%) of the stated maximum overs at the time the bet was placed, unless settlement has already been determined before the reduction.
- **1st Xth Overs Runs (5 Balls)** - Predict how many runs will be scored in the specified number of overs (5 balls). In the event the specified number of overs are not completed, all 1st Xth Overs Runs (5 Balls) bets will be void, unless the team is all out, declares, reaches their target or settlement has already been determined. In 100-Ball Matches, all 1st Xth Overs Runs (5 Balls) bets will be void in the event the

total innings is reduced at any stage to less than eighty percent (80%) of the stated maximum overs at the time the bet was placed, unless settlement has already been determined before the reduction.

- **Session Runs** - Predict how many runs will be scored in the specific session. The result is determined by the total number of runs scored, regardless of which team has scored them. In the event fewer than twenty (20) overs are bowled in a session, all Session Runs bets will be void unless settlement has already been determined.
- **Fall of 1st/Next Wicket** - Predict whether the 1st/next wicket will fall before or after a specified number of runs have been scored. In the event the batting team reaches the end of their allotted overs, reaches their target, or declares before the specified wicket falls, the result will be the total amassed. In the event a batter retires hurt, all Fall of the Next Wicket bets struck on that wicket are carried over onto the next partnership until a wicket falls. In the event a batter retires out all Fall of the Next Wicket bets struck on the wicket will be settled as normal.
 - Test and First-Class Matches - In drawn matches, all Fall of the Next Wicket bets will be void in the event fewer than 200 hundred (200) overs are bowled, unless settlement has already been determined.
 - Limited Overs Matches (One Day Matches, Twenty20 Matches, T10 Matches, or 100-Ball Matches) - All Fall of the Next Wicket bets will be void in the event at least eighty percent (80%) of the scheduled overs are not completed due to external factors, including, without limitation, bad weather, unless settlement had already been determined or goes on to be determined. Settlement will be considered determined in the event the line at which the bet was placed is passed or the wicket in question falls.
- **Next Over Runs** - Predict the total runs scored during the next over of the match. Extras and penalty runs will be included. In the event the over is not completed, all bets will be void, unless the team is all out, declares, reaches their target, or settlement has already been determined.
- **Next Over Runs (5 Balls)** - Predict the total runs scored during the next over (5 balls) of a 100-Ball match. Extras and penalty runs will be included. In the event the over (5 balls) is not completed, all bets will be void, unless the team is all out, declares, reaches their target, or settlement has already been determined.
- **Next Over Wicket? (Yes/No)** - For settlement purposes, any wicket will count, including run outs. A batter retiring hurt does not count as a wicket. In the event a batter is timed out or retired out, the wicket is deemed to have taken place on the previous ball. The specified over must be completed for bets to stand unless settlement has already been determined. In the event an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors, including, without limitation, bad weather, in which case all bets will be void, unless settlement has already been determined. In the event the over does not commence for any reason, all Next Over Wicket (Yes/No) bets will be void.
- **Next Over Odd/Even** - Zero will be deemed to be an even number. The specified over must be completed for bets to stand unless settlement has already been determined. In the event an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors, including, without limitation, bad weather, in which case all bets will be void, unless settlement has already been determined. In the event the over does not commence for any reason, all Next Over Odd/Even bets will be void. Extras and penalty runs in the particular over count towards settlement.

- **Runs Off Delivery** - The settlement will be determined by the number of runs added to the team total, off the specified delivery. For settlement purposes, all illegal balls count as deliveries. For example, if any over starts with a wide, then 1 run for the wide delivery will be the settlement for the first delivery despite there being no legal ball bowled. The next ball will be deemed as delivery 2 for that over. In the event a delivery leads to a free hit or a free hit is re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not, are included. For example, a wide with three extra runs taken equates to 4 runs in total off that specified delivery.
- **Wicket Off Delivery** - Predict whether a wicket will fall in the specified delivery. The specified delivery must be completed for bets to stand. For settlement purposes, any wicket will count, including run outs. In the event a batter is 'retired hurt', the wicket does not count. In the event a batter is 'timed out' or 'retired out', the wicket is deemed to have taken place on the previous ball.
- **Batter Total Runs/ Batter Milestone Runs/ Batter To Score 50+ Runs/ Batter To Score 100+ Runs** - Predict whether the named batter will score more or less than a specified total. Bets will stand after the specified batter has faced one delivery or is given out without facing a delivery. In the event a batter finishes the innings not out as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target, the batter's score will be the final result. In the event a batter retires hurt, but returns later, the total runs scored by that batter in the innings will count. In the event a batter does not return later, the final result will be as it stood when the batter retired.
 - Test and First-Class Matches - In drawn matches, all Batter Total Runs bets will be void in the event fewer than two hundred (200) overs are bowled, unless settlement has already been determined.
 - Limited Overs Matches (One Day Matches, Twenty20 Matches, T10 Matches, or 100-Ball Matches) - All Batter Total Runs bets will be void in the event at least eighty percent (80%) of the scheduled overs is not completed in either innings due to external factors, including, without limitation, bad weather, unless settlement has already been determined, or goes on to be determined. Settlement will be determined in the event the line at which the bet was placed is passed or the batter is dismissed.
- **Batter Total Fours/Sixes** - Predict whether the named batter will score more or less fours/sixes than a specified total. Only fours/sixes scored from the bat (off any delivery - legal or not) will count towards the total fours/sixes. Overthrows, all run fours, and extras do not count. Bets will stand after the specified batter has faced one delivery or is given out without facing a delivery. In the event a batter finishes the innings not out as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target, the batter's number of fours/sixes will be the final result. In the event a batter retires hurt, but returns later, the total fours/sixes scored by that batter in the innings will count. In the event a batter does not return later, the final result will be as it stood when the batter retired.
 - Test and First-Class Matches - In drawn matches, all Batter Total Fours/Sixes bets will be void in the event fewer than two hundred (200) overs are bowled, unless settlement has already been determined.
 - Limited Overs Matches (One Day Matches, Twenty20 Matches, T10 Matches, or 100-Ball Matches) - All Batter Total Fours/Sixes bets will be void in the event at least eighty percent (80%) of the scheduled overs have not been completed in either innings due to external factors, including, without limitation, bad weather, unless settlement has already been

determined, or goes on to be determined. Settlement will be determined in the event the line at which the bet was placed is passed or the batter is dismissed.

- **Next Batter Out** - Predict which batter will be the next to be out. In the event either batter retires hurt or the batters at the crease are different from those listed, the bets placed on both batters will be void. In the event no further wickets fall, all bets will be void.
- **Batter Method of Dismissal (Out)** - Predict the method by which the specified batter will be out. In the event the specified batter is not out, all bets are void. In the event the specified batter retires, and does not return to bat later, all bets are void. In the event the batter does return to bat later and is out, bets will stand. Caught and bowled is included in fielder catch.
- **Last Batter Standing** - Predict which batter will be 'not out' at the completion of the innings. In the event there are two or more batters who are 'not out' upon completion of the innings, the winner for settlement purposes will be the last batter to face a delivery (legal or not). Players will not be deemed to have been 'not out' in the event they were no longer at the crease having retired hurt or did not bat. In the event more than 11 players bat, the market will be void. In limited overs matches, bets on Last Batter Standing will be void in the event the innings has been reduced in any way due to external factors, including, without limitation, bad weather. All players who played in the innings will be settled, including substitutes.
- **Both Batters to Score a Boundary In Over** - Predict if both batters will score a boundary in the over. The specified over must be completed for bets to stand unless settlement has already been determined. In the event an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors, including, without limitation, bad weather, in which case all bets will be void, unless settlement has already been determined. In the event the over does not commence for any reason, all Both Batters to Score a Boundary In Over bets will be void. Both fours and sixes count as boundaries. Only fours or sixes scored from the bat (off any delivery - legal or not) will count for settlement purposes. Overthrows, all run fours and extras do not count for settlement purposes. Bets will settle regardless of whether or not either specified batter is dismissed or 'retired hurt' before the over commences.
- **Both Four and Six to Be Scored in an Over** - Predict if both a four or a six will be scored in the over. The specified over must be completed for bets to stand unless settlement has already been determined. In the event an innings ends during an over, then that over will be deemed to be complete unless the innings is ended due to external factors, including, without limitation, bad weather, in which case all bets will be void, unless settlement has already been determined. In the event the over does not commence for any reason, all Both Four and Six to Be Scored in an Over bets will be void. Only fours or sixes scored from the bat (off any delivery - legal or not) will count for settlement purposes. Overthrows, all run fours and extras do not count for settlement purposes.
- **Bowler Total Wickets** - Bet on whether the named bowler will take more or less wickets than a specified total. In all forms of cricket, the bowler must bowl at least one (1) delivery for bets to stand. Limited overs matches markets will be void in the event at least eighty percent (80%) of the scheduled overs have not been completed in the relevant innings due to external factors, including, without limitation, bad weather, unless settlement has already been determined. Settlement will be considered determined in the event the line at which the bet was placed is passed. In drawn First

Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. Wickets taken in a super over will not count for settlement purposes.

- **A 50/100 Score in the Match** - Predict whether there will be a 50/100 score in the match. The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement has already been determined.
 - Test and First-Class Matches - In drawn matches, all 50/100 Score in the Match bets will be void if fewer than two hundred (200) overs are bowled, unless settlement has already been determined.
 - Limited Overs Matches - All 50/100 Score in the Match bets will be void in the event the number of scheduled overs or balls per innings is not at least equal to the values stated below for the applicable format and there has been an official result (including if the Duckworth-Lewis-Stern method has been called into play) unless settlement has already been determined.
 - One Day Matches - 40 overs.
 - Twenty20 Matches - 20 overs.
 - T10 Matches - 10 overs.
 - 100-Ball Matches - 100 balls.
- **A 50/100 Score in the 1st Innings** - Bets are struck on the 1st innings of the match, the settlement of which is determined by the team batting 1st (as opposed to both teams). The innings must be completed (declarations count), otherwise all bets will be void unless settlement has already been determined.
- **Top Batter in Innings** - Bets are settled on the player with the highest individual score in a team's innings. In limited over matches, bets on Top Batter in Innings will be void in the event at least 50% of the overs scheduled to have been bowled at the time of bet placement could not be completed, due to external factors, including, without limitation, bad weather.
 - Pre-Live top batter bets for First Class matches apply only to the first innings of each team and will be void if fewer than 200 overs have been bowled, unless settlement has been determined. In the event a player was named at the toss, but later removed as a 'concussion substitute', the player will still be counted, in addition to the replacement player.
 - In the event a batter does not bat, but was named in the starting 11, bets on the batter will stand.
 - In the event a substitute batter is added during the batting innings, but after the in-play market was offered, the original market will settle as normal and be removed, regardless of if the substitute player scored the highest individual score (e.g. all selections for the original market are settled as losers if the substitute batter scores the highest individual score). A new bet may be offered with the updated selections. In the event a batter is substituted into the match after the batting innings is over, bets on that batter will be void.
 - In the event two or more players score the same number of runs in the innings, Dead Heat rules apply.
 - Runs scored in a super over do not count.
- **Top Bowler in Innings** - Bets are settled on the bowler with the highest individual number of wickets in an individual innings. In limited over matches, bets on Top Bowler in Innings will be void in the event at least

50% of the overs scheduled to have been bowled at the time of bet placement could not be completed, due to external factors, including without limitation, bad weather.

