

# Sportsbook Main

## General Rules

With the enormous amount of events to bet on at Lucky99, it is important to understand that each sport can be unique when it comes to wagering. The following highlights wagering rules for the particular sports available to bet on at Lucky99 Sportsbook.

Sports wagers may range from a minimum of \$0.50 to a maximum of \$5,000. Lucky99 reserves the right to reduce or exceed these limits at any time on any wager.

The maximum payout on a parlay, teaser, IF wager, or RIF chain is \$250,000. With prior Management approval, accounts may be tagged for unlimited parlay payouts on all selections. By choosing this option, the account will not be eligible for any bonuses or free payouts.

Proposition bets must have all participants involved play for action in the wager.

Special propositional wagering offerings available for events or shows, not related to statistics in game logs, related to the Super Bowl, NBA Championship, World Series, or any other sporting or non-sporting major event will be graded upon Management's discretion based on digital recordings made of live television broadcasts.

Non-runners in match-ups between a player and "the field" in any tournament will be graded no action unless otherwise specified.

Participants failing to compete in the next round of a tennis or golf event will have all wagers to reach or win subsequent rounds, graded NO ACTION.

Wagers made immediately after a player withdrawal for any reason, on markets dramatically affected by this action, will be reviewed by management. This type of play can result in permanent account suspension.

Immediately upon discovery, wagers placed on an event with an obvious erroneous line, will be graded no action or voided. It is the sole discretion of Lucky99 regarding the partial/complete voiding of parlays, teasers, and IF wagers when a play includes a selection with a line error. Line errors include (but are not limited to) backwards lines, price errors; typos, misspellings or incorrect wordings that affect the essence of the line intended; incorrect team/players listed in match ups, etc.

If a wager with an erroneous line is not voided before the game/play begins, Management reserves the right to remedy the odds to a fair market price which would have been available at the time the wager was placed. This price remedy may be applied during or after an event. Only the odds will be corrected on an erroneous line; the risk amount, applicable spread and total will always remain unchanged. A player will never benefit from betting on a clear erroneous line. Repeat offenders will not be tolerated.

Any wagering matchup listed with erroneous wording that makes it possible for neither option to win, will be automatically graded no action. Matchup lines in which both options can be winners simultaneously will be graded no action as well.

At managerial discretion, correlated plays will be voided or split into separate straight wagers with the risk amount divided equally. Plays on correlated events include: multiple selections on the same team/player in the same event, multiple selections against the same team/player in the same event, or any other combination where one event directly affects further selections in the play, including House Live Wagering wagers. Players will never be given the benefit if there is any doubt regarding intentions of correlated plays and winnings will be voided. No warnings will be given.

If there is evidence of any type of rigging (tournament, match, event or price manipulation), Management reserves the right to void wagers or grade markets no action, pending the resolution of any investigation opened on suspicious betting activity. If we believe a customer deliberately participated in a dishonest action of this nature, we reserve the right to void wagers or withhold payments on any suspicious wagers.

We are committed to ensuring the integrity of all sports and to participating in efforts to identify and eradicate match fixing. As such, notwithstanding any other website rules, or any provision of our Privacy Policy, by placing a wager on Lucky99' websites, you expressly acknowledge and agree that we, in our sole discretion and at all times, reserve the right to report Irregular Betting Activity to sports federations, agencies, commissions or associations (or their respective agents) as we deem appropriate, with the objective to enable identification of unusual activity and avoid being an enabler of fraudulent actions that could harm our reputation and the transparency of the sports we offer markets on.

Examples of a "lead change" in basketball and all other sports:

- 1) Team A trails Team B by 1 point. Team A scores a two point basket.
- 2) Team A trails Team B by 2 points. Team A scores a two point basket. Then Team A scores another two point basket.

Examples that are NOT a "lead change" in basketball (same math applies to all other sports):

- 1) Team A trails Team B by 2 points. Team A scores a two point basket. Then Team B scores a two point basket.
- 2) Score of the game is 0-0. Team A scores a two point basket.

Kickoff dates and times displayed on our website are a reference only and are not guaranteed to be accurate. Starting times of the events available for wagering are listed in US Eastern Time (ET).

