



***District of Columbia***

**REGISTER**

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**HIGHLIGHTS**

- D.C. Council recognizes the *Express* newspaper journalists and distributors for their service to District commuters over the last 16 years
- D.C. Council schedules a public hearing on Bill 23-186, Protection of Seniors and Vulnerable Adults from Financial Exploitation Act of 2019
- Commission on the Arts and Humanities announces availability of the Fiscal Year 2021 Public Art Building Communities Grants
- Office of the State Superintendent of Education announces availability of Adult and Family Education Consolidated Competitive Grant
- Department of Health requires registration with the District’s Prescription Drug Monitoring Program as a prerequisite to renewing a District of Columbia Controlled Substance Registration
- Office of Lottery and Gaming introduces guidelines for District operated sports wagering
- D.C. State Athletic Association revises the District’s interscholastic athletics regulations

The Executive Office of the Mayor declares a Public Emergency and a Public Health Emergency in the District of Columbia in response to the Coronavirus (COVID-19) (Mayor’s Orders 2020-045 & 2020-046)

**THE OFFICE OF LOTTERY AND GAMING**

**NOTICE OF FINAL RULEMAKING**

**(DISTRICT OPERATED SPORTS WAGERING)**

The Executive Director of the Office of Lottery and Gaming, pursuant to the authority set forth in Section 4 of the Law to Legalize Lotteries, Daily Numbers Games, and Bingo and Raffles for Charitable Purposes in the District of Columbia, effective March 10, 1981 (D.C. Law 3-172; D.C. Official Code §§ 36-601.06(a), 36-621.02, and 36-621.11 (2018 Repl.)), and Office of the Chief Financial Officer Management Control Order No. 96-22, effective September 24, 1996, hereby gives notice of the adoption of amendments to Chapter 20 (Reserved) of Title 30 (Lottery and Charitable Games) of the District of Columbia Municipal Regulations (DCMR).

The purpose of this rulemaking is to implement provisions of the Sports Wagering Lottery Amendment Act of 2018, effective May 3, 2019 (D.C. Law 22-312; 66 DCR 1402 (February 1, 2019)).

A Notice of Proposed Rulemaking was published in the *D.C. Register* on January 31, 2020 at 67 DCR 937. No comments were received, and no substantive changes were made to the rulemaking.

These rules were adopted as final on March 3, 2020, and will become effective upon publication of this notice in the *D.C. Register*.

**Title 30 DCMR, LOTTERY AND CHARITABLE GAMES, is amended to as follows:**

**Chapter 20, [RESERVED], is amended to read as follows:**

**CHAPTER 20 DISTRICT OPERATED SPORTS WAGERING**

<b>2000</b>	<b>USE OF THE OFFICE’S SPORTS WAGERING MOBILE APPLICATION OR WEBSITE</b>
<b>2001</b>	<b>ACCOUNTS</b>
<b>2002</b>	<b>ACCOUNT FUNDING</b>
<b>2003</b>	<b>BONUSES AND PROMOTIONAL OFFERS</b>
<b>2004</b>	<b>GEOLOCATION</b>
<b>2005</b>	<b>WAGERS</b>
<b>2006</b>	<b>PRIZE CLAIMS</b>
<b>2007</b>	<b>WITHDRAWING PRIZES</b>
<b>2008</b>	<b>SPORTS WAGERS AND WAGER TYPES</b>
<b>2009</b>	<b>FOOTBALL</b>
<b>2010</b>	<b>BASKETBALL</b>
<b>2011</b>	<b>BASEBALL</b>
<b>2012</b>	<b>ICE HOCKEY</b>
<b>2013</b>	<b>SOCCER</b>
<b>2014</b>	<b>TENNIS</b>

**2015 BOXING/COMBAT SPORTS (MMA)**  
**2016 GOLF**  
**2017 MOTOR SPORTS**  
**2018 AUSTRALIAN RULES FOOTBALL**  
**2019 CRICKET**  
**2020 DARTS**  
**2021 FUTURES AND SPECIAL WAGERS**  
**2022 RESPONSIBLE GAMING PROGRAM**  
**2099 DEFINITIONS**

**2000 USE OF THE OFFICE’S SPORTS WAGERING MOBILE APPLICATION OR WEBSITE**

2000.1 To Deposit funds and/or place a Wager using Office’s Mobile App or Site a Player must:

- (a) Be at least eighteen (18) years of age;
- (b) Have a valid Account;
- (c) Have sufficient funds in their Account to Wager;
- (d) Be able to be positively identified by the Office’s Know Your Customer (KYC) procedures;
- (e) Be physically located within the legal boundaries of District of Columbia and in a location within those boundaries of the District of Columbia not otherwise prohibited by law to place a Wager; and
- (f) Be in compliance with all applicable District, federal, state, and local laws, rules, and regulations.

2000.2 A Player shall not use or attempt to use the Services in any way that:

- (a) Violates any District, federal, state, or local law, regulation, or court order;
- (b) Misrepresents the Player’s identity or personal information;
- (c) Circumvents any method the Office uses to verify information about the Player’s age, identity, or physical location;
- (d) Impersonates another person, business, entity, physical location, or IP address;
- (e) Allows any third party to use the Player’s Account;
- (f) Attempts to reverse, deny, charge-back, or otherwise block our receipt of any funds the Player has Deposited into their Account;

- (g) Deposits or attempts to Deposit any funds derived from an unlawful or fraudulent activity into the Player's Account, including money laundering;
- (h) Accesses or attempts to access, collects, or stores personal information of another person;
- (i) Accesses or attempts to access or circumvents any security measures;
- (j) Gains or attempts to gain unauthorized access to the Services or any of the Office's, or its contractors, computers, networks, servers, data, code, or other equipment or information of any kind;
- (k) Damages or overburdens the Services or any of the Office's, or its contractors, computers, network, servers, data, code, or other equipment or information of any kind;
- (l) Modifies or interferes with the use or operation of the Services;
- (m) Alters, damages, deletes, or otherwise affects any software or code used for the Services;
- (n) Introduces a computer virus or other disruptive, damaging, or harmful files or programs;
- (o) Violates the Office's, or its contractors, proprietary or intellectual property rights in any way; or
- (p) Violates any rule, regulation, or directive of the Office or any specific game rules.

**2001 ACCOUNTS**

2001.1 To apply for an Account, a Player must provide all information requested on the registration form including, the Player's full legal name, address, date of birth, and last four digits of the Player's Social Security number.

2001.2 By submitting an application for an Account, a Player represents and warrants that:

- (a) They are applying for an Account in their own name;
- (b) They are using their own personal information;
- (c) The information they provide is true, complete, and accurate to the best of their knowledge;
- (d) They will keep their username and password confidential;
- (e) They do not already have an open Account;

(f) They are not prohibited from gambling, wagering on Sports Events, or otherwise prohibited from using the Services; and

(g) They are not opening the Account for any illegal purpose.

2001.3 The Office may require a Player to provide additional information, provide copies of documents, or appear in person at the Office's headquarters in order to complete the Account application.

2001.4 The Office may require a Player to change or update Account information at any time, including the Player's username and password.

2001.5 Players may not open more than one Account.

2001.6 By submitting an application for an Account, a Player consents to the Office's use of any age-verification and identity-verification technology or method the Office deems appropriate to validate age and identification. A Player may be required to show additional evidence of the Player's age and identification, provide copies of documents, or appear in person at the Office's headquarters.

2001.7 A Player's application for an Account shall be denied if the Player's age or identity cannot be verified.

2001.8 The Office may close an Account if the Player has not logged into the Account for eighteen (18) consecutive months.

2001.9 A Player may close their Account at any time except that the Account may remain in pending closure status if there are outstanding confirmed Wagers, such as a Wager on a future Sports Event.

## **2002 ACCOUNT FUNDING**

2002.1 A Player may Deposit funds into their Account using by a credit card, debit card, ACH bank transfer, electronic wallet, or any other method approved by the Office.

2002.2 By initiating a Deposit, the Player represents and warrants that they:

(a) Have authority to use the payment source and method selected;

(b) Have the authority to use the funds for the purpose of making a Deposit into their Account;

(c) Are not using a payment source that lists an individual unable to provide consent as a joint Account holder or an authorized user;

(d) Are not depositing funds derived from any fraudulent or unlawful source;

(e) Are not depositing funds in order to create or participate in any unlawful activity, including money laundering;

- (f) Will not attempt to reverse, charge-back, block, cancel, or in any way attempt to prevent the Office from receiving the Deposit;
- (g) Consent to the Office sharing their personal information with any third parties that are used to process their requested Deposit; and
- (h) Consent to the Office performing any background check or investigation deemed necessary to ensure that their payment source and method are authorized.

- 2002.3 The Office may require a Player to provide additional information and documents.
- 2002.4 The Office does not guarantee that a Deposit will be processed and made available in any specific period of time.
- 2002.5 The Office is not liable for any damages or losses resulting from any delay, denial or error in processing a Deposit.
- 2002.6 Players must abide by all applicable terms and conditions required by their financial institution or payment processor.
- 2002.7 Players are responsible for any transaction fees or penalties imposed by any financial institution, payment processor or other third party associated with processing their transaction.
- 2002.8 Players must reimburse the Office for any losses suffered by the Office as a result of any transaction fees or penalties of any kind associated with the Player's transaction and the Office may collect any amount it is owed as a result of any such fees or penalties.
- 2002.9 Player Deposits into an Account cannot be withdrawn, returned, charged-back, re-credited, or transferred to another Account. It is the Player's responsibility to refrain from depositing more funds than they intend to use.
- 2002.10 The Office may set or change a minimum required or maximum allowed Deposit amount.
- 2002.11 The Office may make the appropriate adjustments to a Player's Account if funds are mistakenly credited to or deducted from the Account.
- 2002.12 Players must promptly notify the Office if funds are incorrectly credited to or deducted from their Account.
- 2002.13 The Office may withhold incorrectly deposited amounts from any Deposit or prize, or seek recovery if a Player Withdraws funds that were incorrectly credited to their Account.

2002.14 The Office may void any Wagers and refuse to pay any prizes or recover any prizes already paid if a Player used funds that were incorrectly credited to their Account to purchase the Wager.

2002.15 Players will not receive any interest, dividends, premiums, or loss of use compensation of any kind on funds Deposited or held in their Account, including any claimed or unclaimed prizes.

### **2003 BONUSES AND PROMOTIONAL OFFERS**

2003.1 The Office may offer Bonuses or similar promotional incentives. Bonuses appear as funds in the Player's Account and may be used to play Games as described in the specific rules for the particular Bonus or promotional offering. Bonuses have no cash value and are not eligible for Withdrawal.

2003.2 Each Bonus or promotional offering may have additional terms and conditions that will be disclosed to Players on the Mobile App and Site.

2003.3 Players must comply with any published terms and conditions to be eligible to use Bonuses or similar promotional offering.

2003.4 Closure of the Account will render a Bonus void.

2003.5 Bonuses are not transferable between Accounts.

2003.6 Bonuses must be played at least once in order to have the corresponding Winnings available for Withdrawal.

### **2004 GEOLOCATION**

2004.1 Players consent to the Office transmitting, collecting, maintaining, processing and using their location data to provide and improve location-based Services. Players may withdraw this consent at any time by turning off the location settings on their device or by notifying the Office in writing that they would like to withdraw such consent; however, a Player who withdraws consent to providing location data will not be able to place Wagers.

2004.2 The Office's ability to geolocate a Player, may require a high-speed internet connection ("wi-fi"). The Office is not responsible for any charges associated with a Player's use of high-speed internet connection.

2004.3 In some cases, a Player's location may need to be verified through their browser location services. A Player's location will only be obtained from the browser with additional consent from them. If verification through a Player's browser is required, an interactive message will appear when they try to purchase a Wager through the Services.

2004.4 Information relating to a Player's location and the location of their device may be shared with Office contractors, sub-contractors, affiliates and other third parties for a variety of reasons, including but not limited to: providing the product, service or transaction the Player requested, legal compliance purposes, and marketing purposes. A record confirming the Player's location may be retained by the Office.

## **2005 WAGERS**

2005.1 The Office will only accept Wagers through the Mobile App, Site and licensed Lottery Sports Wagering retailers that are recorded on the Office's gaming system.

2005.2 Mobile and Site-based Wagers are placed through the internet connection between the Player's device and the Office's sports wagering system.

2005.3 A Wager is only considered placed when it is Confirmed by the Office.

2005.4 All confirmed Wagers are final.

2005.5 A Player cannot cancel or refund Wagers once they have been Confirmed by the Office.

2005.6 Wagers lost in transmission will not be recorded and therefore will not be confirmed. A Player will be required to have a high-speed internet connection to place Wagers for geolocation purposes. The Office is not responsible for costs associated with use of a high-speed internet connection.

2005.7 A Wager can only be placed on a given Sports Event if it is available on the Mobile App or Site and the terms for placing the Wager have not expired. The Office has the sole discretion to determine what Wagers are available at any given time on the Mobile App and Site. The Office only allows Wagers on Sport Events with a Governing Body.

2005.8 Wagers are processed in the order they are received. Unless otherwise stated, all times shown on the Mobile App or Site or terminal are Eastern Time (ET). Generally, Pre-Game Wagers must be placed prior to the start time of the Sports Event. The start time for a Sports Event is the official start time declared by the competition's Governing Body. For Sports Events in which an official start time is not declared, the advertised start time of the Sports Event is considered the start time. At the discretion of the Office, Pre-Game Wagers may be accepted after the start time of the Sports Event if the final result is not known and no team or participant has achieved a material advantage (such as, but not limited to, scoring a goal or touchdown or expulsion of a player) at the time the Pre-Game Wager is placed. Disputes regarding the time a Wager is placed are resolved by the Office.

2005.9 The Office reserves the right to void any Wager at any time for any reason. If the outcome of the Sports Event is known or a material advantage has occurred, the Office reserves the right to void the Wager, regardless of its outcome. If an In-Game Wager has been placed after the outcome of the Event Wagered on is known

or a team or participant has achieved a material advantage (e.g., scoring a goal or touchdown or expulsion of a player), the Office reserves the right to void the In-Game Wager, regardless of its outcome. If the Office cannot satisfactorily determine the official Sports Event results, then the Office may void and refund the Wager amount only as provided in the House Rules. A Wager is void and no Winnings will be paid if the Office determines a Player placed the Wager illegally or otherwise violated these rules.