- Pre-Live top batter bets for First Class matches apply only to the first innings of each team and will be void if fewer than 200 overs have been bowled, unless settlement has been determined. If a player was named at the toss, but later removed as a 'concussion substitute', the player will still be counted, in addition to the replacement player.
- In the event a bowler does not bowl, but is named in the starting 11, bets will stand.
- In the event a substitute bowler is added after the in-play market was offered, the original market will settle as normal and be removed, regardless of if the substitute player takes the most wickets (e.g. all selections for the original market are settled as losers if the substitute player takes the most wickets). A new bet may be offered with the updated selection. In the event a bowler is substituted into the match after the bowling innings is over, bets on that bowler will be void.
- In the event two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. In the event there are two or more bowlers with the same wickets taken and runs conceded, Dead Heat rules apply.
- Wickets taken in a super over do not count.
- In the event no bowlers take a wicket in an innings, all bets will be void.
- **Player of the Match** - Bets are settled on the officially declared player of the match. Dead Heat rules apply. In the event no player of the match is officially declared, then all Player of the Match bets will be void.
- **Player to Score Most Sixes** - Bets placed on any batter not in the starting 11 will be void. Bets on batters who are selected but do not bat will be settled as losers in the event one or more sixes are scored. Dead Heat rules apply. Bets will be void in the event no sixes are scored. All bets will be void in the event the number of scheduled overs or balls per innings is not at least equal to the values stated below for the applicable format unless settlement has already been determined.
 - One Day Matches - 40 overs.
 - Twenty20 Matches - 20 overs.
 - T10 Matches - 10 overs.
 - 100-Ball Matches - 100 balls.
- **Batters Match Bets** - Predict which batter will score more runs in the match. Push Rules apply. In Test and County Championship matches only the 1st innings counts for settlement purposes. Bets will stand in the event each player has faced one (1) delivery or is given out without facing a delivery. Runs scored in a super over will not count for settlement purposes. In the event of two or more players ending on an equal number of runs, bets will be void.
- **Bowler Match Bets** - Predict which player will take the most wickets in the match. Push Rules apply. In Test and County Championship matches, only the 1st innings counts for settlement purposes. Bets will stand in the event each player has bowled at least one delivery. Wickets taken in a super over will not count for settlement purposes. In the event of both bowlers taking an equal number of wickets, the player with the least number of runs conceded will be deemed the winner.
- **Highest Individual Score**
 - Test and First-Class Matches - In drawn matches, all Highest Individual Score bets will be void in the event fewer than two hundred (200) overs are bowled, unless settlement has already been determined.

- Limited Overs Matches - All Highest Individual Score bets will be void in the event the number of scheduled overs or balls per innings is not at least equal to the values stated below for the applicable format unless settlement has already been determined.
 - One Day Matches - 40 overs.
 - Twenty20 Matches - 20 overs.
 - T10 Matches - 10 overs.
 - 100-Ball Matches - 100 balls.
- **Highest Opening Partnership** - If the batting team reaches the end of their allotted overs, reaches their target, or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batter retiring hurt does not count as a wicket.
 - Test and First-Class Matches - 1st innings only counts. In drawn matches, all Highest Opening Partnership bets will be void in the event fewer than two hundred (200) overs are bowled, unless settlement has already been determined.
 - Limited Overs Matches (One Day Matches, Twenty20 Matches, T10 Matches, or 100-Ball Matches) - All Highest Opening Partnership bets will be void in the event at least eighty percent (80%) of the scheduled overs were not completed in either innings due to external factors, including, without limitation, bad weather, unless settlement has already been determined, or goes on to be determined. Result will be considered determined when both opening wickets in each innings has fallen or the result is known (i.e. the team batting second has scored more runs than the first team's opening partnership score).
- **Most Match Fours/Sixes** - Predict which team will score the most fours/sixes in the match. For settlement purposes this is all deliveries from which a batter is credited with exactly four/six runs (including all-run/overthrows).
 - Test and First-Class Matches - In drawn matches, all Most Match Fours/Sixes bets will be void in the event fewer than two hundred (200) overs are bowled, unless settlement has already been determined.
 - Limited Overs Matches - All Most Match Fours/Sixes bets will be void in the event the number of scheduled overs or balls per innings is not at least equal to the values stated below for the applicable format unless settlement has already been determined.
 - One Day Matches - full amount of originally scheduled overs
 - Twenty20 Matches - 20 overs.
 - T10 Matches - 10 overs.
 - 100-Ball Matches - 100 balls.
- **Most Run Outs** - Predict which team will create the most run outs whilst fielding. In the event a match is abandoned, all Most Run Outs bets will be void. In the event a match is reduced in overs and a match result is reached, then the team that achieved the most run outs whilst fielding, regardless of the number of overs bowled, will be the winner. In matches determined by a super over, any run out during the super over will not count for settlement purposes. In Test Matches and First-Class Matches all innings of the match will count.
- **Dismissal Method** - Predict the method by which the first/next batter will be given out. In the event there are no wickets in the match or after the bet has been placed during Live Betting, all bets will be void.

- **Method of Dismissal 2-Way** - The options available are: Caught and Not Caught (includes Bowled, Leg Before Wicket ('LBW'), Run Out, Stumped, Hit Wicket, Hit the Ball twice, Obstructing the field, Handled the ball or Timed out). A batter retiring as hurt does not count as a wicket. In the event no further wickets fall, all bets will be void. In the event a batter retires out, all bets placed on the relevant wicket will be void.
- **Method of Dismissal 6-Way** - The options available are: Caught, Bowled, LBW, Run Out, Stumped or Any Other Method (includes Hit Wicket, Hit the Ball twice, Obstructing the field, Handled the ball or Timed out). A player retiring as hurt does not count as a wicket. If no further wickets fall all bets will be void. A batter retiring as hurt does not count as a wicket. In the event no further wickets fall, all bets will be void. In the event a batter retires out, all bets placed on the relevant wicket will be void.
- **Method of Dismissal 7-Way** - The options available are: Bowled, Fielder Catch, Keeper Catch, LBW, Run Out, Stumped or Any Other Method (includes Hit Wicket, Hit the Ball twice, Obstructing the field, Handled the ball or Timed out). A batter retiring as hurt does not count as a wicket. In the event no further wickets fall, all bets will be void. In the event a batter retires out, all bets placed on the relevant wicket will be void.
- **Wickets Lost In "X" Runs** - Settlement is determined by the number of wickets lost by the time a specific score is reached. In the event a team declares or reaches their target or the quoted score is otherwise not reached, then the wickets lost at that time will be the result of the market.
 - Test and First-Class Matches - All bets will stand irrespective of delays caused by rain or for any other reason.
 - Limited Overs Matches - All bets will be void in the event, after the bets were placed, the number of overs or balls is reduced for the innings by more than the values stated below for the applicable formats unless settlement has already been determined.
 - One Day Matches - 5 or more overs.
 - Twenty20 Matches - 3 or more overs.
 - T10 Matches - 1 or more overs.
 - 100-Ball Matches - 21 or more balls.
- **1st Wicket Method** - Predict the method by which the 1st wicket in the match will be taken. In the event the match is abandoned before a wicket is taken or there is no wicket taken at all in the match, all 1st Wicket Method bets will be void. The options available are: Caught, Bowled, LBW, Run Out, Stumped, and Any Other Method (includes Hit Wicket, Hit the Ball twice, Obstructing the field, Handled the ball or timed out. In the event a batter retires out, all 1st Wicket Method bets will be void.
- **1st Innings Lead** - Both teams must complete their 1st innings for bets to stand (including declarations). Dead Heat rules apply.
- **1st Over Total Runs/Team 1st Over Total Runs/1st 5 Balls Total Runs** - Predict the total runs scored during the 1st Over or 1st 5 Balls of the match. Extras and penalty runs will be included. In the event the 1st Over or 1st 5 Balls is not completed, bets will be void.
- **Team with Highest 1st 6/10/15 Overs Score or 1st 25 Balls Score** - Predict which team will have the higher score after the 1st 6/10/15 Overs or 1st 25 Balls. In the event either team do not complete the number of overs or balls stated, bets will be void unless settlement has already been determined. In the event of a tie, bets will be settled as push.

- **Odd/Even** - Predict whether the sum of all runs scored in the relevant period (match, innings, 1st over) will be an odd or even number. Extras and penalty runs will be included for settlement purposes. In the event the relevant period is not finished, all Odd/Even bets will be void.
- **Team/Total Match Fours/Sixes** - Predict whether the total number of fours/sixes for a team or for the total in the match will be over or under a specified figure. Only fours/sixes scored off the bat (off any delivery - legal or not) will count towards the total fours/sixes. Overthrows, all run fours/sixes, and extras do not count. All Total Match Fours/Sixes bets will be void in the event, after the bets were placed, the number of overs or balls is reduced for the innings by more than the values stated below for the applicable format unless settlement has already been determined.
 - One Day Matches - 5 or more overs.
 - Twenty20 Matches - 3 or more overs.
 - T10 Matches - 1 or more overs.
 - 100-Ball Matches - 21 or more balls.
- **Total Match Wides** - Predict whether the total number of wides will be over or under a specified figure. All Total Match Wides bets will be void in the event, after the bets were placed, the number of overs or balls is reduced for the innings by more than the values stated below for the applicable formats unless settlement has already been determined.
 - One Day Matches - 5 or more overs.
 - Twenty20 Matches - 3 or more overs.
 - T10 Matches - 1 or more overs.
 - 100-Ball Matches - 21 or more balls.
- **Total Match Run Outs** - Predict whether the total number of run outs will be over or under a specified figure. All Total Match Run Outs bets will be void in the event, after the bets were placed, the number of overs or balls is reduced for the innings by more than the values stated below for the applicable formats unless settlement has already been determined.
 - One Day Matches - 5 or more overs.
 - Twenty20 Matches - 3 or more overs.
 - T10 Matches - 1 or more overs.
 - 100-Ball Matches - 21 or more balls.
- **Hat-trick in Match** - Predict whether there will be a hat-trick in the match. A hat-trick is where a bowler takes three wickets in three consecutive deliveries in the match.

Match Specials Markets

- **General Rules**
 - Test and First-Class Matches - All bets will stand irrespective of delays caused by rain or for any other reason.
 - Limited Overs Matches - All bets will be void in the event, after the bets were placed, the number of overs or balls is reduced for the innings by more than the values stated below for the applicable formats unless settlement has already been determined.
 - One Day Matches - 5 or more overs.
 - Twenty20 Matches - 3 or more overs.
 - T10 Matches - 1 or more overs.
 - 100-Ball Matches - 21 or more balls.