A selection made after an event begins based on occurrences that have developed while in-play, is considered a "past-post". This applies for all regular game lines or when play resumes in live wagering. All events intended for in-play offering will be noted as such on the wagering option.

Past-posting is considered stealing and will be dealt with in the harshest manner possible. A player will never benefit from betting on events with time errors. Repeat offenders will NOT be tolerated.

Only points scored AFTER half-time count on 2nd half wagers.

All team sporting events must be played on the dates scheduled unless otherwise specified. If an event is suspended/abandoned, postponed and/or rescheduled, that event will automatically become NO ACTION.

If the venue for a sporting event, other than boxing/MMA, is changed, all wagers placed based on the original venue will be voided and stakes refunded.

Regardless of team name changes or relocation, all teams have action in futures wagers.

All future wagers are graded once officially declared and listed in the corresponding governing body's website.

Tennis, golf, boxing, and auto racing must be completed within one week of the scheduled event date to have action (unless otherwise noted).

The winner of an event or game will be determined on the date of the event or game's conclusion according to house rules. Lucky99 does not recognize suspended games, protests, overturned decisions, etc., for wagering purposes.

Most events are graded immediately upon completion. Other events require extensive research and language translation to determine a final score. Use Customer Service Staff to report any score of an event you need to have graded. Please include a link or source of the score so we can process your wager(s) immediately. Please note we use official sites for grading purposes of most of the markets we offer.

Total season wins are graded for each team on the date the outcome has been determined. If a team does not play all scheduled games, and those games could make a difference in the outcome, then the selection is "no action".

Total season wins lines which annotation display a minimum number of games for action, will be graded the date the outcome is determined as long as there is no suggestion that such team will not play all scheduled games or that the season will be shortened.

The home team is listed as the bottom team unless otherwise specified. Neutral site games may have the teams listed in any random order. Switching of teams in the listings is no grounds for the voiding of any selections.

In the event an account reaches a negative balance due to the re-grade of an event, all in-progress pending wagers will stand and be honored. Since winning wagers in this instance will be honored, immediate settlement of losing wagers is also expected.

Customers are responsible for settling all negative accounts. "Ignorance", "I wouldn't have made that last bet if I knew my balance would have been negative", or "It's not my fault the

wager was graded wrong", will not be accepted as excuses for non-settlement of negative balances.

Lucky99 reserves the right to void any bets, which are not in progress, retroactively from the last wager entered, until a player balance is no longer negative. Players will be notified via e-mail prior to an event starting of any such decisions.

Limits on each wagering option are reset within a few minutes of a wager being posted. Limits also reset immediately when the line on the selection has moved. Management reserves the right to refuse or limit any wager. Use of multiple accounts to circumvent online limits is prohibited.

In a "dead heat", two or more competitors are joint winners in a race or contest. For wagering purposes, the wagered amount on a selection is divided by the number of competitors involved in the dead heat (divided stake) and multiplied by the number of paying positions in question. The divided stake gets paid the full odds of the original selection. The remainder of the stake is a loser.

#### **Dead Heat Example:**

Straight Bet selected on Ogivly TOP 10 +350, for \$100.

**Scenario #1:** Two golfers – including Ogivly – tie for 10th place.

The risk amount (\$100) is divided by 2 as there are only 2 golfers sharing one same paying position (10th place). In this case, half of the stake (\$50) gets paid full odds, and the other half (\$50 as well) is lost. \$50 on Ogivly +350 wins \$175, for a total credit of \$225.

A bet on any other golfer for TOP 10 that is not tied in 10th place, but yet a winner, will pay full odds for the whole amount wagered.

**Scenario #2:** Five golfers – including Ogivly – tie for 10th place.

The risk amount (\$100) is divided by the number of competitors involved in the "dead heat" (5 golfers) = \$20 (divided stake) and multiplied by the number of paying positions (there is only one paying position as it is the last place in which 5 golfers are tied). The remainder \$80 of the risk amount are lost.

The divided stake gets paid full odds of the wager as if originally the bet was only for \$20. \$20 on Ogivly +350 pays \$70 to win, for a total credit of \$90.

A bet on any other golfer for TOP 10 that is not tied in 10th place, but yet a winner, will pay full odds for the whole amount wagered.