- 2005.10 The Wager amount is at the sole risk and discretion of the Player, except that the Office may impose minimum and maximum Wager amount limits or prize amount limits at any time. Such limits will be communicated to the Player on the Mobile App and Site. The Wager amount may not exceed the amount in the Account. When a Player places a Wager, the Wager amount is deducted from the Account and ultimately withdrawn from the Account. Notwithstanding the foregoing, a Player may self-impose limits in accordance with the Office's Responsible Gaming Program.
- 2005.11 The Office determines if a Wager is a winning Wager based on the official Sports Event results. The scores and results for a game become the official Sports Event results when the Office enters the results in the Office gaming system. Before the results are declared official by the competition's Governing Body, the Office may recognize changes to the results and resettle Wagers, but once the results are declared official, the Office will generally not recognize changes including, but not limited to, the game's final score, or any protests, overturned decisions, or statistical changes made by the competition's Governing Body that changes the final score or call on a particular play.
- 2005.12 A "push" means that the official result of a Sports Event ends right on the listed point spread or finishes in a draw or tie. For such Wagers, the Winnings are equal to the original Wager amount and subject to Offsets as referenced in these rules.
- 2005.13 Subject to 30 DCMR § 400 (Hearings), Players agree that the Office's decision are final and binding on all matters in relation to Wagering, or the Player's eligibility for a prize, claim or Winnings.
- 2005.14 The Player accepts that, from time to time, errors may be involved with Wagers and a resettlement of the Wager may be required. Errors for purposes of resettlement include, operator errors, the competition's Governing Body changes a call on a particular play or final score or a malfunction may cause Winnings to be incorrectly credited to the Player's Account.
- 2005.15 If there is a discrepancy between the numbers that the Player believes they entered or the graphic display of the Game and those in the Office's gaming system or any of Office's service provider's databases, the numbers in the database are considered valid.

2005.16 If it appears that a series of Wagers contain duplicative or identical selections made by, or on behalf of, the same person or group of people, or in their favor, the Office reserves the right to suspend the Players' Accounts involved until an investigation is completed. These Wagers are ineligible for Winnings.

**2006 PRIZE CLAIMS**

2006.1 Winnings are only paid if the Office has previously verified all relevant information including, name, age and Physical Address of the Player.

2006.2 Prize payments are subject to tax withholding and reporting.

2006.3 Prize payments may be subject to delinquent child support offsets and other offsets required by law.

2006.4 The Foreign Account Tax Compliance Act (FATCA) requires U.S. taxpayers to report certain foreign financial accounts and offshore assets. It also requires certain foreign financial institutions to report all U.S. account holders who are specified U.S. citizens. Players are responsible for complying with any FATCA requirements they may be subject to.

2006.5 A Claim may not be premised upon the human or electronic error in the communication, display or transmission of data regardless of how that data is recorded, displayed or transmitted. A Claim may not be premised upon any intentional human, electronic or other form of communication or transmission that was not authorized by the Office. The Office is not liable for any damages or losses resulting from any erroneous or unauthorized communication, display or transmission of data.

**2007 WITHDRAWING PRIZES**

2007.1 Players may Withdraw prizes in their Account.

2007.2 Players may not Withdraw Deposits that are made into their Account.

2007.3 It is the Player's responsibility not to Deposit more than they intend to Wager.

2007.4 Prizes may be Withdrawn by ACH, bank transfer, electronic wallet, bank draft or other method the Office approves. Players may initiate a Withdrawal through their Account. By initiating a Withdrawal, Players consent that the Office may:

- (a) Deduct the Withdrawal amount from their Account;
- (b) Retain any amount owed to the Office under these terms; and
- (c) Share their personal information with any third parties the Office uses to process the request.

- 2007.5 Players cannot make any Withdrawal, including any prize amount, until they have successfully completed at least one verified Deposit. The Office is not liable for any damages or losses resulting from delay in processing a Withdrawal.
- 2007.6 Before processing a Withdrawal, the Office may require Players to provide additional information, provide copies of documents, or appear in person at Office headquarters. Players may also be required to complete additional Claim forms and/or certify documentation detailing their Deposits, Withdrawals, and other Account transactions.
- 2007.7 The Office may hold any Withdrawal if it is suspected that a Player may be engaging in or have engaged in fraudulent, collusive, unlawful or improper activity pending completion of an investigation. Players are required to cooperate in any investigation into such activity. A Player's refusal to cooperate with an investigation may lead to a hold being placed on their Withdrawal. The Office is not liable for any damages or losses resulting from any delay or denial of a Withdrawal resulting from an investigation.

## **2008 SPORTS WAGERS AND WAGER TYPES**

- 2008.1 The Office may offer the following Wagers and Wager types:
- (a) Money Line—A Money Line or straight up wager is a bet on the outright winner of the game or event without any point spread odds;
  - (b) Point Spread/Handicap—A Point Spread Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the margin of points in which the favored team must win by to “cover the spread”;
  - (c) Total Over/Under—Total Over/Under Wagers are placed on a line set by the Office that is the total combined score at certain points during the game, including any extra time added if the score was tied at the end of regulation time. In a Total Over/Under Wager, a Player predicts the score to be lower or higher than the set line to win the Wager;
  - (d) Head to Head—Head to Head Wagers are available for games or events in which a direct comparison can be made between two teams or two individual participants in a game or event;
  - (e) Odd/Even—Odd/Even involves predicting whether the total points scored in a game or event will be an odd or even number. This Wager can be offered for an individual team separately, or for a specified period of the game, or for any combination of team and period in which case the prediction will only involve the score in these specific periods. In all circumstances, zero (0) is considered to be an even number;

- (f) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”;
- (g) Single Wager—A Single Wager is the most commonly used wager type. It is a straight bet based on the outcome of an event. Winnings are calculated by multiplying the odds of the selection by the stake;
- (h) Futures/Outrights—A Future Wager is a Wager placed on a game or event typically held far in advance such as which team will win a championship or series;
- (i) Parlay Wager—Parlay Wagers combine multiple individual Wagers into one Wager on a single ticket. The total odds in a Parlay Wager are calculated by multiplying the odds of all the individual picks. A Parlay Wager does not pay out anything unless all the selections on the ticket are correct;
- (j) System Wager—System Wagers require at least three or more selections on a single ticket. The main difference between System Wagers and Parlay Wagers is that a System Wager can be won without all selections on the ticket being correct;
- (k) Banker—Bankers are available only with System Wagers. The Player will usually choose a Banker Wager to be the wager within a System Wager that they feel has the highest probability of success. A Banker Wager must be correct otherwise the entire Wager fails. The amount of the winnings on a System Wager with a Banker depends on how many of the selections are correct. If the Banker is incorrect or the System Wager criterion is not satisfied, the Player loses the Wager;
- (l) In-Game Wagering—In-Game Wagering involves placing a Wager during a game or event. Odds for In-Game Wagers change after almost every play or possession throughout the game; and
- (m) Dead Heat—Dead Heat is a situation in which two or more competitors achieve the same result. In the case of Dead Heat Wagers the stake money is proportionately divided according to the number of selections which had a Dead Heat result and are paid at full-odds.

## **2009**

### **FOOTBALL**

#### **2009.1**

Overtime is taken into account for football Wagers except for the following Wager types: Final Result in the form of Home/Tie/Away or 1X2; Half Time/Full Time (Home/Tie/Away or 1X2); and, those Wagers that have to do with second (2<sup>nd</sup>) half or fourth (4<sup>th</sup>) quarter in which the score of the specific time period of the game is taken into account. In the instance where the game is suspended before the completion of regulation time, but with five (5.00) or less minutes remaining on the clock (based on the individual rules per competition) and the game is not continued

within the next twenty-four (24) hours, then all Wagers take into account the result at the time of suspension.

2009.2

The Office may offer the following football Wager types:

- (a) Money Line—In a “Money Line” Wager, the Player predicts the outright winner of the game (either for the home team or away team to win). There is no Point Spread involved in a Money Line Wager. In the event of a tie, the stake will be returned to the Player.
- (1) In a 3way “Money Line” Wager the Player has three options, to predict either the home team to win, the away team to win, or for the game to end in a tie (not taking into account any overtime played).
  - (2) In a 3way Money Line “1<sup>st</sup> Half Winner” Wager, the Player predicts the result of the 1<sup>st</sup> half of a game by correctly selecting either for the home team to win, for the away team to win, or for the first (1<sup>st</sup>) half to end in a tie.
  - (3) In a 3way Money Line “2<sup>nd</sup> Half Winner” Wager, the Player predicts the result of the 2<sup>nd</sup> half of a game by selecting either for the home team to win, for the away team to win, or for the 2<sup>nd</sup> half to end in a tie, taking into account only the points scored in the 2<sup>nd</sup> half. In a 3way Money Line “2<sup>nd</sup> Half Winner, including Overtime,” the Player predicts the result of the 2<sup>nd</sup> half of a game (home team to win, away team to win, or tie), taking into account the points scored in the 2<sup>nd</sup> half, including overtime played.
  - (4) In a 3way Money Line “Quarter Winner” Wager, the Player predicts the result of each quarter of a game by selecting either for the home team to win, for the away team to win, or for the quarter to end in a tie, taking into account only the points scored in the quarter wagered on.
  - (5) In a 3way Money Line “4<sup>th</sup> Quarter Winner, Including Overtime” Wager, the Player predicts the result of the 4<sup>th</sup> quarter of a game by selecting either for the home team to win, for the away team to win, or for the quarter to end in a tie, taking into account only the points scored in the 4<sup>th</sup> quarter, including overtime played.
  - (6) In a “Half Time/Full Time” Wager, the Player predicts the result of the 1<sup>st</sup> half in combination with the final result of the 2<sup>nd</sup> half, not taking overtime into account. To make a “Half Time/Full Time” Wager, the Player selects either for the home team to win, for the away team to win, or for the 1<sup>st</sup> half to end in a tie and does the same (home team to win, away team to win, or tie) for the 2<sup>nd</sup> half result.

- (b) Point Spread/Handicap—A Point Spread Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the margin of points in which the favored team must win by to “cover the spread.”
- (1) In a “Final Result with Point Spread” Wager, the Player predicts the final result of a game by selecting either for the home team to win, or for the away team to win, taking into account the Point Spread offered to one of the two teams (which can be a whole number or not). The Point Spread is taken into account when determining a winning prediction. If the Point Spread is not a whole number, then a tie cannot be a resulting outcome (no tie). This Wager can be offered for one half (“1<sup>st</sup> Half with Point Spread”; “2<sup>nd</sup> Half with Point Spread”; and, “2<sup>nd</sup> Half with Point Spread, Including Overtime”), or quarter (“1<sup>st</sup> Quarter with Point Spread”; “2<sup>nd</sup> Quarter with Point Spread”; “3<sup>rd</sup> Quarter with Point Spread”; “4<sup>th</sup> Quarter with Point Spread”; and, “4<sup>th</sup> Quarter with Point Spread, Including Overtime”) or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.
- (2) In a “Spread Winning Margin” Wager, the Player predicts if the total number of points scored in a game is within a range of points publicized. This Wager can be offered for only one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half) or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game, or any combination of team and period in which case the prediction involves the points scored for this specific time period of the game.
- (c) Total Over/Under—In a “Total Over/Under” Wager, the Player predicts if the total number of points scored in a specific time period, or time of a game, is greater or less than a range publicized. This Wager can be offered for only one team (home or away) or both teams (home and away), or for one half of the game (1<sup>st</sup> half or 2<sup>nd</sup> half or 2<sup>nd</sup> half, including overtime), or any combination of team and time period in which case the prediction involves the points scored for this specific time period of the game.
- (d) Odd/Even—In an “Odd/Even” Wager, the Player predicts whether the total points scored in a regulation game will be an odd or even number. This Wager can also be offered as regulation time, including overtime. This Wager can be offered for only one half (1<sup>st</sup> half, 2<sup>nd</sup> half, or 2<sup>nd</sup> half, including overtime), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves the points scored for this specific time period of the game.

- (e) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
- (1) In a “Highest Scoring Half/Quarter” Wager, the Player predicts in which half (1<sup>st</sup> half or 2<sup>nd</sup> half) or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter) the most points will be scored. This Wager can be offered for each team (home and away) separately.
  - (2) In a “1<sup>st</sup> Team to Score” Wager, the Player predicts which team (home or away) will score the first point(s) in a game. This Wager can be offered per half (1<sup>st</sup> half or 2<sup>nd</sup> half) or per quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter) in which case the prediction involves the points scored for this time period or the specified time period of the game.
  - (3) In a “1<sup>st</sup> Scoring Play” Wager, the Player predicts the manner in which the first point(s) of the game will be scored. This Wager can be offered for only one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half) or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game, or any combination of team and period in which case the prediction involves the points scored for this specific time period of the game.
  - (4) In a “1<sup>st</sup> Touchdown” Wager, the Player predicts if and which team (home or away) will succeed in scoring the first touchdown in a game. This Wager can be offered for only one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves the points scored for this specific time period of the game.
  - (5) In an “Overtime Yes/No” Wager, the Player predicts whether or not overtime will be played in a game.
  - (6) In a “Coin Toss” Wager, the Player predicts which team (home or away) will win the customary pre-game coin toss (heads or tails) that determines the team to start the game in possession of the ball.
  - (7) In a “Race To” Wager, the Player predicts which team (home or away) will be first to score a specified number of points (*e.g.*, “Race to 20 Points” – which team will be first to score twenty (20) points). This Wager can be offered for only one half (1<sup>st</sup> half or 2<sup>nd</sup> half) or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game, or any combination of team and

time period in which case the prediction involves the points scored for this specific time period of the game.

- (8) In a “Player Specials” Wager, the Player predicts if selected players/athletes on the active roster of a team will achieve specific results in specified statistical categories in the form of: A greater or lesser result within a specified limit; or within a specified range; or which player/athlete will achieve the highest statistical result (*e.g.* pass for the most yards) amongst all or some specifically named players/athletes; or as a “Yes/No” option or as single “Yes” option. For all “Player Specials,” Wagers placed on players/athletes that were not on the active roster will be refunded. Wagers on players/athletes that were on the active roster but were not used (did not play in the game), are considered as non-winning Wagers.

## **2010 BASKETBALL**

2010.1 Overtime is taken into account for Basketball Wagers, except for the following Wager types: Final Result in the form Home/Tie/Away or 1X2; Half Time/Full Time (Home/Tie/Away or 1X2); and, those Wagers that have to do with 2<sup>nd</sup> half or 4<sup>th</sup> quarter in which the score of specific time period of the game is taken into account. In the instance where the game is suspended before the completion of regulation time, but with five (5.00) or less minutes remaining on the clock (based on the individual rules per competition) and the game is not continued within the next twenty-four (24) hours, then all Wagers take into account the result at the time of game suspension.

2010.2 The Office may offer the following basketball Wager types:

- (a) Money Line—In a “Money Line” Wager the Player predicts the outright winner of the game (either for the home team or away team to win). There is no Point Spread involved in a Money Line Wager. In the event of a tie, the stake will be returned to the Player.
  - (1) In a 3way “Money Line” Wager, the Player predicts either for the home team to win, for the away team to win, or for the game to end in a tie (not taking into account any overtime played).
  - (2) In a 2way and 3way Money Line “1<sup>st</sup> Half Winner” Wagers, the Player predicts the result of the 1<sup>st</sup> half of a game. This can be offered as a 2way (home team to win or away team to win) in which case if there is a tie at the end of the 1<sup>st</sup> half the Wager is refunded, or as a 3way (home team to win, or away team to win, or for the 1<sup>st</sup> half to end in a tie).
  - (3) In a 2way and 3way Money Line “2<sup>nd</sup> Half Winner” Wagers, the Player predicts the result of the 2<sup>nd</sup> half of a game. This can be offered as a 2way (home team to win or away team to win) in which

case if there is a tie at the end of the 2nd half the Wager is refunded, or as a 3way (home team to win, or away team to win, or for the 2<sup>nd</sup> half to end in a tie).