- **Player Combined Runs/Wickets/Fours/Sixes** - Bets will stand in the event either player has faced one delivery or is given out without facing a delivery.
- **Most Runs/Fours/Sixes** - Predict which team/batter will have the most runs/fours/sixes. In the event of a tie, all Most Runs/Fours/Sixes bets will be graded as lost. All Most Runs/Fours/Sixes bets will stand regardless of whether a selected player faces a single delivery.
- **Top Batter/Top Bowler** - Predict which player will be the Top Batter/Bowler. In the event of a tie, all bets will be lost. All bets will stand regardless of whether a selected player faces or bowls a single delivery.

Tournament Markets

- **Tournament Total 6s** - For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead Heat rules apply. Sixes scored in a super over do not count.
- **Tournament Total 4s** - For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead Heat rules apply. Fours scored in a super over do not count.
- **Tournament Total Wides** - If a bowler bowls a wide, all extra runs taken from the wide delivery count. For example, if it goes for 4 and is scored as 5 wides; for betting purposes, the delivery will count as 5 rather than 1 wide delivery bowled. For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead Heat rules apply. Wides bowled in a super over do not count.
- **Total Tournament Run Outs** - For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Run outs in a super over do not count.
- **Total Tournament Stumpings** - For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Stumpings in a super over do not count.
- **Tournament Team to Hit Most 6s** - For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead Heat rules apply. Sixes scored in a super over do not count.
- **Tournament Highest Individual Player Score** - For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead Heat rules apply.
- **Total Tournament Centuries** - For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead Heat rules apply.
- **Tournament Highest Team Score** - What will the highest team score be during the series. For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead Heat rules apply.
- **Tournament Hat-Trick** - Bets settled as 'Yes', if a 'hat-trick' (deemed as when a bowler dismisses three batsmen with consecutive deliveries in the same match) is officially recorded during the tournament.
- **Bowler to take 5 Wickets in a Match?** - Bets settled as "Yes" if a bowler takes 5 wickets in one match. For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.
- **Batter Runs Match Bet** - Who will score the most runs during the World Cup or Series. Bets will stand regardless of whether a batter plays all matches or not, unless otherwise stated; all runs scored during the tournament or series will count. For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Runs scored in a super over do not count. Both

batters involved in the Match Bet must play at least one match for bets to stand. In the event both batters score the same number of runs then all bets will be settled as push.

- **Bowler Match Bet** - Predict who will take the most wickets during the World Cup or Series. Bets will stand regardless of whether a bowler plays all matches or not, unless otherwise stated; all wickets taken during the tournament or series will count. For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Wickets scored in a super over do not count. Both bowlers involved in the Match Bet must play at least one match for bets to stand. In the event both bowlers take the same numbers of wickets then the bowler with the least number of runs conceded will be deemed the winner.

Futures/Other Props

- **Winner** - Predict the winner of the tournament/league. Bets are settled on the final league position, unless otherwise stated.
- **Top Series/Tournament Batter/Bowler** - Any quoted player who takes no part in the specified series or tournament, will be void. For Top Series/Tournament Batter markets, in the event two or more batters end on an equal number of runs scored, then Dead Heat Rules apply. For Top Series/Tournament Bowler markets, in the event two or more bowlers end on an equal number of wickets, then the bowler with the least number of runs conceded will be deemed the winner. In the event two or more bowlers also concede the same number of runs, then Dead Heat rules apply.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's/competition governing body.
- Dead Heat rules are applied for certain markets and as stated in the individual market rule.

Darts

General Rules

- All games must start on the scheduled date for bets to have action. The exception is if we advertise an incorrect start time.
- All bets on a game which starts but is then abandoned or postponed will be void unless rearranged and played on the same date (local time) or unless it is otherwise stated in the rules.
- Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void unless settlement is already determined.
- In the event the statutory number of sets/legs is changed or differs from those offered for betting purposes, then all bets are void, unless settlement is already determined or unless otherwise stated
- For futures markets, if a player does not play, bets on that participant will be void - with the exception of bets placed on any player who takes part in a given tournament's qualifier but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes.

Specific Market Rules

- **Moneyline/Winner** - In the event a match starts but is not completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. All bets will be settled as push in the 2 way market if the match result is a tie. In the event the statutory number of sets/legs is changed or differs from those offered for betting purposes then all bets will stand.
- **Match Winner & Highest Checkout & Most 180s** - Predict which player will win the match, score the highest checkout, and have the most 180s. In the event one (1) of the conditions is not met, then bets will be settled as lost. For example, in the event both players score the same highest checkout or have the same amount of most 180s then bets will be settled as lost.
- **Daily Specials** - All scheduled games must be played on the specified day for bets to have action unless settlement has already been determined.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's/competition governing body.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Golf

General Rules

- Notwithstanding any other house rule(s) and unless settlement has already been determined, in the event there is a reduction in scheduled rounds played, bets placed on any market will be void if either less than thirty-six (36) holes of the tournament have been completed by all remaining golfers or the bet(s) are placed after the final shot of the most recently completed round.
- 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 cancelled, and stakes refunded.
- For the four 'Majors', namely the US Masters, USPGA, US Open and British Open Championships, pre-tournament futures winner bets will stand so long as the event is completed in the calendar year, otherwise they will be void.
- Where a golfer withdraws before the start of a tournament then all bets on that participant will be declared void.

Specific Market Rules

- **Tournament Futures Winner** - All futures bets are settled on the player/team winning the trophy. The result of playoffs is taken into account. In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void. In the event that there is a change to or decrease in the booked number of rounds or openings played in the competition, wagers set on this market will stand if 36 holes of the tournament have been completed. If less than 36 holes have been completed, or futures bets were placed after the last shot of the previous completed round, bets will be void.
- **Top Nationality/Player Betting** - The winners will be settled in the same way as futures bets, subject to Dead Heat deductions, with only the players quoted counting for settlement purposes. In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void.
- **End of Round Leader/End of Round (X) Top (X) Finish** - The player with the leading score/those in the specified top finish positions at the end of the named round will be deemed the winner/s. Dead Heat rules apply. In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void.
- **Winner Without Favorite/Nominated Players** - Predict who will win the market without selected players. Dead Heat rules apply.
- **Top Specified Finish** - A Player to finish within the Top 5, 10, 20 etc. of a specific tournament. Dead Heat rules apply.
- In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void.
- **Top Specified Finish (including ties)** - A Player to finish within the Top 5, 10, 20, etc. of a specific tournament. In the event of ties, winning selections will be paid in full. In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void.
- **Outright betting including "The Field"** - In betting with a "group of players" vs. "The Field", if any of the named players within the "group of players" against the field do not tee off on their first hole, then

all bets will be void. The field is deemed as all other players excluding any referenced player or group of players whether the players in the field are quoted or not. Above Tournament Futures Winner rules apply to determining the winner.

- **18 Hole 2 & 3 Ball Match Bet Markets** - Bets void in the event the players do not tee off on their first hole. If a round is abandoned, bets on that round will be void. In the event that pairings or groups change, then all bets will be void. The winner will be the player with the lowest score over 18 holes. For tournaments using the Stableford scoring system the highest points scorer during the round is the winner. For 2 ball betting, where a price is not offered for the tie, bets will be settled as push in the event of a tie and wagers refunded. In 3 ball betting Dead Heat rules will apply. For hole winner markets, bets void in the event the players do not tee off on their first hole. Dead Heat rules apply in the event of tied scores. If a player withdraws during the hole, bets on the withdrawn player will be settled as losers. Bets are settled once the players leave the green. For hole group betting, bets are settled based on the score over a specified group of holes. Dead Heat rules apply in the event of tied scores. Bets will be void if one of the players does not tee off on the first of the specified holes. If a player withdraws during the specified group of holes, bets on that player will be settled as losers.
- **Six Shooter** - Predict which of the 5 or 6 players in a group will win the round. Dead Heat rules apply. In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void.
- **Player Finishing Positions** - All rounds of the tournament scheduled to be played as of bet placement must be completed for bets to qualify otherwise bets will be void. In the event a player misses the cut, then their finishing position will be determined at this point. In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void.
- **Tournament Match Bets**
 - In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void. If a player withdraws, whichever player completes the most holes is deemed the winner. If both players complete the same number of holes, the player with the lowest score is deemed the winner.
 - If the scheduled number of rounds is reduced by bad weather, bets will be settled so long as there is a deemed tournament winner and a minimum of 36 holes played. The winner will be the player leading after the last completed official round.
 - 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, then the other player is deemed the winner. 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, then the disqualified player is deemed the winner.
 - If an individual match-up ends in a tie, bets will be settled as push. For match betting where a price for the tie is offered and the match is tied, bets on either player will be settled as losers.
 - Playoff is taken into account for settlement purposes.
- **Tournament Trio/Group Betting** - Bet on which player will achieve the highest placing at the end of the tournament from the group of named players. Players are grouped together for betting purposes. In the event a player in the group does not tee off on their first hole, the market will be void. Dead Heat rules apply. At least 36 holes must be completed.
- **Tournament Specials/Props**
 - To Make or Miss the Cut Markets

- The first official cut will be used to settle this market. Any subsequent cut will be irrelevant. Any player who withdraws or is disqualified prior to the first cut will be deemed to have missed the cut.
- For bets on what score to par the tournament cut be made at, the first official cut will be used to settle this market. Any subsequent cut will be irrelevant.
- Hole in One Markets
 - **Tournament Hole in One** - Bet on if a hole in one will be scored during the tournament. Bets will stand as long as a minimum of 36 holes of a tournament are played.
 - **Round Hole in One** - Bet on if a hole-in-one be scored during a particular round of a tournament. Bets will stand as long as the particular round is completed.
 - **Will a Hole in One Be Scored on a Particular Hole During the Tournament** - Bets will stand as long as a minimum of 36 holes of a tournament are played.
 - **Will Specified Player Make a Hole in One During the Specified Round or Tournament** - In the event the player selected for this market does not tee off on their first hole, bets on such selected player will void.
- **Total Players Under Par** - Bet on how many players will finish the tournament with an overall score under par. 36 Holes must be completed for bets to stand.
- **First Time Winner?** - Bet on if the tournament will be won by a player who has never won the specific tournament before.
- **Tournament Winning Margin** - Bet on how many shots the winning player will win the specified tournament by (i.e. How many strokes between the winner and second place). Bets will stand so long as a minimum of 36 holes are played.
- **Tournament Wire to Wire Winner** - Bet on the winner of the tournament to be the tournament leader at the end of each specified round. All rounds of the tournament scheduled to be played as of bet placement must be completed for bets to stand.
- **Tournament Winning Score** - Bet on what the tournament winner's winning score is at the end of the tournament. Settlement will be upon the completion of 72 holes otherwise bets will be void.
- **Highest Tournament Round Score** - Predict the highest individual round score carded by a player during the tournament. Where markets contain a specific list of players to shoot the highest tournament round score, Dead Heat rules will apply.
- **Lowest Tournament Round Score** - Predict the lowest individual round score carded by a player during the tournament. Where markets contain a specific list of players to shoot the lowest tournament round score, Dead Heat rules will apply.
- **Will There Be an Albatross?** - Bet on if an Albatross will be scored during the tournament. An Albatross is a score of 3 under par on any particular hole. Bets will stand as long as a minimum of 36 holes of a tournament are played.
- **Double/Triple Chance** - Bet on whether one of the two/three named players will win the tournament. In the event of one or more of the selections not playing in the tournament, bets will be void.
- **Straight/Dual Forecast** - For straight forecasts, players must come 1st and 2nd in the specified order, and in dual forecasts, players must come 1st or 2nd in either order. Both players must

tee off for bets to stand; otherwise bets will be void. In the event of a tie for second place, Dead Heat rules will apply.