**Scenario #3:** Five golfers – including Ogivly – tie for 8th place.

The risk amount (\$100) is divided by the number of competitors involved in the "dead heat" (5 golfers) = \$20 (divided stake) and multiplied by the number of paying positions (3: 8th, 9th & 10th) = \$60. The wager amount to be paid at full odds is \$60. The remainder \$40 of the risk amount are lost.

\$60 on Ogivly + 350 pays \$210 to win, for a total credit of \$270.

A bet on any other golfer for TOP 10 that is not tied in 8th place, but yet a winner, will pay full odds for the whole amount wagered.

By placing a wager using Lucky99 Internet software, the customer agrees to all of the Rules and Polices posted on this Website.

You must be at least 18 years old to set up an account, place bets, or collect winnings.

All rules, regulations, and payoffs contained herein are subject to change and revision by Lucky99 without prior notice. Standard Las Vegas rules apply to any rule or wager not covered by the rules an regulations herein.

## **Wager Limits**

For each sport, Lucky99 sets a limit that can be wagered. The following outlines the betting restrictions.

Internet wagers have a minimum of \$0.50 and a maximum of \$5000 in the base amount. Exotic propositions have limits of \$50.

The limits for House Live Wagering lines are \$500 in the base amount

## **Football Wagering**

Concluded professional and college football games are official after 55 minutes of play.

The official time of scoring plays for grading purposes is the time on the clock AFTER the score is made.

Parlays including side to total of the same game are allowed when ratio between the side and the total is greater than 3 to 1.

Overtime scoring is included in the total when wagering on total scores. Overtime scoring is included in full game and second half wagers.

Propositional bets for players have action if the participant plays in the game. Lucky99 may cancel any player prop due to injuries, benching, or any other criteria that management might consider a valid reason and all decisions made by management are final.

NCAA Football "New Year's Six" bowls consist of the following bowl games: Rose Bowl, Sugar Bowl, Orange Bowl, Cotton Bowl, Fiesta Bowl, and Peach Bowl.

Total bowl wins by conference will be graded on the date the outcome has been determined. If all scheduled bowls for a conference are not played and those games could make a difference in the outcome of this market, then wagers will be graded "no action".

The USA TODAY/ESPN Top 25 Football Coaches' Poll wagering is based on the poll released after the CFP Championship Game. Each team may receive 0 to 1500 points. Points accumulated by teams not finishing in the top 25, listed as "Others receiving votes", will count toward the total points achieved by a team. In team vs team matchups, if neither team receives a point, all wagers on that pairing will be graded "no action". Any amendments to the poll made after the initial release of the standings will not apply for wagering purposes.

Las Vegas SuperContest weekly entry matchups only have action if both participants in the matchup submit selections for that week.

## **Basketball Wagering**

Concluded NBA games are official after 43 minutes of play. Concluded basketball games scheduled for 40 minutes are official after 35 minutes of play.

Overtime scoring is included in the total when wagering on total scores. Overtime scoring is included in full game and second half wagers.

Propositional bets for players have action if the participant plays in the game. Lucky99 may cancel any player prop due to injuries, benching, or any other criteria that management might consider a valid reason and all decisions made by management are final.

Games played using the Elam ending rule will be graded according the final score once the target score is reached.

NBA first and next 6-minute wagering results are determined from digital recordings of television broadcasts. Broadcasts shown on ESPN, ABC, TNT and NBATV are valid for clock times. Local or regional broadcasts displayed times are not valid for grading purposes. The ball must be completely through the cylinder and net before 5:59 remaining for a basket to be official in the first 6 minutes of a half. NBA.com, ESPN.com, Yahoo.com, CBSsportsline.com, or any other play-by-play log of the game will not be used or considered for claims.

First half scoring changes made during or after halftime will not affect or invalidate wagers posted during halftime. Scoring changes during commercial breaks will not affect or invalidate live-in-play Wagers.

Lead changes in basketball can be explained with the following examples (same scenarios apply to all other sports):

- 1) Team A trails Team B by 1 point. Team A scores a two point basket.
- 2) Team A trails Team B by 2 points. Team A scores a two point basket. Then Team A scores another two point basket.