- (4) In a 2way and 3way Money Line “Quarter Result” Wagers, the Player predicts the result of a specific quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter) taking into account only the points scored in these quarters. This can be offered as a 2way (home team to win or away team to win) in which case if there is a tie at the end of the quarter the Wager is refunded, or as a 3way (home team to win, or away team to win, or for the quarter to end in a tie).
- (5) In a “Half Time/Full Time” Wager, the Player predicts the result of the 1<sup>st</sup> half in combination with the final result without taking into account any overtime played. To make a “Half Time/Full Time” Wager, the Player selects either for the home team to win, for the away team to win, or for the 1<sup>st</sup> half to end in a tie and does the same (home team to win, away team to win, or tie) for the 2<sup>nd</sup> half result.
- (6) In a “Home No Wager” Wager, the Player predicts the game’s final result without factoring in a “home win.” The Wager will be refunded if the home team wins. In cases where the final result of a game is the one that is not factored into the Wager, then all Wagers will be refunded. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game in which case the prediction involves only the points scored during the specified period of the game.
- (7) In a “Tie No Wager” Wager, the Player predicts the game’s final result without factoring in a tie. The Wager will be refunded is the game’s final result is a tie. In cases where the final result of a game is the one that is not factored into the Wager, then all Wagers will be refunded. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game in which case the prediction involves only the points scored during the specified period of the game.
- (8) In an “Away No Wager” Wager, the Player predicts the game’s final result without factoring in an away win. The Wager will be refunded if the away team wins. In cases where the final result of a game is the one that is not factored into the Wager, then all Wagers will be refunded. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game in which case the

prediction involves only the points scored during the specified period of the game.

- (b) Point Spread/Handicap—A Point Spread Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the margin of points in which the favored team must win by to “cover the spread.”
  - (1) In a “Final Result with Point Spread, Including Overtime” Wager, the Player predicts the final result of a game, including overtime played, by selecting either for the home team to win or for the away team to win, taking into account the Point Spread offered to one of the two teams (which can be a whole number or not). This Point Spread is taken into account when determining a winning prediction. If the Point Spread is a non-whole number, then a tie cannot be a resulting outcome (no tie). This Wager can be offered for either half (1<sup>st</sup> half or 2<sup>nd</sup> half) or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game and may also include overtime in which case the prediction involves the points scored for this specific time period of the game.
  - (2) In a “Spread Winning Margin, Including Overtime” Wager, the Player predicts the difference in points that the winning team will score within the choices of time ranges publicized. This Wager can be offered for either half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.
- (c) Total Over/Under—In a “Total Over/Under” Wager, the Player predicts if the total number of points scored in a game is greater or less than a range publicized. This Wager can be offered for only one team (home or away), or in either half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game, or any combination of team and time period (including and excluding overtime) in which case the prediction involves the points scored for this specific time period of the game.
- (d) In an “Odd/Even” Wager, the Player predicts whether the total points scored will be an odd or even number. This Wager can be offered for only one team (home or away), or either half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves the points scored for this specific time period of the game.

- (e) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
- (1) In a “Highest Scoring Half/Quarter” Wager, the Player predicts in which half (1<sup>st</sup> half or 2<sup>nd</sup> half) or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter) the most points will be scored. This Wager can be offered for each team (home and away) separately.
  - (2) In a “1<sup>st</sup> Team to Score” Wager, the Player predicts which team will score the first point(s) in a game. This Wager can be offered for only one team (home or away), or either half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.
  - (3) In a “1<sup>st</sup> Scoring Play” Wager, the Player predicts whether the first point(s) scored in a game will be a “2 pointer,” a “3 pointer” or a “free throw.” This Wager can be offered for only one team (home or away), or either (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.
  - (4) In a “1st 3 Pointer” Wager, the Player predicts if a team, and which team, will succeed in scoring the first 3 pointer in a game. This Wager can be offered for only one team or either team (home or away), or either half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.
  - (5) In an “Overtime Yes/No” Wager, the Player predicts whether or not overtime will be played in a game.
  - (6) In a “Race To” Wager, the Player predicts which team (home or away) will be first to score a specified number of points (*e.g.*, “Race to 20 Points” – which team will be first to score twenty (20) points). This Wager can be offered for only either half (1<sup>st</sup> half or 2<sup>nd</sup> half), or quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter), or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.
  - (7) In a “Player Specials” Wager, the Player predicts if selected players/athletes on the active roster of a team will produce specific results in specified statistical categories or will achieve specific accomplishments in the form of: a greater or lesser result within a

specified value; or within a specified range; or which player/athletes will achieve the highest statistical result (e.g., score the most points); or with a “Yes/No” option; or a single “Yes” option – amongst all or some specifically named players/athletes. For all Player Specials, Wagers placed on players/athletes that were not on the active roster will be refunded. Wagers on players/athletes that were on the active roster but were not used (did not play in the game), are considered non-winning Wagers.

- (f) In a “Game Combo” Wager, the Player predicts any double combination of Money Line and Total Over/Under. Any of the above combinations, or legs of the combination, can refer to a specific half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for a specified period of the game in which case the prediction will only involve these specific periods.

## **2011 BASEBALL**

2011.1 For all Baseball Wagers, the complete game is taken into account as well any additional extra innings that may need to be played to determine a game winner. When a Baseball game is suspended and not continued from the moment of suspension and completed within the next calendar day, then the final result will be considered the result at the time of suspension when the game is concluded at the bottom of the ninth (9<sup>th</sup>) inning (8.5 innings played) with the home team ahead in runs or when the “Mercy Rule” is applied and the game is suspended before completion. (The “Mercy Rule” refers to one team having a very large and presumably insurmountable lead over the other team.)

2011.2 The Office may offer the following baseball Wager types:

- (a) In a “Money Line” Wager, the Player predicts the outright winner of the game (either for the home team or away team to win). There is no Point Spread involved in a Money Line Wager. In the event of a tie, the stake will be returned to the Player.
  - (1) In a 3way “Money Line Excluding Extra Innings” Wager, the Player predicts the final outcome of a game after the game is concluded at the bottom of the ninth (9<sup>th</sup>)inning (8.5 innings played with the home team ahead in runs) by selecting either for the home team to win, for the away team to win, or for the game to end in a tie. This Wager type does not take into account any extra innings played.
  - (2) In an “Innings Betting” Wager, the Player predicts the result of an inning (1<sup>st</sup> inning, 2<sup>nd</sup> inning, 3<sup>rd</sup> inning, 4<sup>th</sup> inning, etc.) of a game (Home, Tie, Away).
  - (3) In a “Half Time/Full Time” Wager, the Player predicts the result of the 1<sup>st</sup> half of a game (defined as the first 4.5 innings) in combination with the final result of the game by correctly selecting home team to

win, away team to win or a tie for each specific time period of the Wager.

- (b) Point Spread/Handicap—A Point Spread Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the margin of points in which the favored team must win by to “cover the spread”;
  - (1) In a “Final Result with Run Spread” Wager, the Player predicts the game’s final outcome (Home, Tie, Away), including any extra innings played, taking into account a Handicap given to one of the two teams. The Handicap can be a whole number or not. If it is not a whole number, then a tie cannot be a resulting outcome. This Wager type can be offered for one inning of a game or for a specified time period of the game in which case the prediction will only involve these specific periods.
  - (2) In a “Spread Winning Margin” Wager, the Player predicts the difference in runs of the winning team in a game. This Wager can be offered for each team (home and away) separately or per inning (1<sup>st</sup> inning, 2<sup>nd</sup> inning, 3<sup>rd</sup> inning, 4<sup>th</sup> inning, etc.) or for a specified time period of the game in which case the prediction will only involve the runs scored in these specific time periods.
- (c) Total Over/Under Runs/Hits—In a “Total Over/Under Runs/Hits” Wager, the Player predicts if the total number of runs or hits scored in a game will be greater or less than a limit publicized. This Wager can be offered in the form of a “Yes/No” proposition, or for each team (home and away) separately, or per inning (1<sup>st</sup> inning, 2<sup>nd</sup> inning, 3<sup>rd</sup> inning, 4<sup>th</sup> inning, etc.), or for a specified time period of the game, or any combination of team and time period in which case the prediction will only involve the runs scored in these specific time periods.
- (d) Odd/Even Runs/Hits—In an “Odd/Even Runs/Hits” Wager, the Player predicts whether the total runs or hits scored in a game will be an odd or even number. This Wager can be offered for each team (home and away) separately, or per inning (1<sup>st</sup> inning, 2<sup>nd</sup> inning, 3<sup>rd</sup> inning, 4<sup>th</sup> inning, etc.), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the number runs that were scored during the specified time period of the game. In all circumstances, zero (0) is considered to be an even number.
- (e) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”

- (1) In a “Total Runs/Hits” Wager, the Player predicts the exact number of runs or hits scored in a game or the range they will be in. This Wager can be offered for each team (home and away) separately, or per inning (1<sup>st</sup> inning, 2<sup>nd</sup> inning, 3<sup>rd</sup> inning, 4<sup>th</sup> inning, etc.), or for a specified period of the game, or any combination of team and time period in which case the prediction will only involve the runs scored in these specific time periods.
- (2) In a “Most Hits 1<sup>st</sup>/Next Innings” Wager, the Player predicts which team (home or away) will be credited with the most hits in the 1<sup>st</sup> inning and every subsequent inning.
- (3) In a “Race To” Wager, the Player predicts which team (home or away) will be the first to score a specified number of runs (e.g., “Race to 3 Runs” –which team will be first score three runs). This Wager can be offered for a specified period of the game or any combination of team and period in which case the prediction will only involve the runs scored in these specific periods.
- (4) In a “Lead After” Wager, the Player predicts which team (home or away) will be in the lead after a set number of innings (e.g., “Lead After 5 Innings” – which team will be in the lead after five innings).
- (5) In an “Extra Innings” Wager, the Player predicts whether extra innings will be needed to determine the winner of a game.

## **2012 ICE HOCKEY**

2012.1 For ice hockey, only regulation time (1<sup>st</sup> three (3) periods) play is taken into account for Wagers. Overtime periods played, or any other method used for determining the winner of the game, are not taken into account for ice hockey Wagers, unless stated or in the Wager type’s description.

2012.2 The Office offer the following ice hockey Wager types:

- (a) In a “Money Line, Including Overtime” Wager, the Player predicts the outright winner of the game, including any overtime and shootout periods. In a “Money Line” Wager, the Player selects either for the home team to win or away for the away team to win.
  - (1) In a 3way “Money Line” Wager, the Player predicts the winner of the game at the end of regulation play by correctly selecting home team to win, away team to win, or at the end of the 1st three (3) periods to end in a tie. A 3way “Money Line” does not take into account any overtime played.
  - (2) In a 3way “Period” Wager, the Player predicts the result of one period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) or for any specified time

period of the game in which case the prediction involves the goals scored for this specific time period of the game.

- (3) In a “Period Tie No Wager” Wager, the Player predicts the final result of the period without factoring in a result. In cases where the final result of the period is the one that is not factored into the Wager, then all Wagers will be refunded.
- (b) Point Spread/Handicap—A Point Spread Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the margin of points in which the favored team must win by to “cover the spread.” Puck Lines are a Point Spread Wagering variant of ice hockey Wagering.
- (1) In a 3way “Puck Line/Goal Spread” Wager, the Player predicts the final result of a game, taking into account the Spread offered to one of the two teams. The Point/Goal Spread can be a whole number or not. If it is not a whole number, then a tie cannot be a resulting outcome. This Wager type can be offered for one period of a game (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) or for a specified time period of the game in which case the prediction will only involve this specific period of the game. This Wager can also be offered to include any overtime played in which case a tie result is not possible.
  - (2) In a “Spread Winning Margin” wager, the Player predicts the margin of victory of one team (home or away) by the exact number of goals. This Wager can be offered for a specific period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) or for a specified time period of the game in which case the prediction will only involve the goals scored in these specific time periods.
- (c) In a “Total Over/Under” Wager, the Player predicts if the total number of goals scored in a game will be greater or less than a limit of goals publicized by the Office. This Wager can be offered for an individual team (home and away) separately, or for a specific period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) of a game, or for a specified time period of the game, or any combination of team and period in which case the prediction will only involve the goals scored in these specific periods. This Wager can also be offered to include any overtime played.
- (d) In an “Odd/Even “Wager, the Player predicts whether the total goals scored in a game will be an odd or even number. This Wager can be offered for an individual team (home and away) separately or for a specific period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) of a game, or for a specified time period of the game, or any combination of team and time period in which case the

prediction will only involve the goals scored in these specific time periods. In all circumstances, zero (0) is considered to be an even number.

- (e) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
- (1) In a “Total Goals” Wager, the Player predicts the exact number of goals that will be scored in a game. This Wager can be offered for an individual team (home and away) separately, or for a specific period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) of a game, or for a specified time period of the game, or any combination of team and time period in which case the prediction will only involve the goals scored in these specific time periods.
  - (2) In a “Highest Scoring Period” Wager, the Player predicts the period in which most goals will be scored in a game. This Wager can be offered for each team (home and away) separately.
  - (3) In a “Correct Score” Wager, the Player predicts the correct number of goals scored in a game. This Wager can be offered for a specific period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) of a game or for a specified time period of the game in which case the prediction will only involve the goals scored in these specific time periods.
  - (4) In a “Both Teams to Score” Wager, the Player predicts if both teams (home and away) will score at least one goal during a game (this will be called “Goal”) or if any one of the two teams (home or away) or both teams will not score during a game (this will be called “No Goal”). This Wager can be offered for each period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) of a game separately or for any specified time period of the game in which case the prediction involves only the number goals that were scored during the specified time period of the game.
  - (5) In a “Team to Score 1st/Next/Last Goal” Wager, the Player predicts which team (home or away) will score the first goal, every subsequent (Next) goal, or the final goal (Last Goal) of a game. This Wager can be offered for a specific period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) or for any specified time period of the game in which case the prediction involves only the number goals that were scored during the specified time period of the game.
  - (6) In a “Race To” Wager, the Player predicts which team (home or away) will be the first to score a specified number of goals (*e.g.*, “Race to 3 Goals” – which team will first score three goals) in a game. This Wager can be offered for a specific period (1<sup>st</sup> period,

2<sup>nd</sup> period, or 3<sup>rd</sup> period) of a game or for a specified time period of the game in which case the prediction will only involve the goals scored in these specific time periods.

- (7) In a “Winner of the Rest of the Game” Wager, the Player predicts the result of the game from the moment of placing the Wager through the end of the game.
- (f) In a “Game Combo” Wager, the Player predicts any combination of Money Line or Total Over/Under.
  - (1) In a 2way “Game Combo Total Over/Under” Wager, the Player predicts any double combination of Money Line and Total Over/Under. Any of the above combinations or legs of the combination can refer to a specific period (1<sup>st</sup> period, 2<sup>nd</sup> period, or 3<sup>rd</sup> period) or for a specified time period of the game in which case the prediction will only involve these specific time periods.
  - (2) In a 3way “Game Combo Total Over/Under” Wager, the Player predicts any double combination of home team win, tie, or away team win and Total Over/Under. The above combinations are “Under and Home Team Win,” “Under and Away Team Win,” “Under and Tie Result,” “Over and Home Team Win,” “Over and Away Team Win,” and “Over and Tie Result.”