- **Player Round Score** - Bet on what score a player will shoot for a given round. Bets will be void if there is a change in Par to the course. Player must complete the whole round for bets to stand.
- **Player Round Handicap** - The handicap is applied to the specified players' round scores, with the lowest score being the winner. e.g. Player A + 0.5 scores 70, Player B - 0.5 scores 70, Player B is settled as the winner once the handicap has been applied.
- **Player Hole Scores** - Bet on what score a player will shoot on a given hole. Bets void if there is a change in par of the hole. If a player withdraws before teeing off on a given hole, bets on that hole will be void. If a player withdraws having started a hole, bets will be settled as 'Over Par'.
- **Player Hole Group Scores** - Bet on what score a player will shoot on a given group of holes. Bets void if there is a change in par of the hole(s). If a player withdraws before teeing off on a given group of holes or doesn't complete the specified number of holes in the group, bets on that hole group will be void.
- **Any Player Over/Under Par on X Hole** - Bet on if any player in the group will shoot under or over par on a certain hole. If a player withdraws having teed off on a certain hole, their score will be treated as 'Over Par'. If any of the players do not tee off, bets will be void.
- **Player Bogey Free Round** - Bet on if a player will score zero bogeys during their round. If a player withdraws before the round is complete, then if they have already scored a bogey the bet will be deemed a loser. If the player withdraws before completing the round without having scored a bogey, bets will be void.
- **Specified Hole Played** - Bet on if hole X be played during the match/tournament (or i.e. if the match will reach the last possible designated hole to be played. Bets void if the number of holes/rounds are reduced.
- **Last Hole Played** - Bet on what hole in the round will the match end. For 36 hole matches, bets will be void if the number of rounds are reduced. Bets will be void if a player withdraws at a point in the match where the result is still to be determined. For 18 hole matches, if a player withdraws after the 16th hole when the match is tied or after the 17th when a player leads by 1, then the Last Hole Played is settled as Hole 18, since any natural conclusion to the match would require the 18th hole to be played.
- **To Lead After Specified Hole** - Bet on which player/team will lead the match round after a certain hole. For 36 hole matches, bets will be void if the number of rounds are reduced. Bets will be settled as push if the players are tied after a given hole unless the tie is an option. Bets will be void if a player withdraws at a point where the result is still to be determined.
- **Winner 72 Hole Performance** - Bet on what score the winner of the tournament will shoot on the last hole. Under Par, Par or Over Par. If the tournament is reduced to 54 or 36 holes, the last hole score of the player will count so long as there is an official result.
- **Will the Winner of the Tournament Be in the Last Pairing that Tees Off in Round 4?** - This is the leading group by scores going into the final round.
- **Match Play Markets**
 - **Match Winning Margin** - Bet on by how many holes (or strokes in stroke play format matches) a player/team will win the match. For 36 hole matches, bets will be void if the number of rounds is reduced. For 18 hole matches, if a match finishes before the completion of the stated

number of holes, bets will be settled on the official result. Bets will be void if a player withdraws at a point in the match where the result is still to be determined (e.g. The number of holes remaining is greater than or equal to the score at the time of withdrawal). For stroke play matches, matches will be void if a player withdraws or 18 holes are not completed.

- **Match Handicap** - The handicap is applied to the specified Player/Team's match scores, with the Player/Team winning the most holes being the winner. e.g. Player A/Team A + 0.5 holes, Player B/Team B - 0.5 holes. If the match is level, Player A/Team A is settled as the winner once the handicap has been applied.
- **Most Birdies in the Match** - Bet on who will make the most birdies in the match. In the event of a draw bets will be settled as push unless the tie is offered.
- **To Lead the Match First** - Bet on who will take the lead first in the match. Bets void if no one takes the lead during the match.
- **Par 3/4/5 Winner** - Bet on who will score better/win the most holes on a specific par hole. For example, bet on who will score better on just the par 3 holes. Bets stand so long as the match is completed.
- **Will Player Hit the Fairway in Regulation on a Specified Hole?** - Bet on if a player will find the fairway with their first tee shot.
- **Will Player Hit the Green in Regulation on a Specified Hole?** - Bet on if a player will hit the green in the regulated number of shots for the hole (1 shot for par 3's, 2 shots for par 4's and 3 shots (or two shots if specified) for par 5's).
- **Whose Ball Will Finish Closest to the Pin on a Specified Hole?** - Bet on whose ball will finish nearest to the pin/hole in regulation shots for the hole (1 shot for par 3 holes, 2 shots for par 4's etc.). At least one ball must be on the green in the regulated number of shots for the par of the hole to count, otherwise bets will be void.
- **How Close to the Pin Will the Ball Finish on Specified Hole?** - Bet on how close to the pin/hole the ball will finish after regulation shots. Balls must finish on the green to count, otherwise bets will be void.
- **Who Will Have the Longest Drive on a Specified Hole?** - Bet on who will have the longest drive/tee shot for the hole. Balls must finish on the fairway to count. Bets void if no balls finish on the fairway.
- **Will Player Hit the Ball Out of Bounds from the Tee Shot on a Specified Hole?** - Bet on if a player will hit the ball out of the course boundaries with their tee shot. Official website stats will be used to determine the result.
- **Will Player Hit the Ball in the Water from the Tee Shot on a Specified Hole?** Bet on if a player's ball will finish in the water hazard from their tee shot. Official website stats will be used to determine the result.

Futures/Other Props

- **Seasonal Money List** - Bets placed on money lists such as the Race to Dubai & PGA Money List are to predict which golfer tops the official money list at the end of the European season for the Race to Dubai and the American season for the PGA Tour Money List. For the US Seniors Tour, it is the PGA Champions Tour money List and for the US Women's main tour it is the LPGA Tour Money List. Bets will

be determined by the overall winner following the last relevant tournament and will not be affected by any subsequent enquiries or alterations. Does not include FedEx Cup Winner Bonus.

Major Markets

- **Total Majors Won/To win a Major** - Bet on how many of the four major men's golf tournaments a player will win in the calendar year/if a player will win any one of the four majors in that year, Yes/No. The majors are the US Masters, USPGA, US Open and British Open. A player must play all four majors for bets to stand unless the result has already been determined.
- **Majors Match Bets** - For example, bet on which of two players will win the most majors by the end of the calendar year 2025. If the match-up ends in a tie, bets will be settled as push.
- **Which Player Will Win a Major First Match Bet** - For example, bet on which player will be the first to win a Major before 2025. Bets will be void if neither player wins by the end of 2025.
- **Race to X Majors** - For example, bet on which player will be the first to win 5 Majors by the end of 2025. If no one manages to reach 5 Majors won, bets will be void.
- **Player to Win a Major by Year X** - For example, bet on if a player will win a major by 2025, Yes/No.
- **Skins Matches** - Each player/team tees off in turn and play continues until each player finishes the hole. The player/team with the lowest score on the hole wins the Skin for that hole. The Skin is a set number of points or a monetary value for the hole. If the hole is tied then the Skin is rolled over to the next hole. For example, holes 1 & 2 are tied, but hole 3 is then won, the winning team wins 3 Skins. Once a hole is won the next hole is played for one Skin again. Dead Heat rules apply. If a playoff is required, that will be used for settlement purposes.

Ryder/Presidents/Solheim Cup and Any Other International Matchplay Markets

- All markets, including Futures, Draw No Bet, Handicap(s), Top Points Scorer and Correct Score, Format Correct Score, and Total Point Markets, will be settled on the official result unless otherwise stated. In the Presidents Cup, To Lift Trophy (without the Tie option), Dead Heat rules will apply.

If a match does not start (e.g. player is injured or disqualified before the start of a match), then all bets on that match will be void. Uncompleted single hole bets will be void.

- **Single Markets** - If an individual match-up ends in a tie, bets will be settled as push, with the exception of if playoff holes are required to determine which team advances to the next stage. In this case settlement will include any playoff holes. For team match play events, bets on the winner of any singles match will be void if that match does not reach its natural conclusion. A singles match will be deemed not to have reached its natural conclusion if, for example, the applicable players agree to a half because the overall team contest has already been determined. Uncompleted single hole bets will be void in this scenario also.
- **Fourballs/Foursomes/Greensomes/Scramble** - In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void. For all other bets involving groups of more than 3 players together over 18 holes (e.g. 4-ball, 5-ball, etc.) Dead Heat rules apply.

Please note, in these formats, for any scoring markets in the match, such as an individually named player to score an eagle, hole-in-one etc., the scores count only when an individual player plays their own ball throughout the entirety of the hole as in the fourball format. Alternate shot formats do not count for scoring markets unless specifically stated.

- **Tournament Correct Score** - Bet on what the final match score will be for the number of matches won by each team (e.g. Ryder Cup 14-14, Europe 15-13, USA 16-12). All scheduled matches must be completed in full for bets to stand, regardless of if an interruption results in a match being completed on a forthcoming day.
- **Day/Session Correct Score** - Settlement will be based on the score after the scheduled number of matches in the specified format, regardless of an interruption results in a match being completed on a forthcoming day.
- **Day/Session Winner Markets** - Settlement will be based on the score after the scheduled number of matches, regardless of if an interruption results in a match being completed on a forthcoming day.
- **Top Tournament Points Scorer/Top Nationality Points Scorer Markets/Top Team/Top Rookie/Top Wildcard (or Top Captain's pick) Markets** - Markets will be settled on the whole tournament. Dead Heat rules apply. In the event a player selected for this market does not tee off on their first hole, bets on such selected player will void. **Team to Score 1st Full Point** - The settled winner will be the first team to win a scheduled match and as a result acquire a full point. In the event of every scheduled match ending in a tie, bets will be settled as push.
- **Player to Hole Winning Tournament Putt** - Settlement will be based on the player who gains the winning half or full point which gets their team to 14.5 points. In the event of a 14-14 tie, bets will be void (including the player who holes the putt to retain the trophy).

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Handball

General Rules

- All games must start on the scheduled date (local stadium time) for bets to have action. The exception is if we advertise an incorrect start time.
- In the event a match venue is changed, bets already placed will stand provided the home team is still designated as the home team. In the event the home and away team for a listed match are reversed (i.e the home team becomes the away team), bets placed based with the original listing will be void.
- In the event a match is abandoned before the end of regular time, all bets on the match will be void, unless settlement has already been determined.
- All bets exclude overtime, unless otherwise stated. In the event a game does not finish in a tie, but overtime is played for qualification purposes, then bets will be settled excluding overtime.
- In 2-way markets, push rules apply unless otherwise stated.
- **Mercy Rule** - The score at the time of the relevant league's "Mercy Rule" call will be used for settlement purposes.