Examples that are NOT a “lead change” in basketball (same math applies to all other sports):

- 1) Team A trails Team B by 2 points. Team A scores a two point basket. Then Team B scores a two point basket.
- 2) Score of the game is 0-0. Team A scores a two point basket.

Due to the fact that the stadium clock is not viewable at all times, in instances where the stadium clock and television broadcast clock are not synced to an exact match as each second changes, the television broadcast clock will be used for grading purposes.

Fourth quarter wagers do not include overtime unless otherwise noted.

NBA draft lottery results are based on lottery ball selection results. These lottery ball results do not include any trades made prior to the draft lottery. Traded or reverted selections do not apply.

## Baseball Wagering

**All baseball wagers for MLB regular season and playoffs, regardless of the starting pitcher, will have action unless otherwise specified. However, if there is a pitching change, the moneyline price will be recalculated with revised odds based on the new pitchers.**

All regular season and exhibition baseball games are considered official after 5 innings of play (4½ if the home team is winning). If a game is called or suspended after 5 innings, the winner is determined by the score after the last full inning of play – unless the home team scores to tie or takes the lead in the bottom half of the inning, in that case, the winner is then determined by the score at the time the game is called. When betting on baseball totals or run-lines, the game must go 9 innings or 8½ if the home team is winning. (These rules also apply to all wagers on Super Lines, and Ultimate Lines and Prematch Betting).

On Sportsbook Main, professional post season games are not official until a winner is declared. If a professional post season game begins then is delayed to a later date, all wagers will have action with the final score result on that date. If a post season game does not begin on the date scheduled, all wagers will be graded no action.

Regardless of their starting/completion date, NCAA baseball tournament, NCAA softball tournament, international tournament and youth league tournament games have action with the final result score.

First 5 inning lines are graded at the end of the 5th inning. All 5 inning wagers have action at that time, regardless whether the game is completed. The following propositions have action at the time they occur, regardless whether the game is completed or official: 1st 5 inning wagers, team to score first, 1st inning wagers or any wager involving a team or player to achieve an outcome first. The following propositions will be graded NO ACTION if a game does not go 8½-9 innings and is an official completed game on that day: team statistical match-ups, player match-ups (including total bases), team total runs, H-R-E wagers, or any wager involving an over/under format.

Any baseball, softball, or little league game ending early as a result of a mercy rule will have action on all wagers (unless otherwise noted).

All position players involved in baseball proposition wagers must START for action (unless otherwise noted). Scoring for total base wagering: Single=1 point, Double=2 points, Triple=3 points, HR=4 points, (Walks & Stolen Bases do not count). Player with the most points in the game is the winner.

Regular season series wagers have action as long as a minimum of two games are completed. Only the first three games of any series count for wagering purposes. Once a team wins two games in a series, the series will be graded at that time.

Total runs scored in series wagers must have all three games played on the dates originally scheduled. Wagers will be graded no action if a game is called before completion, suspended, or does not go full 9 innings (8½ if the home team is winning) on the date scheduled. Runs scored in extra innings are included in the total when wagering on total runs scored in series. Pitchers listed on the first game of the series must start for wagers to have action.

Pitcher strikeout props are for strikeouts thrown only unless otherwise noted.

The Baseball Grand Salami has no action if any game is rained out or final in less than 8½ innings.

The total hits for each team, shown on the television broadcast at the end of an inning, is official for single inning total hits wagers. Scoring changes after an inning ends are not valid for wagering purposes.

Any hit ball where an out is recorded without the ball touching the ground is deemed to be a flyout.

Any hit ball where an out is recorded when the ball touches the ground is deemed a groundout.

Parlays including moneylines to totals of the same game are allowed on selected options. Parlays with spreads to totals of the same game are not permitted.

Extra inning runs are included in the total when wagering on total runs scores.

## **Hockey Wagering**

Concluded hockey games are official after 55 minutes of play (includes outright and 60 minute wagering).

Third period lines in hockey DO NOT include overtime.

Overtime is included in NHL, NCAA, and all other North American Leagues. In the NHL, the winner in overtime or shootout is credited with a goal. This goal counts towards the final score for grading purposes.