## **2013 SOCCER**

2013.1 For soccer Wagers, the result of regulation time is taken into account plus time added to the game in respective of possible delays. Extra time and penalties are not taken into account for soccer Wagers, unless stated in the program or in the Wager type’s description.

2013.2 The Office may offer the following soccer Wagers:

- (a) Money Line—A “Money Line” or straight up Wager is a bet on the outright winner of the game or event without any Point Spread odds.
  - (1) In a 3way “Money Line” Wager, the Player predicts the final outcome of a game by correctly selecting home team to win, away team to win, or a tie at the end of the game (not taking into account any overtime played). An exception to the general provisions rules is when a game is suspended after the start of the 2<sup>nd</sup> half and the remaining game is not played within the next twenty-four (24) hours, then the result at the time of suspension is considered as the final result.
  - (2) In a 3way “1<sup>st</sup> Half Winner” and 3way “2<sup>nd</sup> Half Winner” Wager(s), the Player predicts the result of the 1<sup>st</sup> half or 2<sup>nd</sup> half of a game by

correctly selecting home team to win, away team to win or a tie at the end of the specified half.

- (3) In a “Winner Interval” Wager, the Player predicts the result of a specified period (home/tie/away) of a game (e.g., 1-15 minute(s) of the game).
  - (4) In a “Winner of the Rest of the Match” Wager, the Player predicts the result of the game (home/tie/away) from the moment a Wager is placed until the end the game. This Wager can also be offered per half (1<sup>st</sup> half or 2<sup>nd</sup> half), or any other specified time period where the prediction will only involve these specific time periods.
  - (5) In a “Half Time/Full Time” Wager, the Player predicts the combination of the result of the 1st half with the final result of a game.
  - (6) In a “Home No Wager” Wager, the Player predicts the game’s final result without factoring in a “home win.” The Wager will be refunded if the home team wins. In cases where the final result of a game is the one that is not factored into the Wager, then all Wagers will be refunded. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game. In the latter case, the prediction involves only the number goals that were scored during the specified time period of the game.
  - (7) In a “Tie No Wager” Wager, the Player predicts the game’s final result without factoring in a tie. The Wager will be refunded is the game’s final result is a tie. In cases where the final result of a game is the one that is not factored into the Wager, then all Wagers will be refunded. This Wager can be offered for each half (1<sup>st</sup> or 2<sup>nd</sup> half) or for any specified time period of the game. In the latter case, the prediction involves only the number goals that were scored during the specified time period of the game.
  - (8) In an “Away No Wager” Wager, the Player predicts the game’s final result without factoring in an away win. The Wager will be refunded if the away team wins. In cases where the final result of a game is the one that is not factored into the Wager, then all Wagers will be refunded. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game. In the latter case, the prediction involves only the number goals that were scored during the specified time period of the game.
- (b) Point Spread/Handicap—A Point Spread Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the

margin of points in which the favored team must win by to “cover the spread.”

- (1) In a “Final Result with Points Spread/Handicap” Wager, the Player predicts the final outcome of a game, taking into account a Point Spread/Handicap given to one of the two teams, correctly selecting home team to win, away team to win, or a tie at the end of the game (not taking into account any overtime played). The Point Spread/Handicap can be a whole number or not. This Point Spread/Handicap is taken into account when determining a winning prediction. If the Point Spread/Handicap is not a whole number, then a tie cannot be a resulting outcome. This Wager type can be offered for one half of a game (1<sup>st</sup> half or 2<sup>nd</sup> half) or for a specified time period of the match in which case the prediction will only involve this specific time period.
- (2) “Asian Handicap” are types of Wagers used in soccer in which teams are Handicapped, so that the stronger team must win by more goals than the weaker team. Asian Handicap involves the Player predicting the result of a match after the Handicap or spread has been applied to the teams.
  - (A) A head-start of one half or more goals will be given to one of the teams which will be added to the actual number of goals scored.
  - (B) Whole goal Handicap is a Handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Wagers placed will be void if the match ends in a tie.
  - (C) Half goal Handicap is a Handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Wagers placed cannot end in a tie.
  - (D) Split Handicap is a Handicap of +/- 0.25 (quarter of one) or more goals will be given to each of the teams. The Wager will be divided equally between two Wagers, with one half of the Wager placed on the whole Handicap +/- 0.0 (scratch) or more and the other half of the Wager placed on the half Handicap 0.5 (half of one) or more, which will be added or subtracted to the actual number of goals scored by each team. The split Handicap is always the half-way point between the whole Handicap and the half Handicap.

- (E) The split is shown as follows (Handicaps can go as high as the operator desires under similar logic):

Handicap	Whole Goal Handicap	Half Goal Handicap
+/- 0.25	+/- 0.00	+/- 0.50
+/- 0.75	+/- 1.00	+/- 0.50
+/- 1.25	+/- 1.00	+/- 1.50

**EXAMPLE: Team A (+ 0.25) vs. Team B (- 0.25)**

If a Wager is placed on Team B and the game result is Team A 1-1 Team B:

50% of the Wager will be placed on the whole goal Handicap of 0.00. The Handicap result will be Team A 1-1 Team B. This half of the Wager is void.

50% of the Wager will be placed on the whole goal Handicap of - 0.50. The Handicap result will be Team A 1-½ Team B. This half of the Wager has lost.

If a Wager is placed on Team A and the game result is Team A 1-1 Team B:

50% of the Wager will be placed on the whole goal Handicap of 0.00. The Handicap result will be Team A 1-1 Team B. This half of the Wager is void.

50% of the Wager will be placed on the whole goal Handicap of + 0.50. The Handicap result will be Team A 1½-1 Team B. This half of the Wager has won.

- (c) In a “Total Over/Under Goals” Wager, the Player predicts if the total number of goals scored in a game will be greater or less than a limit of goals publicized. This Wager can be offered for an individual team (home and away) separately or for a specific half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for a specified time period of the game, or any combination of team and interval in which case the prediction will only involve these specific time periods.
- (1) In an “Exact Number of Goals” Wager, the Player predicts the exact number of goals that will be scored in a game. This Wager can be offered for each team (home and away) separately, or for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game, or any combination of team and time period. In the latter case, the prediction involves only the number of goals that were scored during the specified time period of the game.

- (2) In a “Total Goals Aggregated” Wager, the Player predicts the number of goals that will be scored in a game where their selected number of goals will be within a specified range. This Wager can be offered for each team (home and away) separately, or for each half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period. In the latter case, the prediction involves only the number of goals that were scored during the specified time period of the game.
- (d) In an “Odd/Even” Wager, the Player predicts whether the total goals scored in a game will be an odd or even number. This Wager can be offered for each team (home and away) separately or for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game, or any combination of team and time period. In the latter case, the prediction involves only the number goals that were scored during the specified period of the game. In all circumstances, zero (0) is considered to be an even number.
- (e) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
  - (1) In “Scorer” Proposition Wagers the following rules apply:
    - (A) If a Wager is placed on which player/athlete will score the 1<sup>st</sup> goal of a game and the selected player/athlete did not take part in the game or entered the game after the first goal was scored, the Wager is refunded.
    - (B) If a Wager is placed on which player/athlete will score the last goal of the game and the selected player/athlete did not take part in the game or had been substituted before the last goal was scored, the Wager is refunded.
    - (C) If a Wager is placed on which player/athlete will score any goal in the game and the player/athlete did not take part in the game, the Wager is refunded.
    - (D) A Wagering line can include only one prediction for the Wager type “Any Goal Scorer.”
    - (E) If a goal scored is an “Own Goal” (a player/athlete scores on their own side of the playing area rather than the one defended by the opposing team), then this is not taken into account unless there are odds offered for “Own Goal.”
    - (F) The following “Scorer” Proposition Wager Types may be offered:

- (i) In a “1<sup>st</sup> Goal Scorer” Wager, the Player predicts which player/athlete will score the first goal of the game.
  - (ii) In a “Last Goal Scorer” Wager, the Player predicts which player/athlete will score the last/final goal of the game.
  - (iii) In an “Anytime Goal Scorer” Wager, the Player predicts which player/athlete will score at least one goal in the game.
- (2) The following “Corner” Proposition Wagers may be offered:
- (A) In a “Total Over/Under Corners” Wager, the Player predicts whether the total amount of corners awarded during a game is greater or less than a limit publicized or predicts whether there will be a corner awarded in the form of “Yes/No.” This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the corners awarded for this specific time period of the game.
  - (B) In an “Odd/Even Corners” Wager, the Player predicts whether the total number of corners awarded is an odd or even number. This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the corners awarded for this specific time period of the game. In all circumstances, zero (0) is considered to be an even number.
  - (C) In a “Sum of Corners” Wager, the Player predicts the total numbers of corners that will be awarded where the choice will be given as an exact number of corners or in a specified range of corners. This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the corners awarded for this specific time period of the game.
  - (D) In a “1<sup>st</sup>/Next/Last Corner” Wager, the Player predicts which team (home or away) will be awarded the 1<sup>st</sup> corner, every subsequent (Next) corner or the final (Last Corner)

corner of a game. This Wager can be offered for one half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game in which case the prediction involves only the corners awarded for this specific time period of the game.

(E) In a “Most Corners” Wager, the Player predicts which team will be awarded the most corners in a game. This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game, or any combination of team and period in which case the prediction involves only the number of corners awarded for this specific time period of the game. This Wager can be offered with a Handicap of corners awarded to one team. The Handicap can be a whole number or not which is taken into account when considering the winning outcome. If the Handicap is not a whole number, then a tie cannot be a resulting outcome.

(F) In a “Corner Handicap” Wager, the Player predicts which team (home or away) will be awarded the most corners in a game, taking into account a Handicap for one of the two teams. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) separately, or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the number of corners awarded for this specific time period of the game. This Wager can be offered with a Handicap of corners awarded to one team. The Handicap can be a whole number or not which is taken into account when considering the winning outcome. If the Handicap is not a whole number, then a tie cannot be a resulting outcome.

(3) The following “Bookings” Proposition Wager rules apply:

(A) There are certain cards that are not taken into account for Wager purposes, including: Cards shown following the end of the game, or during the interval between 1<sup>st</sup> and 2<sup>nd</sup> half, or to members of the team that are not players/athletes (*e.g.*, managers, coaches, etc.), or to players/athletes that did not take part in the game, or to players/athletes that had already been substituted when the card was shown to them.

(B) In the instance where a player is shown a second yellow card in a game and then shown a red one, both yellow cards and the one red card are taken into account.

- (C) In the instance where the referee shows two or more yellow or red cards during the same incident of the game, the order with which the referee showed the cards to the player(s) is taken into account. If this cannot be verified by any reliable means, then the cards are considered to have been shown simultaneously.
- (D) The Office may offer the following “Bookings” Proposition Wager Types.
- (E) The following Wager types for cards may be offered for both color (yellow or red) of cards (Bookings).
  - (i) In a “Total Over/Under Bookings” Wager, the Player predicts if the total cards shown in a game are greater or less than a limit publicized or predicts whether there will there be a card shown in the form of “Yes/No.” This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the number of cards shown for this specific time period of the game.
  - (ii) In an “Odd/Even Bookings” Wager, the Player predicts if the total number of cards shown in a game is an odd or an even number. This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the number of cards shown for this specific time period of the game. In all circumstances, zero (0) is considered to be an even number.
  - (iii) In a “Sum of Bookings” Wager, the Player predicts the total number of cards shown in a game, where the selections are made with an exact number of cards or within a range of cards. This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the number of cards shown for this specific time period of the game.

- (iv) In a “1<sup>st</sup>/Next/Last Booking” Wager, the Player predicts which team will be the 1<sup>st</sup> to be shown a card, every subsequent (Next) team to be shown a card, or the final (Last) team to be shown a card in a game. This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the number of cards shown for this specific time period of the game.
  - (v) In a “Most Bookings” Wager, the Player predicts which team will be shown the most cards in a game. This Wager can be offered for one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves only the number of cards shown for this specific time period of the game.
- (4) The Office may offer the following other Proposition Wagers:
- (A) In a “Half with Most Goals” Wager, the Player predicts which half of a game (1<sup>st</sup> half or 2<sup>nd</sup> half) that the most goals will be scored in.
  - (B) In a “Correct Score” Wager, the Player predicts the number of goals scored in a game. This Wager can be offered separately for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) or interval which means that only the score of the half (or interval) is taken into account. This Wager can also be offered with selections of groups of scores (*e.g.*, 1-0, 2-0, 2-1 combined).
  - (C) In a “Both Teams to Score” Wager, the Player predicts if both teams will score at least one goal during a game (called “Goal”) or if any one of the two teams (home or away), or both teams, will not score during a game (called “No Goal”). This Wager can be offered for each half separately (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game. In the latter case, the prediction involves only the number goals that were scored during the specified time period of the game. This Wager can also be offered as a combination of the two halves, with the Player having to predict whether both teams will score during the 1<sup>st</sup> half combined with whether both teams will score in the 2<sup>nd</sup> half.

- (D) In a “Team to Score 1<sup>st</sup>/Next/Last Goal” Wager, the Player predicts which team (home or away) will score the first, every subsequent (Next) goal or the final (Last Goal) goal of a game. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game. In the latter case, the prediction involves only the number goals that were scored during the specified time period of the game.
- (E) In a “Score Both Halves Home/Away” Wager, the Player predicts whether one of the two teams (home or away) will score at least one goal in both halves (1<sup>st</sup> half and 2<sup>nd</sup> half) of the game.
- (F) In a “Win Both Halves Home/Away” Wager, the Player predicts whether the team selected (home or away) will score more goals than its opponent in both halves (1<sup>st</sup> half and 2<sup>nd</sup> half) separately.
- (G) In a “Winner 1<sup>st</sup> Half or Full Time” Wager, the Player predicts whether the team selected (home or away) will score more goals than their opponent in either the 1<sup>st</sup> half or the match.
- (H) In a “Winner 1<sup>st</sup> Half or 2<sup>nd</sup> Half” Wager, the Player predicts whether the team selected (home or away) will score more goals than its opponent during the 1<sup>st</sup> half of the game or in the 2<sup>nd</sup> half of the game.
- (I) In a “Home Win to Zero, Away Win to Zero” Wager, the Player predicts whether the selected team (home or away) will win the game with a clean sheet (without conceding any goals to its opponent).
- (J) In a “Margin of Victory” Wager, the Player predicts the margin of victory of one team (home or away) by the exact number or ranges of goals. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game. In the latter case, the prediction involves only the number goals that were scored during the specified time period of the game.
- (K) In a “Race To” Wager, the Player predicts which team (home or away) will be the first to score a specified number of goals (e.g., “Race to 2 Goals” – which team will be the first to score two (2) goals) in a game. This Wager can be offered for each half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time

period of the game. In the latter case, the prediction involves only the number goals that were scored during the specified time period of the game.