Specific Market Rules

- **Half Markets** - The relevant half must be completed for bets to have action unless settlement has already been determined.
- **Player Matchups/Performance Markets** - Relevant player must receive playing time for bets to have action.
- **Top Team Goalscorer/Tournament Top Goalscorer** - Goals scored in regular time and extra time count. Goals scored in penalty shootouts do not count. Dead Heat rules apply.
- **Tournament MVP/Tournament All Star Goalkeeper** - All settlements are based on results published by the official governing body.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body on the day of the game.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Hockey

General Rules

- Game must start on the scheduled day (local stadium time) for bets to have action.
- There must be 5 minutes or less of scheduled game time left for bets to have action unless the specific market outcome is already unconditionally determined.
- In the event a game is halted before the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, bets will be void unless the specific market outcome is already determined (unless otherwise stated, i.e., playoff game rule).
- In the event a game is halted after the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, the score when the game was halted will determine the betting results (unless otherwise stated, i.e., playoff game rule).
- **Playoff Game Rule** - In the case of a halted playoff game (or postseason tournament game), all wagers have action until completion of the game, as determined by the league's governing body.
- In the event a game is halted at any time, and replayed in full as opposed to resumed, all bets will be void.
- In the event a game venue is changed, and the home team remains designated as the home team, bets will stand.
- In the event a game venue is changed, and the home and away team's listings are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.
- In the event of the game being decided by a penalty shootout, one goal will be added to the winning team's score and the game total for settlement purposes. This does not apply to markets that exclude overtime nor does it apply to regular season NCAA Hockey games.
- All markets include overtime/shootout, unless otherwise stated. In the event a game does not finish in a tie, but overtime is played for qualification purposes, then bets will be settled excluding overtime. Markets that exclude overtime are denoted by "(Excl. OT)" or includes phrases such as "Regular Time" or "60 minutes." Period related markets exclude overtime unless otherwise stated. Goalscorer/Player Performance markets exclude shootouts.
- In 2-way markets, push rules apply, unless otherwise stated.
- 3-way markets are settled on the score at the end of regulation time, unless otherwise stated.

Specific Market Rules

- **Pre-Game Markets Excluding Overtime** - All markets in this section are based on the 3 x 20-minute periods of regular time play, unless otherwise stated. Markets that exclude overtime are denoted by "[Excl. OT]" or state "Regular Time" or "60 minutes" in the market header. Period related markets also exclude overtime, unless otherwise stated:
 - **Period Markets (1st, 2nd, 3rd)** - The entire relevant period of play must be completed for bets to have action unless the result is already determined.
 - **Odd/Even Markets** - If regulation time is completed without a goal being scored, zero is considered an even number.

- **Race to Goals (2,3,4,5)** - First team to reach the stated number of goals will be settled as the winner. If neither team reaches the stated number of goals, 'Neither' will be settled as the winner.
- **Spread (3 Way)** - Every selection within this market is graded as either a win or a loss. No selection is graded as a "push" in this market. (Ex: A wager on "Team A (-2)" means Team A must win by 3+ goals. Any other result is graded as a loss. A wager on "Tie, Team A (-2)" means Team A must win by exactly 2 goals. Any other result is graded as a loss).
- **Time Of 1st Goal** - If regulation time is completed without a goal being scored, bets on the "over" will be the winner.
- **Highest Scoring Period** - If 2 or more periods have the joint highest number of goals, 'Draw' will be settled as the winner.
- **Winning Margin** - If the regulation time is completed and the score is tied, 'Draw' will be settled as the winner.
- **10 Minute Markets (Over/Under Goals, etc.)** - The entire specified time period stated in the market header must be completed for the bets to have action unless the specific market outcome is already determined.
- **Other Pre-Game Markets Excluding OT**
 - Moneyline Regular Time
 - 3 Way Total Goals OU
 - Tie No Bet
 - Double Chance
 - Total Number of Goals
 - Team Total Goals
 - Both Teams to Score
 - Team to Win with a Shutout
 - 1st Period/Full Time
 - Asian Lines
 - Correct Score
 - First/Last Goal
- **Pre-Game Markets Including Overtime (and shootout)** - All markets in this section are settled in accordance with the general rules (outlined above) and include overtime/shootouts, unless otherwise stated. Goalscorer markets do *not* include shootouts.
 - **First/Last/Anytime Goalscorer** - Player must be dressed/active for bets to stand (as per official source). Own goals are ignored for settlement purposes and if only own goals are scored in a game, then 'No Goalscorer' will be settled as the winner. Any stats accrued in shootouts do not count towards settlement purposes of this market.
 - **Other Pre-Game Markets Including OT**
 - 2 Way ML
 - 2 Way HC
 - 2 Way OU
 - Odd/Even

- Winning Margin
- Correct Score
- Alternate Puck Line
- Alternate Goals
- **Live Markets Excluding Overtime** - All markets in this section are settled in accordance with the general rules (outlined above) and based on the 3 x 20-minute periods of regular time play, unless otherwise stated. These markets are denoted by “[Excl. OT]” or state “Regular Time” or “60 minutes” in the market header. Period related markets also exclude overtime, unless otherwise stated.
 - **Asian Handicap Lines** - Bets are settled according to the score of the remainder of the game after the bet was placed. Any goals scored before the bet was placed do not count for settlement purposes.
 - **Next Goal (Second Goal, Third Goal, etc.)** - If the remainder of regulation time is completed without another goal being scored (from the moment the bet is placed), ‘Neither’ will be settled as the winner.
 - **Odd/Even** - If regulation time is completed without a goal being scored, zero is considered an even number.
 - **Race to Goals** - First team to reach the stated number of goals will be settled as the winner. If neither team reaches the stated number of goals in regulation time, then ‘Neither’ will be settled as the winner.
 - **Period Markets (1st, 2nd, 3rd)** - The entire relevant period of play must be completed for bets to have action unless the result is already determined.
 - **Winning Margin** - If regulation time is completed and the score is tied, ‘Draw’ will be settled as the winner.
 - **10 Minute Markets (Over/Under Goals, etc.)** - The entire specified time period stated in the market header must be completed for the bets to have action unless the specific market outcome is already determined.
 - **Other Live Markets Excluding Overtime**
 - Moneyline Regular Time
 - 3 Way Handicap
 - 3 Way Total Goals OU
 - Tie No Bet
 - Double Chance
 - Number of Goals
 - Number of Team Goals
 - Both Teams to Score
 - Correct Score
 - Overtime (Yes/No)
 - Team to Win All 3 Periods
 - Both Teams to Score At Least 2 Goals (or 3 Goals, etc.)
 - Team to Win with a Shutout
 - First/Last to Score

- **Live Markets Including Overtime (and shootout)** - All markets in this section are settled in accordance with the general rules (outlined above) and include overtime/shootouts, unless otherwise stated. Goalscorer markets do not include shootouts.
 - List of Live Markets Including Overtime (and shootout):
 - 2 Way Moneyline
 - 2 Way Handicap
 - 2 Way Over/Under
 - When Will Game End
 - Winning Margin
 - Odd/Even
 - Total Team Goals (2 Way)
 - Total Goals (2 Way)
 - Correct Score

Player Props

All markets in this section are settled in accordance with the general rules (outlined above), unless otherwise stated.

- **Player Performance Markets** - Relevant player(s) must receive ice time for bets to have action. Stats accrued during overtime count for settlement purposes. However, stats accrued during shootouts do not count for settlement purposes.
- **Goalscorer Markets (First/Last/Anytime)** - Player must be dressed/active for bets to have action. Stats accrued during overtime count for settlement purposes. However, stats accrued during shootouts do not count for settlement purposes.
- **Goalie Performance Markets** - Relevant goalie(s) in wager must start for bets to have action.
- **Goalie Shutout** - For “Yes” to win, the goalie must play the entirety of the game without giving up a goal. If the goalie is subbed out and no goal has been scored against the subbed out goalie, bets will be void.

Daily Props

All markets are settled in accordance with the general rules (outlined above) and include overtime, unless otherwise stated.

- The scheduled number of games, as stated in market header, must be completed (in accordance with general rules) on the specified date for bets to stand.
- In the event of a tie, Dead Heat rules apply.
- **Daily Player Markets** - If the player wagered on does not receive any playing time, bets on that player are void.

Futures/Other Props

- **Futures (Stanley Cup/Conference Champion/Division Winner/Presidents' Trophy Winner etc.)** - If the league/governing body officially declares a winner for the relevant season on the specified market, bets are action, regardless of season length, team relocation, or team name change (unless otherwise stated).
- **Eastern/Western Conference Winner** - Determined by the teams that progress to the Stanley Cup Final.
- **Name the Finalists/Exact Result** - All bets are action unless the Stanley Cup/Championship is not played.
- **NHL Regular Season Points/Wins** - Team(s) listed on the wager must complete at least 97% of scheduled regular season games (using the schedule as listed on day 1 of the regular season) for bets to have action unless the remaining games would not affect the result.
- **To Make the Playoffs/Tournament** - If the league does not begin a post-season for that respective season, bets will be void. If the number of teams that make the postseason change during the season, bets will be void.
- **Series Betting** - Bets are void if the statutory number of games, as specified by the respecting governing organization, are changed, or not completed.
- **Awards Markets** - All bets are action unless the award is not given, in which case, bets will be void. Dead Heat rules apply.
- **NHL Top Regular Season Points/Goal Scorer** - All bets are action and Dead Heat rules apply. Market settled per stats from the league's governing body.
- **Player's Next Team** - Determined by the team the specific player is under contract with, and on the active roster of, for the first game of the following regular season (regardless of if they play or not in that game). All bets are action.

Pre-live Same Game Parlays

- In the event a pre-live Same Game Parlay contains a selection which is settled as void or push, the pre-live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a pre-live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Hockey specific rules also apply to pre-live Same Game Parlays.

Live Same Game Parlays

- In the event a live Same Game Parlay contains a selection which is settled as void or push, the live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All Hockey specific rules also apply to live Same Game Parlays

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final, and when the necessary statistics are readily available on the league's official website, or by the official statistical provider of the league. Any subsequent stat changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

MMA

General Rules

- Bets will be settled on the official result announced at the end of the fight. Subsequent appeals/amendments do not affect settlement (unless the amendment is made to correct human error when announcing the result).
- In the event a fight ends in a “No Contest”, all bets will be void unless settlement has already been determined. If a fighter withdraws or the referee stops the fight between rounds, the fight will be deemed to have finished in the previous round.
- If an event is postponed, cancelled, either fighter is replaced or the number of rounds in a fight change, all bets will be void and stakes returned.
- If the fight does not take place as scheduled and does not occur on the same date (local time), all bets are void. Exceptions are 1) if we advertise an incorrect start time and 2) if we set up a fight using an expected date before the exact date is known. Once an official announcement is made regarding the fight date, the fight will be corrected to the official date and will then be subject to normal rules. Except for fights with a confirmed date of 31st December, all fights that are listed with the date as 31st December are considered "Future Fights", these are fights that are without a set date. All "Future Fights" must have a confirmed date by 31st December otherwise all bets on such fights will be void.