Any shootout that does not result in either team being credited with an additional goal, will NOT count for wagering purposes.

The final score in hockey for international games and all leagues outside of North America do NOT include overtime. Overtime and shoot-outs do not count unless the wagering option (OUTRIGHT) or (ADVANCES) is listed.

Parlays including moneylines to totals of the same game are allowed on selected options. Parlays with spreads to totals of the same game are not permitted.

## **Golf Wagering**

Four and five round golf events must go a minimum of 54 holes and three round golf events must go a minimum of 36 holes for tournament match-ups and futures to have action.

Golf events must be completed within 7 days of the scheduled conclusion of the event for tournament match-ups and futures to have action.

Adjusted tournament winner wagers have no action if no further golf is played because of a shortened event.

In match-ups and futures, wagers on golfers NOT teeing off to begin an event will be graded no action unless otherwise noted. Wagers will not be refunded on any option where "all golfers have action" is listed.

Participants failing to compete in the next round of a golf event will have all wagers to reach or win subsequent rounds, graded NO ACTION. Wagers made immediately after a player withdrawal, on markets dramatically affected by this action, will be reviewed by management. This type of play can result in permanent account suspension.

Wagers to finish in the top 5, top 10, best in a group of golfers, or any other option where there may be multiple winners sharing a finishing position will have dead-heat rules applied for payouts.

When a golfer finishes on 12th position, bets posted on the OVER of an 8½ total will be graded as winners. Proposition bets on 8½ totals for finishing positions, in the case of tied golfers, the one with the best finishing position will be graded as the winner. If a tie occurs on 7th, 8th, 9th, and 10th position, bets on 8½ over/under totals will be graded as a total of 7. In the case of golfers tied on the 7th position, bets posted on the UNDER of 8½ total will be graded as winners.

Wagers on golfers NOT teeing off in 2nd, 3rd, 4th round, or adjusted tournament match-ups, will be graded no action. If a golfer retires during any stage of a tournament, tournament match ups will have action.

All round match-ups have action regardless of the date the golfers begin/complete the round.

Any single round matchup, where it is determined golfers are playing on different courses for that round, will be graded no action.

The golfer to complete more holes in a tournament or single round match-up is the winner. If golfers both complete the same number of holes, the golfer with the lower score is the winner.

Tour Championship winner will be determined by the official results as confirmed by the Golf Tour governing body. Any Tour Championship single round match-up will be graded with the score at 18 holes only.

A golf round is not official until the player's scorecard is signed at the end of a round. If a player is disqualified for signing an incorrect scorecard, the player will be considered withdrawn on the hole with the scoring dispute. All holes completed prior to the scoring discrepancy will count for wagering purposes.

A golf match-up may have a stroke handicap. If the number is positive (+), then you subtract the strokes from the golfer's score. If the number is negative (-), then add those strokes to the golfer's score. The golfer with the lower score after the strokes are applied is the winner.

Individual score propositions for a disqualified/withdrawn golfer in any round will automatically assign the "over" as the winning selection for that round and for the tournament. A disqualification/withdrawal counts as an "infinitely large" score.

"Two on One" match-ups involve two golfers' scores being matched up against a single golfer's score. Rules for regular match-ups apply to determine the winner. The lone golfer must defeat both paired golfers' individual scores to win the wager. If the lone golfer and the best individual score from the paired group is a tie, then the wager is a push. Only one of the paired golfers needs to defeat the lone golfer to win the wager.

For golf Three-Way match-ups (also known as "three-balls"), in cases where there is a three way tie, all wagers will be graded no action.

If two golfers tie for a win in Three-Way match-ups, dead heat rules will apply to all wagers on both golfers or against both golfers.

Tournament and final round matchups do not include playoff holes (unless otherwise specified).

## **Motorsports Wagering**

All match-ups have action after both drivers have crossed the start/finish line at the beginning of the race. Events must be completed within one week of the scheduled final date to have action (unless otherwise noted). Formation and/or warm-up laps are not considered for betting purposes.

The driver to win bets must have 60% of the racing field start the race for action. Wagering options with multiple winners must have 80% of the racing field start the race for action.