- (L) In a “Time of 1<sup>st</sup> Next/Last Goal” Wager, the Player predicts the time, in minutes, when the 1<sup>st</sup> goal, every subsequent (Next) goal or final (Last Goal) goal of the game will be scored. This can be a range in minutes (*e.g.*, 1-10’, 11-20’, etc.) or take the form of “before or after” or “Total Over/Under” a specific minute (*e.g.*, 1-30’, after the 31<sup>st</sup> minute, etc.). For Wager settling purposes, the time of the goal is considered the time that it was scored and not the time it was confirmed as a valid goal. For example, if goal is scored at 28:36 and after an original referee call that disallows it, a VAR (Virtual Assistant Referee) is used and the goal is then deemed valid at 30:45, the goal time will count at 28:36.
- (f) In a “Game Combo” Wager, the Player predicts any double combination of Final Result or double chance with Total Over/Under of a specified limit, or Both Teams to Score, or Sum of Goals, or any double combination of Total Over/Under of a specified limit and Both Teams to Score, or any double combination of Final Result and 1<sup>st</sup>/Next/Last Goal team to score by choosing the combination of the respective selections or any combination of Half-Time/Full-Time result and Total Over/Under of a specified limit. Any of the above combinations, or legs of the combination, can refer to a specific half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for a specified time period of the game, in which case the prediction will only involve these specific time periods.

## **2014 TENNIS**

2014.1 In the instance where a tennis match is cancelled, or postponed, or suspended and is not completed within the competition’s time frame it was scheduled for, then all Wagers that involve this match are refunded. An exception to this rule is for Wagers whose results have already been decided and cannot change even if the match was played on. In the event where less sets are played than were originally scheduled, then all Wagers that include this match will be refunded.

2014.2 The Office may offer the following tennis Wager types:

- (a) Money Line—A “Money Line” or straight up wager is a bet on the outright winner of the game or event without any point spread odds.
  - (1) In a “Match Winner” Wager, the Player predicts the final result of a tennis match by correctly selecting tennis player (or team) A to win or tennis player (or team) B to win.

- (2) In a “Set Winner” Wager, the Player predicts the final result of a specific set of a tennis match (1<sup>st</sup> set 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.) by correctly selecting tennis player (or team) A to win or tennis player (or team) B to win.
  - (3) In a “To Win a Set” Wager, the Player predicts whether a tennis player (player A or player B) will win at least one set in a match.
  - (4) In a “1<sup>st</sup>/2<sup>nd</sup> Service Game” Wager, the Player predicts which tennis player will serve in the first or the second game in combination with the winner of this game (*e.g.*, in the 1<sup>st</sup> Game tennis player A to Serve and tennis player B to Win the game).
  - (5) In a “1<sup>st</sup> Next Game” Wager, the Player predicts which tennis player (player A or player B) will win the first (1<sup>st</sup>) game or every subsequent (Next) game in a tennis match. This Wager can be offered for a specified set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), or for a specified period of the match, in which case the prediction involves only the games in that segment of the match.
- (b) Point Spread/Handicap—A “Point Spread” Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the margin of points in which the favored team must win by to “cover the spread.”
- (1) In a “Winner Most Games with a Spread” Wager, the Player predicts which tennis player (player A or player B) will win the most games in a match, taking into account a spread in games given to one of the two (2) players/athletes. The spread can be a whole number or not. This spread is taken into account when determining a winning prediction. If the spread is not a whole number, then a tie cannot be a resulting outcome. This Wager can be offered per specified set (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, etc.), in which case the prediction involves only the games that will be played in that segment of the match.
  - (2) In a “Set Spread” Wager, the Player predicts which tennis player (player A or player B) will win the most sets in a match taking into account a spread in sets given to one of the two (2) Players. The spread can be a whole number or not. This spread is taken into account when determining a winning prediction. If the spread is not a whole number, then a tie cannot be a resulting outcome.
- (c) Total Over/Under Games—In a “Total Over/Under Games” Wager, the Player predicts if the total number of games that will be played in a match is greater or less than a specific range as publicized by the Office. This Wager can be offered for a specified set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), in

which case the prediction involves only the games that will be played in that segment of the match.

- (1) In a “Total Over/Under Per Player” wager, the Player predicts if the total number of games that a tennis player will win in a match is greater or less than a specific range as publicized by the Office. This Wager can be offered for a specified set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), in which case the prediction involves only the games that the tennis player wins in that segment of the match.
  - (2) In a “Total Games” Wager, the Player predicts the total number of games that will be played where the selection made will be within a specific range of games as publicized by the Office. This Wager can be offered for a specified set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), in which case the prediction involves only the games that will be played in that segment of the match.
  - (3) In a “Total Tie Breaks” Wager, the Player predicts the total number of tie breaks that will be played in a match, either predicting from a specified range or in the form of a “Yes/No” proposition. This Wager can be offered for a specified set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), in which case the prediction involves only the games that will be played in that segment of the match. In the event where a match or a set is suspended with a score of 6-6 (when the set will be decided by a tie breaker), for Wager settlement purposes a tie break is assumed to have been played. In the event where a match is suspended during the last set where based on tournament rules, a tie breaker is not played (*e.g.*, the last set of a men’s single finals), for Wager settlement purposes a tie break is assumed not to have been played.
- (d) Odd/Even—In an “Odd/Even” Wager, the Player predicts whether the total number of games that will be played is an odd or even number. This Wager can be offered for each tennis player (player A or player B) separately, or for a specified set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), or any combination of player and set in which case the prediction involves only the games that will be played in that segment of the match.
- (e) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
- (1) In a “Correct Score” Wager, the Player predicts the correct score in sets of a tennis match.
  - (2) In a “Set Correct Score” Wager, the Player predicts the exact score in games of a specific set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.) of a tennis

match. This Wager may be offered for parts of a set (e.g., first 4 games, first 6 games, etc.), in which case only the score after those games will count. This Wager could also be offered as a “Yes/No” or single “Yes” option for one or more of its selections (e.g., “Any Set to End 6-0” or “player A to Win 6-0 or 6-1 or 6-2,” etc.).

- (3) In a “Race To” Wager, the Player predicts which tennis player (player A or player B) will be the first to win a predefined number of games (e.g., “Race to 3 Games”— which tennis player will first win 3 games). This Wager can be offered per specified set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), in which case the prediction involves only the games that will be played in that segment of the match.
- (4) In a “1<sup>st</sup>/Next Game Correct Score” Wager, the Player predicts the correct score of the first (1st) game or every subsequent (Next) game in a match. This Wager type may be offered with a “Yes/No” option, or “Per Player” option, or single “Yes” option for specific Correct Scores (e.g., “Which Player Will Win Game 4 of 1st Set After Deuce” or “Will Any Player Win Game 4 of 1st Set After Deuce”).
- (5) In a “Point Winner” Wager, the Player predicts which tennis player (player A or player B) will win a specific number point or the next point in a match. This Wager can be offered per game in which case the prediction involves only the points that will be won in that specific game.

## **2015 BOXING/COMBAT SPORTS (MMA)**

2015.1 The result of a boxing match (or any other combat sport) is determined in accordance with the rules established by the competition’s Governing Body, unless otherwise stated.

2015.2 All Wagers will be refunded under the following conditions:

- (a) If the fight is cancelled;
- (b) If the fight is postponed and does not occur (in the Sports Event’s local time) within two (2) days from the date initially stated in program;
- (c) If the fight is suspended; or
- (d) If a fight ends in a draw and no odds have been offered for this option.

2015.3 The Office may offer the following boxing/combat (MMA) sports Wager types:

- (a) Money Line—A “Money Line” or straight up wager is a bet on the outright winner of the game or event without any point spread odds.

- (1) In a 2way “Winner of a Fight” Wager, the Player predicts the winner of a fight (fighter A or fighter B).
  - (2) In a 3way “Winner of a Fight” Wager, the Player predicts the winner of a fight, including a draw result at the end of the match.
  - (3) In “Round by Round Wagering in a Fight,” the Player predicts in which round the fight will end, either in exact number, or within a range, or as a “Total Over/Under” option. This Wager can also be offered as a combination of Fighter and Round Wagering (*e.g.*, “Fighter A to Win Within Rounds 4-6”). The bell will signal the end of a round and the bell being sounded again will signal the start of the next round. In the event where, for whatever reason, a points decision is awarded before the full number of rounds is completed, Wager settlements will be determined on the round in which the fight was stopped. Wagers placed on the prediction “To Win on Points” will be considered as winning if the full number of rounds is completed. In the event where, for whatever reason, it is decided that the fight is completed in a total number of rounds differently than initially offered, then all Wagers received for this type of Wager will be given odds of one (1.00). If a fighter withdraws during the period between rounds, the fight will be considered ended in the previous round.
- (b) Total Over/Under—In a “Total Over/Under” Wager, the Player predicts if the total number of rounds in a fight will be greater or less than a limit of rounds as publicized by the Office.
- (c) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
- (1) In a “Method of Result in a Fight” Wager, the Player predicts the method by which the result in a match will be decided. The possible outcomes for this type of Wager can be such as, but not limited to, Knock Out (KO), Technical Knock Out (TKO), Judges’ Decision, etc. This Wager can also be offered as a combination of fighter and method of result (*e.g.*, “Fighter A to Win by Judges’ Decision”).
  - (2) In a “Will the Fight go the Distance -Yes/No” Wager, the Player predicts whether the fight will go the full number of rounds in a “Yes/No” proposition.
  - (3) In a “Knockouts/Knockdowns” Wager, the Player predicts whether knockouts or knockdowns will be achieved, either for the whole fight or per fighter. This could be predicted as a “Yes/No” option, or as a range, or as a “Total Over/Under” option. Only knockdowns

that lead to a “count” from the referee, or if the referee initiates a “count,” are taken into account for this Wager. Combination Wagers can also be offered predicting whether knockouts will be achieved and who will win the fight.

**2016 GOLF**

2016.1 For Golf Wagers, the following provisions are valid:

- (a) A golfer awarded the winner's trophy will be deemed an official result.
- (b) A golfer is deemed to have played, once they have teed off.
- (c) In the event of a golfer withdrawing after having teed off, Wagers will not be refunded.
- (d) In tournaments where the number of rounds scheduled to be played are reduced for any reason, winners of specific Wager types will be settled on the official result published by the competition's Governing Body (regardless of the number of rounds played), unless there is no further play in the tournament after a Wager has been placed in which case the Wager will be refunded.
- (e) In Golf team events where no price is offered for the tie, in the event of a tie, Wagers will be refunded.

2016.2 The Office may offer the following golf Wager types:

- (a) Money Line—A “Money Line” or straight up wager is a bet on the outright winner of the game or event without any Point Spread odds.
  - (1) In “18-Hole Wagers,” the Player predicts the golfer with the lowest score after 18 holes are played.
    - (A) In the event of a 2 or 3 Ball matchup being re-arranged, Wagers will be settled on the original pairings/groups. In the event there are any non-participant(s), then the 2 or 3 Ball Wager will be given odds of one (1.00).
    - (B) For “2 Ball” Wagers, a price will be offered for the tie.
    - (C) For “3 Ball” Wagers, the Dead Heat rules will apply. A Dead Heat is calculated by dividing the stake proportionally between the number of winners in the event.
    - (D) If a golfer is disqualified, their opponent will be deemed the winner, unless play in the next round has started in which case Wagers will be decided on the original scores.

- (E) Where both/all golfers are disqualified, Wagers will be given odds of one (1.00), unless play in the next round has started in which case Wagers will be settled on the original scores.
- (2) In “Next Hole Wagers,” the Player predicts the score that an individual golfer will achieve on a specific hole.
- (b) Head to Head—“Head to Head” Wagers are available for games or events in which a direct comparison can be made between two teams or two individual participants in a game or event.
  - (1) In “2/3 Ball Wagers”, the Player predicts the winner of the 2-or 3-Ball Head to Head matchup.
- (c) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
  - (1) In “Leader Through X Holes” Wagers, the Player is asked to predict the leader after any other specified number of holes.

**2017 MOTOR SPORTS**

- 2017.1 In Motor Sports or racing events, for the settlement of Wagers pertaining to “Pole Position,” the valid positioning is the one publicized by the competition’s Governing Body. For the settlement of Wagers pertaining to winner of a racing event, the valid winning positions are the ones recognized during the prize award ceremony. If, for whatever reason, the ceremony is not held, the winning positions are those initially publicized by the competition’s Governing Body.
- 2017.2 Any changes after the initially publicized announcement of results are not taken into account. All Wagers on drivers in a pole position or in a Grand Prix race receive refunds if the driver is not listed in the official results as publicized by the competition’s Governing Body.
- 2017.3 For “Head to Head” and “Group Wagering,” all Wagers receive refunds, if even one driver offered is not included in the officially publicized results of the competition’s Governing Body. If a race or any part of it is called off, cancelled, postponed, or suspended, and not continued within the next calendar day, or if official results are not publicized for whatever reason within two (2) calendar days, then all Wagers will be refunded. Excluded are Wagers that have already been decided – when the result will not change even with the continuation of the event.
- 2017.4 The Office may offer the following motor sports Wager types:
  - (a) Money Line—A “Money Line” or straight up wager is a bet on the outright winner of the game or event without any point spread odd.

- (1) In a “Win Race” Wager, the Player predicts which driver will win the race.
  - (2) In a “Place Race” Wager, the Player predicts if a driver will finish in a certain position or higher in a race independent of order. This Wager can be offered for whichever range of places (*e.g.*, place 1-5— if a driver will finish from the first to the fifth (5<sup>th</sup>) position in a race).
- (b) Total Over/Under—Total Over/Under Wagers are placed on a line set by the Office that is the total combined score at certain points during the game, including any extra time added if the score was tied at the end of regulation time. In a Total Over/Under Wager, a Player predicts the score to be lower or higher than the set line to win the Wager.
- (1) In a “Total Drivers to Classify Total Over/Under” Wager, the Player predicts whether the total number of drivers to classify during a race are over or under a specified limit.
- (c) Head to Head - “Head to Head Wagers are available for games or events in which a direct comparison can be made between two (2) teams or two (2) individual participants in a game or event.
- (1) In a “To Qualify Head to Head” Wager, the Player predicts which two drivers will finish with a better classification in a qualifying race. In the instance where one of the two drivers does not qualify, that driver will be considered having lost. If neither of the two drivers qualify, then the winner will be considered the one who has achieved the highest qualifying position.
  - (2) In a “Pole Position Head to Head” Wager, the Player predicts which two drivers will finish with a better classification in a pole position race. In the instance where one of the two drivers does not classify based on their time, that driver will be considered having lost. If neither of the two drivers classify, then Wagers received on these two drivers are refunded by receiving odds of one (1.00).
  - (3) In a “Race Head to Head” Wager, the Player predicts which two drivers will finish with a better classification in a race. In the instance where one of the two drivers do not classify, that driver will be considered having lost. If neither of the two drivers classify, then the winner will be considered the driver who has completed more rounds. This is independent of the distance that each one has driven, the time that each one withdrew and/or the position that each one occupied at the time of withdrawal. If neither of the two drivers classifies, having completed the same number of rounds, then

Wagers received on these two drivers are refunded by receiving odds of one (1.00).