Specific Market Rules

- **Fight Winner** - If the fight results in a draw, all bets on the Moneyline will be settled as push and stakes returned, unless the draw option was included in the offered market.
- **Point Spread** - In the event a fighter wins via knockout, submission, or disqualification then bets placed on the winning fighter will be settled as won. In the event the fight requires a decision via the judges' scorecards, the point spread will be applied to the fighter's combined total points. For example, in a three-round fight that requires a decision via the judges' scorecards, if all three judges scored the fight 29-28 for Fighter X and the point spread is Fighter X -3.5, then bets on Fighter X -3.5 will be settled as lost and bets on Fighter Y +3.5 will be settled as won.
- **Method of Victory and Exact Method of Victory** - If the fight is stopped due to an injury or disqualification either by the referee or the doctor, then this will be considered a technical knockout (TKO). In the event of a technical decision, all markets will be settled as a decision or points victory. In the event of a technical draw, all markets will be settled as a draw. A technical or verbal submission, including a submission to strikes, as announced at the end of the fight will be settled as a submission.
- **Fight to Go the Distance** - “Yes” will only be settled a winner if the full number of scheduled rounds have been completed.
- **Round Betting** - In the event of a technical decision, all markets will be settled as a decision or points victory. In the event of a technical draw, all markets will be settled as a draw.
- **Total Rounds/Minutes** - For settlement purposes, where a half round is stated, then 2 minutes 30 seconds of the respective round will define the half to determine under or over. For example: over 2 minutes and 30 seconds into the 2nd round will equal over 1.5 rounds. In the event of a technical decision or technical draw, the market will be settled by the point the fight was stopped. If the fight ends at exactly 2 minutes 30 seconds of the round, over bets will be settled as won and under bets will be settled as lost.

- **To Win Fight and Over/Under Rounds** - The market will be settled as per the winner of the fight combined with the time they do so in. For settlement purposes, where a half round is stated then 2 minutes 30 seconds of the respective round will define the half to determine under or over. For example, over 2 minutes and 30 seconds into the 2nd round will equal over 1.5 rounds. In the event the fight ends at exactly 2 minutes 30 seconds of the round, over bets will be settled as won and under bets will be settled as lost. In the event a fight ends in a draw, all bets will be settled as lost.
- **Fighter to Win by Finish** - To win by finish means to win by KO/TKO/disqualification, submission, or any other form of stoppage. Any decision made by the judges will not count as a finish.
- **To Make Weight** - A fighter can weigh up to 1lb above the divisions weight limit or pre-set catchweight (including BMF titles) except for Championship fights. The last attempted weigh in is counted as the official weight. In the event a fighter does not weigh in for any reason, bets will be void. In the event a fight is cancelled after weigh-ins, bets will stand. Any change to weight class prior to weigh-ins will result in bets being void.

Futures/Other Props

- **General Rules**
 - Any fighter retiring or leaving the relevant organization for any reason will still be considered for settlement purposes.
- **To Be Champion** - Interim titles do not count for settlement purposes. If a division has a vacant champion on the selected date, all bets will be void. Titles must be contested at least once prior to the selected date associated with the market for bets to have action.
- **To Be Ranked in the Top 5/10/15** - To be ranked in the relevant positions includes being champion as well as up to and including the specified ranking number. For example, to be ranked in the top 5 will have 6 positions - the champion plus positions 1 through 5.
- **Match Bets** - Predict which fighter will have the highest ranking on the specified date. Highest ranking means champion and below. If a fighter is unranked they will still be considered for settlement purposes. If both fighters are unranked, all bets will be void.

Pre-live Same Game Parlays

- Settlement of these bets will be based on the following criteria:
 - In the event a pre-live Same Game Parlay contains at least one (1) selection which is settled as void, then the whole pre-live Same Game Parlay will be settled as void or push, irrespective of whether the pre-live Same Game Parlay contains other winning or losing selections, unless the fight associated with the pre-live Same Game Parlay is abandoned.
 - In the event the fight associated with the pre-live Same Game Parlay is abandoned, and the pre-live Same Game Parlay contains an already losing selection at the time of abandonment, the pre-live Same Game Parlay will be settled as lost, otherwise the pre-live Same Game Parlay will be settled as void.
 - In the event a selection is a tie, and no tie outcome is offered for that selection (for example "Race to X Knockdowns" where neither fighter reaches the number of knockdowns), then the pre-live Same Game Parlay will be settled as lost.
- A fight is abandoned in the event:

- The fight does not start on the same date (local time) of the original official start time. The exception to this is as follows:
- DraftKings makes a fight available for betting using an expected date because an official start time has not yet been announced. Once an official announcement is made regarding the fight date, the fight will be corrected to the official date and will then be subject to normal rules.
- All MMA specific rules also apply to pre-live Same Game Parlays. In the event of a conflict between any other MMA specific rule and the MMA pre-live Same Game Parlay rules, solely as they relate to a MMA pre-live Same Game Parlay, the pre-live Same Game Parlay rules prevail.

Live Same Game Parlays

- In the event a live Same Game Parlay contains a selection which is settled as void or push, the live Same Game Parlay will be repriced based on the odds available on the DraftKings website at the time of bet placement. In the event all selections in a live Same Game Parlay are settled as void or push, then the whole bet will be settled as void.
- All MMA specific rules also apply to live Same Game Parlays.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's/competition governing body. For UFC, www.ufc.com is used.

Motor Racing

General Rules

- The race must be completed within one week of the scheduled start time for bets to have action.
- If a race is abandoned/suspended before an official result is declared by the league's governing body and not completed within one week of the official start time, all bets on that race will be void except bets on any markets which have been determined.
- If a race is abandoned/suspended after an official result is declared by the league's governing body, that official result will be recognized to grade wagers.
- If the scheduled venue is changed after a bet is placed, the wager will be void.

Specific Market Rules

- **Match-ups** - Both drivers must start the session for bets to have action. For race settlement if a driver fails to complete the race, the other driver in the match-up wager will be declared the winner. If both drivers fail to complete the race, the number of full laps completed will determine the winner. If both drivers fail to complete the race on the same lap, the official placing assigned by the league's governing body will be used for settlement. For all other sessions the official placing assigned by the league's governing body at the end of the stated session will be used for settlement.
- **Group Betting** - All listed drivers in the group must start the race for bets to have action.
- **Race Props (lap markets, caution markets, etc.)** - For NASCAR, the entire race must be completed for bets to have action unless the result is already determined. For other motor racing leagues, all bets will stand.
- **Stage Winner/Stage Props** - The entire stage must be completed for bets to have action unless the result is already determined.
- **Race Winner/Top Finish** - All bets are action unless the driver who was wagered on does not start the race.
- **Qualifying Markets** - In the event the qualification session is not completed, markets will be settled on the official grid/official starting positions for the race. Grid/starting position penalties and subsequent disqualifications do not apply for settlement purposes.
- **Practice 1/2/3 Winner & Free Practice 1/2/3 Winning Car** - Relevant driver or team must record a lap in the specified session of practice for bets to stand.
- **Winning Manufacturer/Team** - All bets are action regardless of certain drivers not starting the race.
- **Leader After 1st/5th/10th Lap** - For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after the named classified race lap (formation lap not included). In the event the number of lap(s) specified in the bet are not fully completed all bets will be void. In the event that a race starts or laps are completed under safety car conditions, bets placed on this market will stand.
- **Odd/Even** - 0 and 00 are considered even numbers for settlement purposes.
- **Will There Be a Safety Car?** - The safety car must appear on the track during racing for it to count. A virtual safety car does not count.
- **Fastest Pit Stop** - Only the stationary time of the pit stop counts.

- **“Field”** includes any driver who is not listed in that specific market.
- **Not/To Be Classified** - In the event a driver does not start, all bets will be void.
- **1st to Retire** - In the event two or more drivers retire on the same lap, then Dead Heat Rules apply. In the event a driver does not start, all bets will be void.
- **Car 1st to Retire** - In the event two or more cars retire on the same lap, then Dead Heat Rules apply. In the event all drivers for a team do not start, all bets will be void.
- **Last Classified Driver** - The driver who is in the final numbered position in the FIA classification will be deemed the winner.
- **Fastest Speed** - The fastest recorded speed by the FIA will be used for settlement.
- **Most Team Points** - In the event two or more teams are tied on points, then Dead Heat Rules apply.

Futures/Other Props

- If the league/governing body officially declares a winner for the season, that driver will be settled as the winner for wagering purposes regardless of the number of races or the length of the season. After the season results are initially declared any subsequent penalties or demotions will not affect settlement. In the event drivers/teams are tied in any markets then the driver/team that finishes higher in the championship will be deemed the winner unless otherwise stated.
- **Season Qualifying Match-ups** - In the event of a tie then Dead Heat rules apply. Sprint Qualifying does not count.
- **Total Fastest Qualifier** - Total Q3 session winners over the season.
- **Total Race Wins/Podium Finishes/Top 10 Finishes/Fastest Laps** - For NASCAR, only races for cup points will count and any exhibition races or all-star races will not count. For Formula 1, any sprint races will not count.
- **Fastest Car Testing** - The fastest timed lap during an official FIA test.

Settlement Rules

- **NASCAR** - All markets will be initially settled based on the unofficial results sent out by NASCAR. If, after post-race inspections are completed, there is any change in the official race result, all previous winners will stand and new winners will also be settled as won. Any subsequent inquiries/disqualifications after the official post-race inspection will not affect settlement.
- **Other Motor Racing Leagues** - All markets will be settled by the official results from the website of the league's relevant governing body at the time of the podium presentation. Any subsequent inquiries/disqualifications after the podium presentation will not affect settlement.
- In the absence of a statistic/result required for settlement of a specific market from the official website of the league's governing body, another reputable statistical source will be used to support bet settlement.

Rugby Union/League

General Rules

- Matches must start on the scheduled date and time for bets to stand.
- All bets on a match which starts but is then abandoned or postponed will be void unless the match is rearranged and played on the same scheduled day (local stadium time) or settlement has already been determined. The exception is if we advertise an incorrect kick-off time.
- If a venue is changed from the one advertised then all bets on that match will be void. In the event of a change of opponent from the one advertised, then all bets for that match will be void.