- (d) Proposition “Prop” Wagers—Proposition Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
- (1) In a “Winning Margin” Wager, the Player predicts the finishing time difference between the first and second driver. Choices will be given in the form of a range of time differences or with the choice of “more or less” than a specified time range.
  - (2) In a “Winning Car/Bike” Wager, the Player predicts the manufacturer of the car or motorcycle that the winning driver of a race or pole position race will be driving.
  - (3) In a “First Driver to Retire” Wager, the Player predicts which driver will first withdraw from a race. Two drivers are considered to have withdrawn simultaneous when they have both completed the same number of rounds in a race. This is independent of the distance they have both driven, the time they withdrew and/or the position that each occupied at the time of withdrawal.
  - (4) In a “Fastest Lap” Wager, the Player predicts which driver will perform the fastest lap/stage or any other separately timed part in a race.
  - (5) In a “To Classify/Not to Classify” Wager, the Player predicts if a driver classifies during a race.
  - (6) In a “Race Group Betting” Wager, the Player predicts which of the offered drivers will finish in a better position during a race. In the instance where one or more drivers do not classify, each driver will be considered having lost. If none of the offered drivers classify, then the winner of this Wager will be considered the driver who has completed more rounds. This is independent of the distance that each one has driven, the time that each one withdrew and/or the position that each one occupied at the time of withdrawal. If none of the offered drivers classify and they have all completed the same number of rounds, then Wagers received on all these drivers are refunded by receiving odds of one (1.00).
  - (7) In a “Safety/Car” Wager, the Player predicts whether there will be a need for the Safety/Pace car to enter the circuit during the race. This Wager does not include the warm-up round.

2018.1 For Australian Rules Football, overtime is taken into account, except for the following Wager types: Final Result in the form of Home/Tie/Away or 1X2, and those Wagers that pertain to the 2<sup>nd</sup> half or 4<sup>th</sup> quarter in which the score of the section of the game is taken into account.

2018.2 The Office may offer the following Australian rules football Wager types:

- (a) Money Line—In a “Money Line” Wager, the Player predicts the outright winner of the game by correctly selecting either for the home team to win or for the away team to win. There is no Point Spread involved in a “Money Line” Wager.
  - (1) In a 3way “Money Line” Wager, the Player has three options: To predict either for the home team to win, for the away team to win, or for the game to end in a draw (not taking into account any overtime played).
  - (2) In a “Quarter Result” Wager, the player predicts the result of a specific quarter (1<sup>st</sup> quarter, 2<sup>nd</sup> quarter, 3<sup>rd</sup> quarter, or 4<sup>th</sup> quarter) taking into account only the points scored in these quarters.
- (b) Point Spread/Handicap—A Point Spread Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The Point Spread represents the margin of points in which the favored team must win by to “cover the spread.”
  - (1) In a “Final Result with Point Spread/Handicap” Wager, the Player predicts the final result of a game taking into account the Point Spread/Handicap given to one of the two teams. The Point Spread/Handicap can be a whole number or not. This Point Spread/Handicap is taken into account when determining a winning prediction. If the Point Spread/Handicap is a non-whole number, then a draw cannot be a resulting outcome. This Wager can be offered for one half (1<sup>st</sup> half or 2<sup>nd</sup> half) or for any specified time period of the game in which case the prediction involves the points scored for this specific time period of the game.
- (c) Total Over/Under—In a “Total Over/Under” Wager, the player predicts if the total number of points scored in a game is greater or less than a range publicized. This Wager can be offered for only one team (home or away), or one half (1<sup>st</sup> half or 2<sup>nd</sup> half), or for any specified time period of the game, or any combination of team and time period in which case the prediction involves the points scored for this specific time period of the game.

## **2019 CRICKET**

2019.1 In cricket Wagers the following provisions are valid:

- (a) The winner of a cricket match, a cricket series, top bowler, top batsman, team top bowler, team top batsman in a certain competition or in a part of it; or any other cricket result, is determined in accordance with the rules established by the competition's Governing Body, unless otherwise stated.
- (b) If the competition or series is cancelled, all Wagers will be given odds of one (1.00).
- (c) Wagers received on totals in a County Championship or Test Match (*e.g.*, sixes, boundaries, runs, etc.) are valid if at least one ball is bowled.
- (d) If there is a rain delay or any other delay which results in the number of overs being reduced from that scheduled when the Wager was placed, then all open Wagers on totals in a Twenty20 (T20) match will be given odds of one (1.00), as well as in the circumstances where the reduction is by three (3) or more overs and in other limited overs matches if the reduction is by or more overs.
- (e) For Wagers involving a specified number of overs:
  - (1) If there is a rain delay or any other delay which results in the reduction of the stated number of overs, then all Wagers placed will be given odds of one (1.00).
  - (2) In the instances where a Wager is offered for a single over and the full over is not completed, then all Wagers placed will be given odds of one (1.00) unless at the moment of suspension there is a winning outcome (an outcome or result that could not be changed even if the match was continued and completed).
- (f) For Wagers in which any player in the match is predicted to reach a specific target:
  - (1) In the instance where a player withdraws due to injury and does not return to the match, then all Wagers placed will be given odds of one (1.00) unless at the moment of suspension there is a winning outcome (an outcome or result that could not be changed even if the match was continued and completed).
  - (2) Subject to if a player withdraws due to injury and does not return to the match, then all Wagers placed will be given odds of one (1.00) unless at the moment of suspension there is a winning outcome (an outcome or result that could not be changed even if the match was continued and completed), for Wagers to remain valid the batsman must face at least one ball or be given out before the first ball is faced.

- (a) Money Line—A “Money Line” or straight up wager is a bet on the outright winner of the game or event without any Point Spread odds.
- (1) In a “Final Result of a Cricket Match” Wager, the Player predicts the final result of a match. The final result of a match used to settle Wagers is the result achieved at the conclusion of play, according to the announcement by the competition’s Governing Body. If the competition’s Governing Body at the conclusion of the match announces “No Result,” all Wagers received on the final result will be given odds of one (1.00).
  - (2) The possible outcome for a draw between the two teams can be offered for all types of matches, except in one-day matches. In the case of a draw, in all matches for which “Draw” is not offered as a possible outcome, all Wagers received on the final result will be given odds of one (1.00).
  - (3) If the match (Test or 3-5 days international) is suspended after the match has been started and one at least one ball has been bowled, all Wagers for final result will stand.
  - (4) If a one-day match (20 overs) is suspended after at least five (5) overs have been bowled by each of the two teams, then all Wagers will stand, and the winning outcome is determined according to the Duckworth Lewis method. In all other circumstances, Wagers for the final result will be given odds of one (1.00).
  - (5) If a one-day match (40 or 50 overs) is suspended after at least twenty (20) overs have been played by each of the two teams, then all Wagers will stand, and the winning outcome is determined according to the Duckworth Lewis method. In all other circumstances, Wagers for the final result will be given odds of one (1.00).
  - (6) Winner Interval Wager—In a “Winner Interval” Wager, the Player predicts the result of a specified period of a match in overs (*e.g.*, “Winner After 6 Overs” – which team will score most runs in their first 6 overs).
- (b) Total Over/Under—In a “Total Over/Under” Wager, the Player predicts if the total number of runs scored in a match will be greater or less than a limit of runs publicized. This Wager can be offered for a specific team, or for a specific range of the match (in number of overs), or any combination of team and range of the match in which case only the runs scored from this team and/or the specific range is taken into account.
- (1) In a “Total Runs” Wager, the Player predicts if the total number of runs scored in a match will be within a certain range. This Wager

can be offered for a specific team, or for a specific range of the match (in number of overs), or any combination of team and range of the match in which case only the runs scored from this team and/or the specific range is taken into account.

- (c) **Odd/Even**—In an “Odd/Even” Wager, the Player predicts if the total number of runs scored in a match will be odd or even. This Wager can be offered for a specific team, or for a specific range of the match (in number of overs), or any combination of team and range of the match in which case only the runs scored from this team and/or the specific range is taken into account. In all circumstances, zero (0) is considered to be an even number.
- (d) **Proposition “Prop” Wagers**—“Proposition” Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
  - (1) In a “Next Man Out” Wager, the Player predicts which cricket player will be the next man to be dismissed a match or series. Both players/athletes must be at the crease at the same time for Wagers to remain valid. In the event of neither player being dismissed or one of the players/athletes withdrawing through injury before a wicket has fallen, then all Wagers placed will be given odds of one (1.00).
  - (2) In a “Fall of Next Wicket” Wager, the Player predicts whether the next wicket will fall before or after a specified number of runs have been scored. Wagers will be given odds of one (1.00), if the wicket stated does not fall unless a winning outcome has already been established. If a player withdraws due to injury, then all Wagers placed on that wicket are carried over onto the next partnership until a wicket falls.
  - (3) In a “Method of Dismissal” Wager, the Player predicts how the next wicket will fall. If no wicket falls, Wagers will be given odds of one (1.00).

2019.3

**Winner of a Cricket Series (Futures)**—In a “Winner of a Cricket Series” Wager, the Player predicts the outcome of a cricket series (team A to win, team B to win, neither team to win). The number of wins per team is the number of wins officially announced by the competition’s Governing Body at the end of the series. Wagers received on a team, who for whatever reason, was disqualified or withdrawn from the series, are not winning Wagers unless otherwise stated. Wagers received for any team, who for whatever reason, did not participate in the series will be given odds of one (1.00). If the series is suspended before the scheduled number of matches is completed, then the team that is ahead at the time will be the winner. If no team is ahead at the time of suspension, the winning outcome is a draw.

2020

**DARTS**

2020.1 The results of a Darts match include all possible parts within a match until a final winner is determined.

2020.2 The Office may offer the following darts Wager types:

- (a) Money Line—A “Money Line” or straight up wager is a bet on the outright winner of the game or event without any point spread odds.
  - (1) In a “Match Winner” Wager, the Player predicts the final result of a darts match by correctly selecting darts player (or team) A to win or darts player (or team) B to win or a draw (whenever available). In the event of a darts match in a knockout competition of a 2way format starting, but for whatever reason not being completed, the player progressing to the next round will be deemed the winner.
  - (2) In a “Set/Leg Winner” Wager, the Player predicts the final result (player A to win, player B to win, or draw) of a specific set or leg of a match (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.).
- (b) Point Spread/Handicap—A “Point Spread” Wager is when a plus or minus Handicap (line) is assigned to either team and then it is added or subtracted to each final score to determine the winner. The “Point Spread” represents the margin of points in which the favored team must win by to “cover the spread.”
  - (1) In a “Winner with Spread/Handicap” Wager, the Player predicts which darts player will win the most sets or legs in a match, taking into account a Point Spread/Handicap in sets or legs for one of the two players/athletes. A Point Spread/Handicap can be a whole number or not. This Point Spread/Handicap is taken into account when determining a winning prediction. If the Point Spread/Handicap is not a whole number, then a draw cannot be a resulting outcome. This Wager can be offered per specified set (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), in which case the prediction involves only the legs that will be played in that segment of the match.
- (c) Total Over/Under –In a “Total Over/Under” Wager, the Player predicts if the total number of points scored that will be played in a match is greater or less than a specific range. This Wager can be offered for a specified set or leg (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), or for specific darts player, or a combination of player and sets/legs in which case the prediction involves only the points that will be played in that segment of the match and/or the player.
  - (1) In a “Total Sets/Legs” Wager, the Player predicts the exact number of sets that will be played in a match or the exact number of legs that will be played within a set.

- (d) Odd/Even—In an “Odd/Even” Wager, the Player predicts whether the total number of points scored will be played in a match is odd or even. This Wager can be offered for a specified set or leg (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), or for specific darts player, or a combination of player and sets/legs in which case the prediction involves only the points that will be played in that segment of the match and/or the darts player. In all circumstances, zero (0) is considered to be an even number.
- (e) Proposition “Prop” Wagers—“Proposition” Wagers are wagers on a specific outcome during an event that does not relate to the final score. They may be offered as “Team Props,” “Player Props” and “Special Props.”
  - (1) In a “Correct Score” Wager, the Player predicts the correct score in sets or legs (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.) of a darts match.
  - (2) In a “180s” Wager, predictions refer to the specific statistical measurement of 180 (the highest possible score with three darts). Players can predict “Player with Most 180s,” “Player with Most 180s with Handicap,” “Total 180s.” This Wager can be offered for a specified set or leg (1<sup>st</sup> set, 2<sup>nd</sup> set, 3<sup>rd</sup> set, etc.), or for specific darts player, or a combination of player and sets/legs in which case the prediction involves only the points that will be played in that segment of the match and/or the darts player.

**2021 FUTURES AND SPECIAL WAGERS**

- 2021.1 Futures Wagers are Wagers placed far in advance of an event taking place. Special Wagers may include the determination of the winner of a competition; the final positioning order; the precise order; qualification to the next round; or statistical accomplishments (*e.g.*, first scorer, group with the most goals, total number of goals, etc.) within the framework of a competition or part of it, and decided based on the rules of conduct for each competition, irrespective of how these were determined and including any and every method of determining results.
- 2021.2 Except where part of the competition has already been determined and the wager has been settled, Wagers received for team, player/athlete, driver, or any type of participant that is disqualified or has withdrawn from the competition are considered non-winning Wagers.
- 2021.3 Wagers placed on a team, player/athlete, driver, or any type of participant that, for whatever reason, did not take part in the competition are refunded.
  - (a) For any player/athlete-related Wagers, any athletes that were part of the official roster for at least one game or any other actual part of the competition are considered to have taken part in the competition, regardless of their actual participation in a game.

- (b) It is considered that a team participated in a competition if it took part in any qualifying stage in whatever form.
- 2021.4 If there is a final suspension of a competition, for whatever reason, then all Wagers will be refunded, unless they involve Wagers on a part of the competition that has already concluded and received a result.
- 2021.5 The determination of the winner of a competition; the final positioning order; the precise order; qualification to the next round; or statistical accomplishments (*e.g.*, first scorer, group with the most goals, total number of goals) within the framework of a competition or part of it, is decided based on the rules of conduct for each competition, irrespective of how these were determined and including any and every method of determining results.
- 2021.6 It is considered that a team participated in a competition if it took part in any qualifying stage in whatever form.
- 2021.7 If there is a final suspension of a competition, for whatever reason, then all Wagers receive odds of one (1.00), unless they involve Wagers on a part of the competition that has already concluded and received a result.
- 2021.8 The Office may offer the following Futures and Special Wagers types:
- (a) In a “Winner of a Competition or Part of It” Wager, the Player predicts the winner of a competition or part of it such as group winner, qualification winner, etc.
- (1) This Wager can be offered in a combination of two or more competitions (*e.g.*, “Who Will Win All 4 Grand Slams” or “Which Team Will Win the Championship (Cup, etc.).”
  - (2) This Wager can be offered through the “Yes/No” option, separately for each team (or athlete or driver or any participant).
  - (3) This Wager can be offered with options that group teams with common characteristics, such as same continent, same country, previous wins, etc.
- (b) In a “Medal Winner” Wager, the Player predicts which player/athlete, team, or any participant will win a medal in a specific competition. Wagering option may include winning a specific medal (*e.g.*, Gold, Silver, Bronze), or any medal.
- (1) This Wager can be offered in a combination of two or more competitions.
  - (2) This Wager can be offered through the “Yes/No” option for any player/athlete, team, or any participant.