Specific Market Rules

- **1st Half Winner/Handicap** - Bets settled on the 1st half result only. Bets will be void if the match is abandoned before half-time. If a match is abandoned during the 2nd half then all first half bets are still valid.
- **1st Team to Score/1st Team to Score a Try** - Predict which team will score the first points or the first try in the match.
- **Total Match Points/Tries - Over/Under** - Predict whether the total number of points or tries scored in the match will be over or under a specific figure. Same applies to 1st half markets.
- **Total Team Points/Tries - Over/Under** - Predict whether the total number of points or tries scored by either the home team or the away team will be over or under a specific figure. Same applies to 1st half markets.
- **Total Team Points/Tries - Odd/Even** - Predict whether the total number of points or tries scored in the match will be an odd or an even number. Same applies to 1st half markets.
- **Winning Margin 5 Way/17 Way** - Predict the winning margin and team of the match.
- **Double Result** - Predict the correct result at half time and at full time.
- **First Scoring Play 6 Way** - Predict the first scoring play and team of the match.
- **Race to 10/20/30 Points** - Predict which team will be the first to reach a certain number of points - Home Team/Away Team/Neither selections are available for betting.
- **Alternative 2 Way Handicap** - Predict which team will win the match after the handicap scores have been applied.
- **Alternative Total Points Over/Under** - Predict the total number of points in the match.
- **Player of the Match** - Bets are settled on the officially declared player of the match. Dead Heat rules apply. In the event no player of the match is officially declared, then all Player of the Match bets will be void.

Futures/Other Props

- **Tournament Winner** - Bets settled on final league position include playoffs, unless stated otherwise.
- **Group Winner** - Bets are settled on final group position.
- **To Qualify** - Predict the team to qualify. Settlement will include extra-time and kicking competition, if played.
- **Grand Slam Winner** - Predict which team, if any, will win all of its matches in the Six Nations.
- **Triple Crown Winner** - Predict which team out of England, Ireland, Scotland and Wales, if any, will win all three of their matches against the other three teams in the Six Nations.

- **Futures Betting Without** - Predict which team will progress furthest in the tournament without the nominated team listed.
- **To Finish Bottom** - Predict which team will finish bottom of the league after the completion of the regular season.
- **To Reach Quarter Final/Semi Final / Final** - Predict if a certain team will make it through to the stage of the tournament.
- **Name the Finalists** - Predict which two teams will make it through to the tournament final.
- **First Time Winner** - Predict if the tournament winner has won the same tournament before.
- **Winning Pool** - Predict the pool which the tournament winner will come from.
- **Stage of Elimination** - Predict the exact stage of the tournament in which a certain team gets eliminated. If the nominated team gets disqualified, then all bets on the market will be void.
- **Top Rugby Championship Team/Top Six Nations Team** - Predict which team will progress furthest in the competition. In the event that two or more teams reach the same stage of the tournament then Dead Heat rules will apply.
- **Top Tryscorer** - Predict the player who scores the most tries in the tournament. This market includes extra time. In the event of two or more players scoring the most tries, Dead Heat rules will apply.
- **Top Team Tryscorer/Point Scorer** - Predict the player who will score the most tries or points in the tournament for the nominated team. This market includes extra time. In the event of two or more players scoring the most tries or points, Dead Heat rules will apply.
- **Total Tournament Points/Tries** - Predict the total amount of points or tries scored in the tournament. This market includes extra time. Penalty tries count for settlement purposes.
- **Total Team Tournament Points/Tries** - Predict the total amount of points or tries scored in the tournament by the specified team. This market includes extra time.

Settlement Rules

- All Rugby bets are settled on 80 minutes' play. The term "80 minutes' play" includes any stoppage time, unless otherwise stated. Golden point does not count.
- Unless otherwise stated, Rugby 7s match bets are settled on the specific tournament regulation play and exclude extra time (overtime) if played.
- Penalty tries count towards the total number of tries, but aren't included in First, Last & Anytime tryscorer markets.
- Bets are settled as losers if the team you select is disqualified from the tournament.
- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Snooker

General Rules

- All games must start on the scheduled date for bets to have action. The exception is if we advertise an incorrect start time.
- All bets on a game which starts but is then abandoned or postponed will be void unless the game is rearranged and played on the same scheduled day (local stadium time) or unless it is otherwise stated in the rules.
- If the statutory number of frames in a game are not completed or are changed or differ from those offered for betting purposes, bets will be void, unless otherwise stated or unless settlement has already been determined.
- In the event of a disqualification or retirement in a game, all bets will be void, unless otherwise stated.
- For futures markets, if a player does not play, bets on that participant will be void - with the exception of bets placed on any player who takes part in a given tournament's qualifying but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes. All participants in a given tournament will be priced to win the tournament futures.

Specific Market Rules

- **Moneyline/Winner** - In the event a match starts but is not completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. All bets will be settled as push in the 2 way market if the match result is a tie.
- **First/Next Frame Markets** - In the event the nominated frame is not played at all, bets will be void. Similarly, in the event the nominated frame is awarded to a player without a shot being played, then all bets will be void. In the event the nominated frame is not completed, bets will be void unless the outcome has already been determined.
 - **First/Next Frame Player Total Points Odd/Even** - For settlement purposes zero counts as Even.
 - **First/Next Frame Total Points** - In the event of a re-rack, all points count towards the total.
 - **First/Next Frame Breaks** - In the event of a re-rack, breaks of above 50 and 100 count before and after a re-rack is agreed.
 - **First/Next Frame Foul** - In the event of a re-rack a foul can occur any time before or after a re-rack is agreed.
 - **First Legally Potted Color/To Pot First Ball/To Pot Last Ball** - In the event of a re-rack the original frame will count for settlement purposes as long as a color/ball has been potted. Betting does not include foul shots.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's/competition governing body.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Volleyball

General Rules

- If a match is not completed, all full time bets will be void, unless otherwise stated.
- In the event a match venue is changed, bets already placed will stand as long as the home team is still designated as the home team. In the event the home and away teams for a listed match are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.
- All bets on a match which starts but is then abandoned or postponed will be void unless the match is rearranged and played on the same scheduled day (local stadium time) or unless it is otherwise stated in the rules. An exception is made if an incorrect start time is announced on our website.
- Golden sets do not count unless otherwise stated.

Specific Market Rules

- **Live-Betting** - Points are considered regardless of whether they are scored before or after the bet is placed.
- **Winner** - Predict the winner of the game. A best-of-five sets format is used.
- **Set Handicap** - Predict the winner of the game in sets. Bets are determined by sets accumulated by both teams, applying the given handicap. Bets are void if the statutory number of sets is not completed or changed.
- **Over/Under Sets** - Predict over or under a given number of sets will be played for the winner to be determined.
- **Set Score** - Predict the sets scores at the end of the match. Bets are void if the statutory number of sets is not completed or changed.
- **Total Points** - Total Points is similar to handicap and over/under wagering. Win/loss is determined by the number of points accumulated by both teams, and then by comparing these points with the handicap and/or over/under given before the match started.
- **Set Markets** - The entire relevant period of play must be completed for bets to have action.
- **Point Betting** - Predict which team will win the nominated point in the specified set. In the event the relevant point is not being played, due to the set ending, bets on the specific point will be void.
- **Futures** - Predict the winner of the relevant competition. Bets are settled according to the final league position, after playoffs (if played), unless otherwise stated.

Settlement Rules

- All bets are settled on the official results/standings.

Gaelic Sports

General Rules

- All bets are settled on the regular time result. Extra time does not count, unless otherwise specified.
- All games must start on the scheduled date (local time) for bets to have action. An exception is made if an incorrect start time is announced on our website. In the event a match venue is changed, bets will stand as long as the home team is designated as the home team. In the event the home and away teams for a listed match are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.
- If a match is cut short/abandoned before the end of normal time, all bets on the match will be void, except for those markets which have been unconditionally determined.
- All bets on a game which starts but is then abandoned or postponed will be void unless the game is rearranged and played on the same scheduled day (local stadium time) or unless it is otherwise stated in the rules.

Specific Market Rules

- In Gaelic Football, there are two types of scores: a goal and a point. A goal umpire judges whether a goal or a point is scored.
- Scoring System = Goals (scores 3 points) + Points (score 1 point)
- In Gaelic Hurling, there are two types of scores: a goal and a point. A goal umpire judges whether a goal or a point is scored.
- Scoring System = Goals (scores 3 points) + Points (score 1 point)

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's/competition governing body.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.
- For all futures markets that are determined by a futures winner, the Dead Heat rules shall apply. All futures bets shall stand irrespective of changes in season format or length.

Winter Sports

General Rules

- All bets are settled according to the official results of winter sports federations governing the relevant race, even if not all of the scheduled events are held. Bets will be settled according to the official result declared after the race has finished. Any later appeals and disqualifications will not affect bets.
- If an event does not take place as scheduled, unless it is postponed due to weather conditions, all bets will be void. An exception is made if we advertise an incorrect start time.
- If an event is abandoned or suspended and not staged within 36 hours (local time) and at the same venue, all bets are void.
 - There is an exception to the above rule for Winter Olympic events; see the “Olympics” rules.

Specific Market Rules

- **Futures** - Predict the winner of the stage, race (it will be specified in the name of the futures). If the participant does not start the official event, bets will be void.
- **Podium Position** - Predict if a participant will finish on the podium (1st, 2nd, or 3rd place). If the participant does not start the official event, bets will be void.
- **Head to Head / Winner Full Time** - Both participants must start the race for bets to stand. If both of them don't finish the event, bets will be void, unless it is a multistage event. In that case, the player that completes the later stage will be settled as the winner. For example, if Player A withdraws or gets disqualified in the 1st Round and Player B finishes the 1st Round, Player B will be the winner. If both of them withdraw or get disqualified at the same stage, bets will be settled as push.

Settlement Rules

- Bets on any participant who takes part in qualifying for a specified event, but then fails to qualify for the main round(s), will be settled as losers.
- Dead Heat rules apply.

Bowls

General Rules

- All games must start on the scheduled date for bets to have action. The exception is if we advertise an incorrect start time.

Specific Market Rules

- **Moneyline/Winner** - In the event a match starts but is not completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. If no draw selection is offered and a match finishes in a tie, the result at the end of the tiebreaker will be used for settlement purposes. If no draw selection is offered and no tiebreaker takes place, all bets on the market will be settled as push.
- For the following markets, bets will be void if the statutory number of sets are either not completed or are changed, unless the specific market outcome is already determined:
 - Match Handicap
 - Total Points (2-way)
 - Total Sets
 - Player Total Points (2-way)

Settlement Rules

- The statistics provided by the official website of the relevant competition or match will be used for settlement purposes.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Curling

General Rules

- If the match is not completed, all bets are void unless otherwise stated.

Specific Market Rules

- **Full Time Moneyline** - Predict which team will win the match. If the match is not completed, all bets are void.
- **Full Time Over/Under** - Predict the total number of points in the match. If the match is not completed, all bets are void unless the market has already been determined.
- **Full Time Handicap** - Predict which team will win the match after the handicap scores have been applied. All bets will be void if the match is not completed.

Settlement Rules

- All bets are settled on the official results/standings.