- (3) For the settlement of Wagers involving medals, the valid winning positions are those announced during the respective medal ceremony. If the medal ceremony is not held, the winning positions are those initially publicized by the competition's Governing Body. If, the ceremony is not held, the winning positions are those initially publicized by the competition's Governing Body. Any changes after the initially publicized announcement of results are not taken into account.
- (c) In a "Winner of a Competition or Part of it Without a Certain Option" Wager, the Player predicts the winner of a competition or part of it such as group winner, qualification winner, etc., without taking into account the position of a specific participant.
    - (1) This Wager can be offered through the "Yes/No" option separately for each team (or athlete or driver or any participant).
    - (2) This Wager can be offered with options that group teams with common characteristics, such as same continent, same country, previous wins, etc.
  - (d) In a "Qualification to the Final or to a Stage of a Competition" Wager, the Player predicts if a team (or athlete or driver or any participant) will qualify for the final of a competition or a specific stage of it (*e.g.*, group stage, semi-final, etc.).
    - (1) This Wager can be offered through the "Yes/No" option separately for each team (or athlete or driver or any participant).
    - (2) This Wager can also be offered for combination of teams/players/participants (*e.g.*, "Which 4 Teams Will Qualify to the Semi-Finals of a Competition").
  - (e) In a "Correct Placing/Elimination Stage/Relegation" Wager, the Player predicts what will be the exact place or the precise elimination phase of a team (or athlete, or driver, or any participant) or which team will be relegated.
    - (1) This Wager can be offered with a choice of ranges for the place or stage group. This Wager can be offered in reference to a combination of correct places for two or more teams (*e.g.*, predicting 1<sup>st</sup> and 2<sup>nd</sup> place with or without exact order) or for athletes, drivers, or for any participant.
    - (2) This Wager can be offered through the "Yes/No" option separately for each team (or athlete or driver or any participant).

- (3) This Wager can also be offered for combination of teams/players/participants (e.g., teams to get 1<sup>st</sup> and 2<sup>nd</sup> place in a tournament).
- (f) In a “Group Betting” Wager, the Player predicts which team (or athlete or driver or any participant) will occupy the top spot in a competition (or part of it) within a group of participants, by group not necessarily being an actual and official group designated by the competition.
  - (1) This Wager can be offered through the “Yes/No” option separately for each team (or athlete or driver or any participant).
- (g) In a “Top Scorer of a Competition or Part of It” Wager, the Player predicts which player/athlete will achieve the most goals (or points, etc.) within the framework of a competition or part of it.
  - (1) This Wager can be offered for any other statistical measure or for specific teams separately.
  - (2) This Wager can be offered and with choices within a group of teams, an example but not limited to, is the top scorer of a continent, or the team of the top scorer, etc.
  - (3) This Wager can be offered through the “Yes/No” option separately for each player/athlete or driver or any participant.
- (h) In a “The Winner’s Group” Wager, the Player predicts the group from which the winner of the competition will come from.
  - (1) This Wager can be offered and with choices within a group of teams besides the ones designated by the competition, an example but not limited to, can be in reference to the Continent from which the winner of the competition will come from or in reference to the gender of the winner, etc.
  - (2) This Wager can be offered through the “Yes/No” option separately for each group.
- (i) In a “Group with the Most Goals or Points or Other Statistical Measure” Wager, the Player predicts the group of a competition that the most goals or points or other statistical measure will be scored.
  - (1) In the instance where not all games from all groups have concluded, then all Wagers receive odds of one (1.00).
  - (2) This Wager can be offered through the “Yes/No” option separately for each group.

- (j) In a “Head to Head” Wager, the Player predicts the team (or athlete or driver or any other participants) that will occupy a better position or will achieve the best statistical result between a couple within the framework of a competition or part of it.
- (k) In a “Winning Margin” Wager, the Player predicts what the winning margin will be between the winner of competition (or part of it) and the runner up, either as a ”Total Over/Under” option from a predefined limit, or within ranges, or as a ”Yes/No” option.
  - (1) This Wager can be offered in a combination of two or more competitions or options that group teams, players, athletes, or participants with common characteristics, such as same continent, same country, same gender, etc.
- (l) In a “Time of Goals” Wager, the Player predicts the interval in which a goal or a number of goals will be scored, either in the form of a “Total Over/Under” value, or within a range, or as a ”Yes/No” option. Non exhaustive examples include: “Time of Fastest Goal within a Tournament,” “Number of Goals Scored within a Certain Number of Matches,” etc. This Wager can be offered for any other documented incident or statistical measure and can also be offered for specific teams, players, athletes, etc.
- (m) In an “Awards Winner” Wager, the Player predicts the team, or athlete, driver, or any other participants that will be given a certain award. The results are in accordance with the association, committee, or any other official party that is responsible for the award. Non exhaustive examples include: “Player of the Tournament” award, “Golden Ball” award, “MVP” award, etc. In the case Wagers are offered for a certain award that is finally not awarded, then Wagers on all participants will be void and refunded.
- (n) In the “Next Manager” Wager, the Player predicts which will be the next manager of a specific team. This Wager could be offered as a “Next Permanent Manager” option in which case an official appointment from the respective team must take place, or as a “Next Match Manager” option, in which case the next manager of whichever status is taken into account.
- (o) In “Statistics/ Future Proposition” Wagers, the Player predicts any statistical measure (points, wins, etc.) or sporting achievement that will be achieved by teams, players/athletes or any kind of participants within the framework of a competition, a part of it, or a single match or part of the game or event.
- (p) Such Wagers can be offered in the form of a choice of ranges, exact results, in the form of “Total Over/Under” choices or as a ”Yes/No” option or a single “Yes” option or as a “Head to Head” option. Examples include the following:

- (1) Team points during a group stage; player to score a goal with a free kick; combination of players/athletes to score a goal; a player to achieve X points and X rebounds in a Basketball game; a tennis player to win a tournament without losing a set; number of deuce games in a tennis match; number of cars classified in a F1 race; finish time of a Track and Field race; number of medals won by an athlete/country, etc.
- (q) Such Wagers can be offered for a single team/player/competitor, etc., or for a combination of them, not necessarily from the same game or match (e.g. team A and team B to have a red card) and also as a combination of statistical measures or achievements (e.g., player A to receive a yellow card and player B to score with a free kick).
- (r) In all circumstances, the official stat sheet/box score will determine the final outcomes of single matches and the official statistic reports or other official document from the competition's Governing Body will determine the final outcomes for tournaments.

**2022**

**RESPONSIBLE GAMING PROGRAM**

2022.1

The Office's Responsible Gaming Program shall include, at a minimum, the following:

- (a) Display signage and written materials, in conspicuous places in their sports Wagering Facilities, and on their websites and mobile applications information on the availability of problem gambling treatment or counseling, procedures for self-exclusion, and promotion of the National Council on Problem Gambling's twenty-four (24)-hour toll-free confidential National Helpline—1-800-522-4700 (call or text);
- (b) Provide information on all print, billboard, sign, online, or broadcast advertisements, information about available programs to prevent, treat, or monitor compulsive or problem gambling, procedures for self-exclusion, and promotion of the National Council on Problem Gambling's 24-hour toll-free confidential National Helpline—1-800-522-4700 (call or text);
- (c) Post in every Lottery retailer licensed for sports Wagering, on the Office's websites and mobile application, a statement referring Players to the National Council on Problem Gambling's 24-hour toll-free confidential National Helpline—1-800-522-4700 (call or text) and other information;
- (d) Will prohibit an individual, group of individuals or entity that places Wagers with the Office from establishing more than one active Account with;
- (e) Will permit an individual, group of individuals or entity that places Wagers with the Office to terminate their Account at any time and for any reason;

- (f) Will train its employees on responsible gaming initiatives;
- (g) Will prohibit underage gambling;
- (h) Will take reasonable measures to prevent intoxicated or impaired Players from gambling;
- (i) The Office's sports Wagering websites and mobile applications will include a description of the possible repercussions for an underage player who circumvents or attempts to circumvent controls to prevent underage play, such as immediate stoppage of play, account closure, and confiscation of winnings.

2022.2 The Office shall implement a Self-Limiting System to allow Players to set Account limits, including responsible gaming limits set forth below. Any decrease to these limits shall be effective no later than the Player's next log in. Any increase to these limits shall become effective only after the time period of the previous limit has expired and the player reaffirms the requested increase.

- (a) A deposit limit, which shall be offered on a daily, weekly and monthly basis and shall specify the maximum amount of money a Player may Deposit into their Account during a particular period of time;
- (b) A spending limit, which shall be offered on a daily, weekly and monthly basis and shall specify the maximum amount of Player funds that may be put at risk during a particular period of time; and
- (c) A time-based limit, which shall be offered on a daily basis and shall specify the maximum amount of time, measured hourly from the Player's log in to log off, a Player may spend playing on the Office's gaming system.

2022.3 The Office shall take reasonable steps to prevent individuals from overriding their self-imposed limits, including, at the request of the individual, sharing the requested limitations with Office licensed Operators and Management Service Providers for the sole purpose of disseminating the request to other Operators.

2022.4 The Office shall prohibit an individual from Wagering over the limit they have set.

2022.5 The Office shall implement and maintain reasonable security procedures and practices that are appropriate to the nature of the personal information of individuals who place a Wagers with the Office from unauthorized access, use, modification or disclosure.

2022.6 Operators and Management Service Providers shall abide by all requirements issued by the Office pertaining to training employees about compulsive and problem gambling.

- 2022.7 The Office's Self-Exclusion Program is established for the purpose of allowing persons who wish to refrain from sports Wagering and other types of gambling offered by the Office, to notify the Office that they will accept responsibility for refraining from engaging in Sports Wagering and other gambling activities offered by the Office and its Licensees. Each person seeking placement in the Self-Exclusion Program acknowledges that it is their responsibility to refrain from engaging in Sports Wagering and other gambling activities under the jurisdiction of the Office.
- 2022.8 An individual may request to have their name placed on the Self-Exclusion List by completing the application and following the procedure outlined in the Office's website or printed material available from the Office.
- 2022.9 An application for placement on the Self-Exclusion List may only be accepted, and an intake performed, by a designated agent approved by the Office.
- 2022.10 Failure to provide any information or to execute any forms deemed necessary by the Office may result in a denial of a request for placement in the Self-Exclusion Program.
- 2022.11 Self-Exclusion List application forms may include a request to waive the liability of the Office and its agents, sports Wagering Licensees and their agents, the District and any person licensed pursuant to the Act, or other such persons as deemed necessary by the Office, for any damages that may arise out of any act or omission related to placement in the Self-Exclusion Program.
- 2022.12 Upon the filing of an application for placement in the Self-Exclusion Program, the Office may file a Notice of Placement in the Self-Exclusion Program and such application and notice may be disclosed to Sports Wagering Operator Licensees, Management Services Providers and their agents and employees, as approved by the Office.
- 2022.13 Upon submission of an application, a designated agent shall review with the applicant the contents and statements contained in the application. If the application is complete, the designated agent shall sign the application indicating that the review has been performed and the application has been accepted.
- 2022.14 A designated agent may not sign an application if (a) any required information is not provided or (b) they are of the belief that the applicant is not capable of understanding the responsibilities and consequences of being placed on the Self-Exclusion List.
- 2022.15 Upon receipt of an application, the Office, or its designee, shall review it for completeness. If the application meets all requirements of this chapter, the application shall be approved, and the individual's name shall be added to the Self-Exclusion List. If the application is incomplete, the Office, or its designee, may deny the application and make efforts to contact the applicant advising them of such.

- 2022.16 The Office shall update its database at least every seventy-two (72) hours with names of individuals being added or removed from the Self-Exclusion List.
- 2022.17 Any person may request placement on the list of self-excluded persons, and the person during any period of voluntary exclusion may not collect any winnings or recover any losses resulting from any sports Wagering or lottery gaming activity, regardless of whether the Wager was placed prior to being voluntarily placed on the list of self-excluded persons. All winnings and Wagering instruments subject to this section shall be withheld by the Office.
- 2022.18 The Office, or its designee, shall add to the Self-Exclusion List the name of any individual provided from a gaming jurisdiction outside of the District, with which the Office has entered into an intergovernmental agreement, upon a determination that the individual voluntarily requested that their name be added to the list of the referring jurisdiction and that they were notified, either directly or by operation of law, that their name may be placed on similar lists in other jurisdictions.
- 2022.19 A person does not have to admit they are a problem gambler when placing themselves in the Self-Exclusion Program.
- 2022.20 If the applicant has elected to seek services available within the District, the Office, or its designee, shall contact the designated coordinating organization for the provision of requested services. The Executive Director shall determine the information and forms to be required of a person seeking placement on the Self-Exclusion List. Such information shall include, but not be limited to, the following:
- (a) Name, home address, email address, telephone number, date of birth, and Social Security number of the applicant;
  - (b) A passport-style photo of the applicant;
  - (c) A statement from the applicant that one or more of the following apply:
    - (1) They identify as a “problem gambler,” meaning an individual who believes their gambling behavior is currently, or may in the future without intervention, cause problems in their life or on the lives of their family, friends, or co-workers;
    - (2) They feel that their gambling behavior is currently causing problems in their life or may, without intervention, cause problems in their life; or
    - (3) There is some other reason why they wish to add their name to the Self-Exclusion List.
  - (d) Election of the duration of the exclusion in accordance with Subsection 2022.22 of this chapter;

- (e) An acknowledgment by the applicant that the individual will not be participating in sports Wagering or any other form of gambling offered by the Office and that it is their sole responsibility to refrain from doing so;
- (f) An acknowledgment by the applicant that the applicant shall not collect any winnings or recover any losses resulting from any gambling activity under the jurisdiction of the Office for the duration of the exclusion period;
- (g) An acknowledgment by the applicant that the individual will forfeit all rewards or points earned through any player reward or another promotional program they engage in sports Wagering while on the Self-Exclusion List;
- (h) An offer by the Office or the designated agent completing the self-exclusion application to assist the applicant to access information about gambling disorders, self-guided help or counseling services with a clinician approved by the District of Columbia Department of Behavioral Health;
- (i) An acknowledgment of understanding by the applicant that by placing their name on the Self-Exclusion List, the prohibitions identified in § 2129 apply to all sports Wagering or gambling activities offered by the Office or its Licensees or affiliates, whether within the District or another jurisdiction, and that the Office may share the Self-Exclusion List with other domestic or international gaming jurisdictions resulting in placement on those lists;
- (j) An acknowledgment by the applicant that the individual is submitting the application freely, knowingly, and voluntarily;
- (k) A statement that the individual is not under the influence of a substance or suffering from a mental health condition that would impair their ability to make an informed decision;
- (l) An acknowledgment by the applicant that if they knowingly violate their agreement to refrain participating in any gambling activity offered by the Office or its Licensees or affiliates during the exclusion period, the applicant shall notify the Office of such violation within twenty-four (24) hours of such gambling activity; and releasing the District, the Office and all affiliated employees, entities and persons licensed by the Office and their affiliates, from any claims associated with their breach of the agreement;
- (m) An affidavit verifying that the applicant wishes to be placed on the Self-Exclusion List, that the Office is specifically authorized and requested to release all contents of the person's application to persons who, in the sole discretion of the Office, are necessary to implement the policies and procedures contained in this chapter. Such persons shall be subject to terms of confidentiality prescribed by the Office, which shall be contained in the application. Such persons shall include, but not be limited to the following:

- (1) Employees or contractors of the Office involved in the administration, supervision or activities related to the administration or supervision of this chapter;
  - (2) Licensees of the Office or their affiliates, agents and employees;
  - (3) Designated agents; and
  - (4) Law enforcement personnel involved in the administration, supervision or investigation of activities contained in this chapter.
- (n) An acknowledgment by the applicant that once their name is placed on the Self-Exclusion List, they may be refused entry or ejected from areas specifically devoted to sports Wagering or other forms of gambling under the jurisdiction of the Office by a person licensed by the Office, an agent of the Office, or law enforcement personnel.

2022.21 The Office may provide procedures permitting online self-exclusion if it determines that the goals, objectives and protections of the in-person self-exclusion process can be accomplished online.

2022.22 As part of the request for self-exclusion, the individual must select the duration for which they wish to be excluded. An individual may select any of the following time periods as a minimum length of exclusion:

- (a) One (1) year;
- (b) Eighteen (18) months;
- (c) Three (3) years;
- (d) Five (5) years; or
- (e) Lifetime (an individual may only select the lifetime duration if their name has previously appeared on the Self-Exclusion List for at least six (6) months).

2022.23 An individual on the Self-Exclusion List may not apply to decrease the duration of exclusion. An individual who is on the Self-Exclusion List may submit a request to increase the minimum length of exclusion.

2022.24 Upon expiration of the selected duration of exclusion, individuals may request that their name be removed from the Self-Exclusion List or petition for exclusion for a new duration. Individuals shall remain on the Self-Exclusion List after the expiration of the selected duration of exclusion until such time as they submit a petition for removal, and it is approved by the Office or its designee.

- 2022.25 At any time after the expiration of the selected duration of exclusion, an individual may request that their name be removed from the Self-Exclusion List by submitting a petition for removal on a form approved by the Office. The petition shall include confirmation from a designated agent that the individual completed an exit session. Any petition for removal received by the Office prior to the expiration of the duration of the selected exclusion period shall be denied.
- 2022.26 The Office shall approve a completed petition for removal. An individual who has selected a lifetime duration may not submit a petition for the removal of their name from the Self-Exclusion List. An incomplete application, including one that fails to demonstrate completion of an exit session shall be denied until such time as the application is completed.
- 2022.27 To be eligible for removal from the Self-Exclusion List the petitioner shall participate in an exit session with a designated agent. The exit session shall include a review of the risks and responsibilities of gambling, budget setting and a review of problem gambling resources should the petitioner wish to seek them. Upon completion of the exit session, the designated agent shall sign the individual's petition for removal from the Self-Exclusion List attesting to the fact that the exit session was conducted.
- 2022.28 Upon approval of a petition for removal from the Self-Exclusion List, a written notice of removal from the Self-Exclusion List shall be forwarded by the Office, or its designee, to each gaming Licensee and to the petitioner. Notice may be forwarded to the petitioner by email or first-class mail to the email address or home address provided by the petitioner in the petition. The petitioner shall be deemed to be removed from the Self-Exclusion List when the notice is sent by the Office or its designee.
- 2022.29 If a petitioner does not meet the eligibility requirements for removal from the Self-Exclusion List, the petition shall be denied. The petitioner shall be notified of the denial by email or first-class mail to the email address or home address provided by the petitioner in the petition. In the event of a denial of a petition, the individual shall remain on the Self-Exclusion List until such time as the eligibility requirements have been satisfied.
- 2022.30 An individual whose name has been removed from the Self-Exclusion List may reapply for placement on the Self-Exclusion List at any time by submitting an application in accordance with this chapter;
- 2022.31 An individual whose name was added to the Self-Exclusion List in the District in accordance with this chapter shall be removed from the Self-Exclusion List upon receipt of written notice from the referring jurisdiction that the individual's name has been removed from that jurisdiction's list.
- 2022.32 The Office shall maintain an up-to-date database of the Self-Exclusion List. Licensees designated by the Office shall be afforded access to the Self-Exclusion

List. The Self-Exclusion List may only be accessed by individuals authorized in accordance with the Licensee's approved system of internal controls. All information contained in approved applications for exclusion may be disclosed to a designated Licensee.

- 2022.33 Except as authorized by this chapter, the Office's Self-Exclusion List shall be kept confidential. Except as authorized or required by this chapter, Sports Wagering Operators and Management Services Providers shall not disclose the names included in the Self-Exclusion Program.
- 2022.34 The Self-Exclusion List shall not be publicly disclosed by a Licensee, agent, affiliate or other person authorized to access the Self-Exclusion List. However, a Licensee may share the Self-Exclusion List with other designated Licensees in the District or its affiliates in other jurisdictions for the purpose of assisting in the proper administration of responsible gaming programs operated by affiliated sports Wagering or lottery retailer establishments.
- 2022.35 The Office may disclose de-identified information from the Self-Exclusion List to one or more research entities selected by the Office for the purpose of evaluating the effectiveness and ensuring the proper administration of the self-exclusion program.
- 2022.36 Any person placed on the Self-Exclusion List pursuant to this chapter is deemed ineligible to place a Wager at any Sports Wagering Facility, licensed Lottery retailer, or mobile application or website under the jurisdiction of the Office. Persons on the Self-Exclusion List shall not be entitled to recover losses resulting from their gambling activity since the Wager was void from its beginning.
- 2022.37 Sports Wagering Licensees and Lottery retailers shall have the following responsibilities relative to the administration of the Self-Exclusion Program:
- (a) Once aware that a person who is on the Self-Exclusion List is on Premises, the Licensee or retailers shall refuse such person entry to or eject such person from areas specifically devoted to sports Wagering, lottery or other forms of gambling product approved by the Office;
  - (b) To refuse to accept a Wager or to allow the purchase of any gambling product approved by the Office to any individual that the Licensee or retailer has identified as being on the Self-Exclusion List or a person such Licensee or retailer suspects of being on the Self-Exclusion List;
  - (c) To promptly notify the Office, or its designee, if an individual on the Self-Exclusion List attempts to place or is discovered to have placed a sports Wager or purchased or attempted to purchase a lottery ticket;
  - (d) Remove self-excluded persons from player loyalty or reward card programs and targeted print, online or other forms of advertising or promotions;

- (e) Refrain from marketing to individuals on the Self-Exclusion List;
- (f) Deny access to complimentary services or items, check cashing privileges, player reward programs, and other similar benefits to persons on the Self-Exclusion List;
- (g) Deny a person identified to be on the Self-Exclusion List from any winnings derived from gambling. Winnings derived from gambling shall include, but not be limited to, such things as proceeds derived from a sports Wagering or from the purchase of any gambling product approved by the Office. Where reasonably possible, the Licensee or retailer shall withhold from the individual in a lawful manner, or shall refuse to pay any such winnings derived from gambling or any money or thing of value that the individual has converted or attempted to convert into a gambling instrument whether actually Wagered or not. A Wagering instrument shall include, but not be limited to, tickets, vouchers, prizes, non-complimentary pay vouchers, electronic credits on a mobile Wagering system or any other implement of value representing a prize won from gambling. Upon withholding or refusing to pay an individual on the Self-Exclusion List, the Licensee or retailer shall promptly notify the Office. The monetary value of the withheld winnings and Wagering instrument shall be paid to the Office within forty-five (45) days;
- (h) If an individual on the Self-Exclusion List wishes to contest the forfeiture of winnings or things of value, the individual may request a hearing in writing with the Office within fifteen (15) business days of the date of the forfeiture. The request shall identify the reason why the winnings or things of value should not be forfeited. A hearing shall be conducted to determine whether the subject funds were properly forfeited in accordance with this chapter; and
- (i) In cooperation with the Office, and where reasonably possible, the Licensee or retailer shall determine the amount Wagered and lost by an individual who is prohibited from gambling. The monetary value of the losses shall be paid to the Office within forty-five (45) days.

2022.38

Programs and policies created by this chapter are intended to prevent problem gambling, treat problem gamblers and promote responsible gaming. The sole remedy for failure to comply with this chapter shall be disciplinary actions imposed by the Office. The Office, its Licensees and retailers, or employees thereof will not be liable for damages in any civil action, which is based on the following:

- (a) Compliance or noncompliance with this chapter or a plan adopted pursuant to this chapter;
- (b) An action or failure to take action under this chapter or a plan adopted under this chapter;

- (c) Failure to withhold gambling privileges from an individual; or
- (d) Permitting an individual to gamble.

2022.39

The Office shall maintain an Involuntary Exclusion List that consists of the names of people who the Executive Director determines meet anyone of the following criteria:

- (a) Any person whose presence in a gaming facility would be inimical to sports Wagering in the District of Columbia, including the following:
  - (1) Any person who cheats;
  - (2) Any person who poses a threat to the safety of the patrons or employees;
  - (3) Persons who pose a threat to themselves;
  - (4) Persons with a documented history of conduct involving the disruption of a gaming facility;
  - (5) Persons included on another jurisdiction's exclusion list; or
  - (6) Persons subject to a Court order excluding those persons from any gaming facility;
- (b) Any felon or person who has been convicted of any crime or offense involving moral turpitude and whose presence in a Sports Wagering Facility would be inimical to sports Wagering in the District of Columbia; or
- (c) Any person who enhances a risk of unfair or illegal practices in the conduct of sports Wagering.

2022.40

The Executive Director's determination of inimicality may be based upon any of the following:

- (a) The nature and notoriety of the person to be excluded from Sports Wagering Facilities;
- (b) The history and nature of the involvement of the person with a Sports Wagering Facility in the District of Columbia or any other jurisdiction or with any particular licensee or licensees or any related company of any licensee;
- (c) The nature and frequency of any contacts or associations of the person with any licensee; or

- (d) Any other factor reasonably related to the maintenance of public confidence in the regulatory process or the integrity of sports Wagering in the District of Columbia.

2022.41 The Involuntary Exclusion List shall contain the following information, if known, for each excluded person:

- (a) The full name and all known aliases and the date of birth;
- (b) A physical description;
- (c) The date the person's name was placed on the Involuntary Exclusion List;
- (d) A photograph, if available;
- (e) The person's occupation and current home and business addresses; and
- (f) Any other relevant information as deemed necessary by the Office.

2022.42 The Office shall distribute the Involuntary Exclusion List to Operators and Management Services Providers.

2022.43 The Office shall establish reasonable procedures designed to prevent entry of an involuntarily excluded person into the sportsbook area of a licensed sports Wagering retailer.

2022.44 The Office shall establish a system to exclude from sports Wagering individuals who are on the Office's Involuntary Exclusion List.

2022.45 The Office shall attempt to provide notice to any person who is placed on the Involuntary Exclusion List.

2022.46 Each excluded person who has been listed on the Involuntary Exclusion List and wishes to contest being placed on the Involuntary Exclusion List may request an administrative hearing pursuant to § 2135.

## **2099 DEFINITIONS**

2099.1 The following definitions shall apply to this chapter:

**"Account"** means a digital gaming account that a Player opens on the Mobile App or Site.

**"Bonus"** means free plays or a similar promotional incentive that is added to the Player's Account when a Player meets betting requirements in accordance with the applicable rules for the particular promotion. Bonuses may be used to play Games and place Wagers, but have no cash value.

**“Cash Out”** means a feature which allows a Player to cash a Wager before all events selected in Player’s Wager are complete.

**"Confirmed"** means a Wager was placed by a Player, the Office accepted the Wager, the Wager amount was successfully debited from the Player’s Account, the Wager was recorded by the Lottery, and the Player received a Wager identification number or similar confirmation number.

**"Deposit"** means money a Player adds to their Account and may be used to play Games and place Wagers.

**"Game"** means a DC Lottery Game made available to Players via the Mobile App and/or Site.

**"Governing Body"** means a recognized organization that has a regulatory or sanctioning function over a particular sport.

**"In-Game Wager"** means a Wager placed during the course of a Sports Event or match.

**“Involuntary Exclusion List”** means a list of persons who are to be excluded or ejected from licensed Sports Wagering Facilities in the District of Columbia. The Involuntary Exclusion List consists of persons who have violated or conspired to violate laws related to gaming, cheats, willful tax evaders, individuals whose presence in a licensed gaming establishment would adversely affect public confidence and trust in the gaming industry, and persons whose presence in a licensed gaming establishment poses the potential of injurious threat to the interests of the District of Columbia.

**"Malfunction"** means an error in the functioning of a Game, the Mobile App, or Site including, the front-end application not being accessible to Players or a Game not working.

**"Mobile Application or App"** mean any mobile application or interactive platform used the Office for the operation of online sports wagering.

**"Net Winnings"** means total Winnings reduced by the amount of the Wager.

**"Office"** means the Office of Lottery and Gaming.

**"Offset"** means money that the Office is required by to deduct from a Player's Winnings for certain debts owed to the District of Columbia, for delinquent child support obligations or as otherwise required by the applicable Laws and Rules.

**"Physical Address"** means for an individual, a residential or business street address; for an individual who does not have a residential or business street

address, an Army Post Office, Fleet Post Office box number, the residential or business street address of next of kin, or of another contact individual.

**"Player"** means an individual who is eighteen (18) years of age or older that uses the Mobile App, Site or Services or any combination thereof.

**"Online"** refers to the use of the internet to access the Services.

**"Pre-Game Wager"** means a Wager placed prior to the start of a Sports Event or match.

**"Privacy Policy"** means a statement that discloses the type of information the Office may collect and how the Office will secure, use, and disclose information that is periodically updated and published on the Office's website.

**"Self-Exclusion List"** means the list of persons who have applied for and been placed in the Self-Exclusion Program.

**"Self-Exclusion Program"** means the program established by the Office for the purpose of allowing persons who wish to refrain from sports wagering and other types of gambling offered by the Office, to notify the Office that they will accept responsibility for refraining from engaging in sports wagering and other gambling activities offered by the Office and its Licensees.

**"Services"** means the Games and all services, functions and features offered by the Office through the Mobile App or Site from time to time and accessed by the Player via a device, the Internet, retail locations, or other means.

**"Site"** means any website operated by the Office through which a Player can access their Account to play Games.

**"Sports Event"** means a game, match, race or similar competitive event associated with a Governing Body in its entirety or a particular in-game, live occurrence such as, but not limited to, a particular play or score.

**"Wager"** means the amount of money being risked in a bet or to place a bet. A Wager may also be referred to as a Stake.

**"Winnings"** means the prize a Player wins, including the amount of the Wager in the course of playing any Game from the Mobile App, Site or at a retail location.

**"Withdraw" or "Withdrawal"** means any request by a Player to transfer funds from the Account.