E-Sports

General Rules

- If a match is postponed and rescheduled to take place within 48 hours of the original start time, all bets on the match will stand.
- Should any match be played prior to the date or start time denoted, bets will stand as long as the wager is placed prior to the revised start time.
- Bets will void in the event the statutory number of maps/rounds/games is not completed, unless settlement is already determined or unless otherwise stated.
- In the event the statutory number of maps/rounds/games is changed or differs from those offered for betting purposes, then all bets will be void unless settlement is already determined or unless otherwise stated.
- If a match or map is determined by to be invalid (for example, a player withdraws due to injury or there is a technical issue with the match's hardware), whether the match or map is completed or not, and the match or map is subsequently replayed, all live bets placed on the invalid match or map will be void and all pre-live bets on the invalid match or map will be settled based on the official results of the subsequently replayed match or map.
- All bets include overtime (or another relevant tiebreaker) unless otherwise stated.
- For futures markets, if a tournament is not completed, all bets will be void.
- E-Sports events will have differing match formats depending on the competition and league. It is solely the responsibility of the customer to understand the formatting of a match before placing a bet.
- In a match where one team or competitor starts the match with an advantage of one or more maps awarded due to the formatting of the tournament (for example due to one team coming from the upper bracket in a double elimination format), the match line will include the given advantage. For bets on the outcome of a specific map in a match where one team or competitor starts the match with an advantage of one or more maps, bets on the outcome of a specific map in the match will only be offered on maps actually played by the teams or competitors, and not on the map(s) awarded due to the formatting of the tournament. For example, if Team A starts the match with a one map advantage, then offerings on the outcome of specific maps of the match will start at map 2.
- Player and Team Changes: If an E-Sport team name changes (usually, but not limited to, sponsorship changes) but the roster remains the same, all bets will stand. If there is a replacement player or substitute player for any team in an E-Sports match, all bets will stand.

Specific Market Rules

- **Moneyline/Winner** - In the event a match starts but is not completed, the player or team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. In the event the statutory number of maps/rounds/games is changed or differs from those offered for betting purposes then all bets will stand provided that an official result is announced.

Settlement Rules

- All match markets use maps/rounds/games won as scoring units for settlement purposes.
- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

Lacrosse

General Rules

- In the event a game is postponed and rescheduled to take place within 48 hours of the original start time, all bets on the game will stand. In the event a game begins and is halted with more than five (5) minutes of scheduled game time left to be played, and the game is not completed within forty eight (48) hours of the scheduled start date and time, bets will be void, unless the specific market outcome is already determined (or unless otherwise stated).
- In the event a game begins and is halted with five (5) minutes or less of scheduled game time left to be played, and the game is not completed within forty eight (48) hours of the scheduled start date and time, the score when the game was halted will determine the betting results (unless otherwise stated).
- In the event a game is halted at any time, and then replayed in full as opposed to resumed, all bets will be void.
- In the event a game venue is changed, and the home team remains designated as the home team, bets will stand.
- In the event a game venue is changed, and the home and away team's listings are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- In the absence of a statistic or result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

Olympics (Summer/Winter)

General Rules

- For futures to have action, the competitor/nation must participate in the event. For the competitors/nations that do not compete in the first round/qualification, bets will be void. In the event of the competition starting but not concluding, all bets that are not unconditionally determined will be void.
 - An exception to the rule directly above is that if any team/athlete is disqualified, including for false starts, bets will be settled as losers on that selection.
- With the exception of weather-related or other event specific schedule changes, in the event the Olympics are postponed or cancelled, bets will be void, unless the settlement has unconditionally been determined.
- Should the result of an event be amended following an inquiry, competitors awarded gold, silver and bronze at the original medal ceremony will be deemed 1st, 2nd, and 3rd respectively for settlement purposes. Subsequent appeals/disqualifications will not alter settlement.
- Team events will count as one gold medal/medal for any totals markets.
- If two or more countries/athletes share the applicable finishing positions and no odds have been offered for a drawn outcome, the payout will be calculated via Dead Heat Reduction rules. An exception to this rule is an event where 2 bronze medals are awarded (for example, in Boxing). In that case, for the "To Win a Medal" market, both athletes awarded bronze would be settled as winners.
- In the event a competitor is not listed due to regulatory restrictions and wins the event, the settlement will be based on the highest quoted athlete/team.
- For futures markets where there is a conflict with sports specific rules, the Olympic rules stated above shall prevail for Olympic futures markets.

Specific Market Rules

- Match Bets - If, in a head to head match, both teams/athletes go out in the same round, the bet is settled on who has achieved the better time/highest position in that round. If better time/highest position isn't applicable, then bets will be void.
- Number of Medals Won (Country) - The full quota of events must be completed for bets to stand unless the result has been unconditionally determined.
- Number of Medals Won (Athlete) - In the event of an athlete also being part of a team, the named athlete must appear in the final in order for that event to count towards the total medals.
- Medal Clean Sweep - Gold, silver and bronze are won by same country.
- Winning Last Digit- Predict the last digit of the official winning time. E.g. 9.96 in Men's 100m settles as 6.

Settlement Rules

- Bets are settled according to the official competition website, unless otherwise stated.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support bet settlement.

Table Tennis

General Rules

- In the event any of the named players in a match are replaced before the match starts, all bets will be void.
- Bets on a match that starts but is later abandoned, postponed, interrupted, or left incomplete will be void, unless the match is re-scheduled within 24 hours of the original start time.
- Bets will be void in the event the match does not reach its natural conclusion (e.g. retirement, disqualification, walkover, or cancellation), unless settlement has already been determined, or unless otherwise stated.
- In the event any market does not reach its natural conclusion (e.g. the end of a game/point for a game/point market), bets will be void unless settlement has already been determined, or unless otherwise stated.

Specific Market Rules

- **Total Points** - Win/loss is determined by the number of points accumulated by both players, unless otherwise stated. In the event that the total is exactly equal to the betting line, then all bets on this offer will be settled as push.

Fast Markets

- **Winner - Listed Game** - Predict the player who will win the listed game. In the event the game is not played due to the end of the match, all bets on the specific game will be void.
- **Point Winner - Listed Game** - Predict the player who will win the listed point. In the event the point is not played due to the end of the game or match, all bets on the specific point will be void.
- **Games Decided by Extra Points** - An extra point is defined as when one or more of the players wins with 12 points or more in a game.

Futures/Other Props

- **Outright** - Bets are settled based on the player's position at the end of the specific tournament. In the event a player withdraws without playing at least one (1) point in the tournament, bets on the player will be void. In the event a player is disqualified, bets on that player will be lost.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the leagues of the time of settlement, unless otherwise stated.

Other Sports/Specials

The General Rules and Settlement Rules under this Other Sports section shall apply to any sport listed under it and any sport that does not have a dedicated section under the Sport Rules section.

General Rules

- All matches/fights/races/tournaments must start on the scheduled date (local time) for bets to have action unless otherwise stated. In the event the match/fight/race/tournament takes place prior to the date or start time denoted, bets will stand as long as the wager is placed prior to the revised start time.
- Bets on a match/fight/race that starts but is later abandoned, postponed, interrupted, or left incomplete will be void, unless it is re-scheduled for the same date (local time), unless otherwise stated. An exception is made if an incorrect start time is announced on our website.
- In the event any of the named players in a match/fight/race/ride are replaced before it starts, all bets will be void.
- In the event a venue is changed, and the home team remains designated as the home team, bets will stand.
- In the event a venue is changed, and the home team and away team's listings are reversed (i.e. the home team becomes the away team), bets placed with the original listing will be void.
- Bets will be void in the event the match/fight/race does not reach its natural conclusion, unless settlement has already been determined, or unless otherwise stated.
- In 2-way markets, Push Rules apply, unless otherwise stated.
- For future markets, all bets will be void on competitors not competing in the first round/qualification.
- For futures markets for the Olympics (Summer and Winter), where there is a conflict with sports specific rules, the Olympics rules shall prevail.

Settlement Rules

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Specific Sport Rules

Archery

- Match Betting - Extra arrows count.

Badminton

- Bets on a match that starts but is later abandoned, postponed, interrupted, or left incomplete will be void, unless it is re-scheduled for within 48 hours (local time), unless otherwise stated.
- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

Beach Volleyball

- Bets on a match that starts but is later abandoned, postponed, interrupted, or left incomplete will be void, unless it is re-scheduled for within 48 hours (local time), unless otherwise stated.
- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

Chess

- **Futures** - Predict the winner of the tournament. Bets will be settled according to the final standings, including playoffs (if played), unless otherwise stated. All bets are considered valid, even if the player withdraws or doesn't start the tournament at all. Dead Heat rules apply.
- **Spread** - Predict the winner (player who will collect the most points) of the match/game, applying the given handicap (spread). If the statutory number of games/matches according to the official rules of the tournament is changed, all bets will be void.

Cycling

- Mountain Bikes and BMX Racing have the same rules as Cycling.
- For futures markets, the specified event must be completed in full (statutory number of stages), otherwise bets will be void unless settlement has already been determined.
- **Individual/Team Head 2 Head** - Predict which team/cyclist will achieve a higher finishing position in the race. All teams/cyclists in question should start the race, otherwise bets will be voided. At least one of the teams/cyclists in question should finish the race, otherwise bets will be voided.
- **Special Bets** - Predict the winner of a special category in the race, such as 'King of the Mountains', 'Best sprinter', 'Best young player' etc., which are awarded with relevant colored jerseys (red, green, white, etc.)

Equestrian

- Bets will not be voided as a result of riders changing named horses.

Field Hockey

- All match odds are based on the result at the end of a scheduled 70 minutes play, unless otherwise stated. Bets are settled on the score standing at the end of the scheduled 70 minutes including any added injury or stoppage time. This scheduled period does not include extra time or time allocated for a penalty stroke shootout.

Futsal

- All match markets will be settled on regulation time, unless otherwise stated.

Rowing

- For a one-off race, in the event the race starts but is not completed all bets will be void.
- In a tournament such as the Olympics:

- **To Win Match** - In the event a race starts but is not completed, the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

Sailing

Events must start within one (1) week (i.e., seven (7) calendar days) of the originally scheduled date for action. In the event a race is suspended or shortened and a winner is declared, then all bets will stand. In the event that no winner is declared, all bets are void unless otherwise determined or settled. Surfing

All bets void if the event is not held within the league's official waiting period. All bets will stand, regardless of venue change, if the event is held within the official waiting period as declared by the governing body.

- **Futures** - All bets will be settled based on the official classification at the time of the podium presentation.
- **Head to Heads** - Bets will be voided in a particular head-to-head market if one of the listed surfers in the applicable head-to-head market does not participate in the event.

Swimming

- **Match Bets** - One of the two competitors in any match bet must complete the race for the bets to stand. In the event both competitors do not complete the race then bets will be void.

Water Polo

- All match markets will be settled on regulation time, unless otherwise stated. Regulation time must be completed for bets to stand, unless settlement has already been determined.

Specials

General Rules

- All Specials markets are singles only. Unless otherwise stated, if a selection does not participate in an event, all bets on that selection will be settled as losers.

Settlement Rules

- Settlement of Specials markets will be determined based on results that are publicly announced by the official organizers of the events, where relevant. In the absence of an official organizer of an event, bets will be settled based on information sourced from reliable media sources.