Propositions bets for Finishing Position have an over/under format. For 12½ finishing position totals, when the driver finishes 6th, bets posted on the UNDER will be graded as winners.

All wagers are graded at a race's conclusion once the winner is verified by officials and standing on the podium. Official results reflecting any changes, disqualifications and position penalties after the podium presentation will not be recognized for wagering purposes.

A match-up involving both drivers exiting a Formula 1 race on the same lap will be graded as no action.

If an alternate driver replaces a driver during a race, the new driver replaces the old driver in all match-ups, propositions, and futures wagers. The new driver's finishing position is credited to the old driver.

If a driver's name and car number do not match due to an error or number change, action will be given based on the driver's name.

A driver vs. driver match-up may have a position handicap. If the number is positive (+), then you subtract that number of positions from that driver's finishing position. If the number is negative (-), then add that number of positions to that driver's finishing position. The driver with the lower finishing position after the handicap is applied is the winner.

"Two on One" match-ups involve two drivers being matched up against a single driver in a race. For the lone driver to win, the lone driver must finish the race ahead of both paired drivers. For the paired drivers to win, only one of the paired drivers needs to finish ahead of the lone driver. All three drivers must participate in the race for action.

"Three on One" match-ups involve three drivers being matched up against a single driver in a race. For the lone driver to win, the lone driver must finish the race ahead of all three grouped drivers. For the three grouped drivers to win, only one of group needs to finish ahead of the lone driver. All four drives must participate in the race for action.

If there is evidence of any type of rigging (race, match, event or price manipulation), Management reserves the right to void wagers or grade markets no action pending the resolution of any investigation opened. If we believe a customer deliberately intended to gain monetary advantage while posting wagers, we reserve the right to void wagers or withhold payments pending the resolution of any investigation opened.

## **Soccer Wagering**

Soccer events include three options: Team A wins, Team B wins, or a Draw. When wagering on the moneyline with three options, you must have the selected option be correct for your wager to be a winner. If you select Team B and the event ends in a Draw, your selection on Team B is a loser. In essence, selections on a specific team in three-option wagering, is the same as having that team -½ a goal.

Soccer wagering options made available during halftime are graded with the result of the game at full time unless otherwise noted. Unless the option "2nd half goals only" is listed, the result will include all goals scored in the full match.

Halftime/Fulltime wagering involves predicting both a game's halftime result and fulltime result. The abbreviation for halftime is listed "HT." The abbreviation for fulltime is listed

"FT." When predicting a team to be leading at either halftime or fulltime, a tie score is a LOSING wager. The only winning wager for a tied score at halftime or fulltime is "DRAW."

Overtime and shoot-outs do not count unless the wagering option "OUTRIGHT" or "ADVANCES" is listed.

The winner of a game ending shootout will be credited with one goal on "OUTRIGHT" wagering options.

Full game soccer wagers are official on the result at full time (90 minutes of play + referee stoppage time) unless otherwise specified.

On Sportsbook Main, if a match is suspended/abandoned or postponed/rescheduled, and not resumed within 12 hours from the actual scheduled start time, wagers on the match will automatically constitute NO ACTION and be refunded.

Any wager on whether a team advances in a cup competition, or raises the cup, will have action regardless of a suspended or postponed match.

If the match is abandoned/suspended after the first half is completed, first half wagers will have action. When the game is not resumed the same day, the following proposition wagers will be NO ACTION: wagers on both teams to score regardless if both teams have already scored, wagers on specific players to score/not score regardless if that player already scored, wagers on when the first goal will be scored regardless if a goal has already been scored, all corner/offside bets regardless if the number has exceeded the posted over/under, players to be sent off, red/yellow cards, correct score, clean sheet, Half Time/Full Time proposition wagers.

Cards will count for players who are actively participating in the match. Full time plus any stoppage time applies to all bets. Extra-time/penalty shoot-outs are not included. Cards given to players on the bench do not count and will not be taken in consideration for grading purposes. Two cards as maximum per player. Cards will be count as follows: one yellow card as one card, one yellow and one red as two cards, two yellow cards leading to a red card as two cards and one red card as one card.

Proposition wagers on which team to score first (or next) will have action if there is a goal scored in an abandoned/suspended match. First Half wagers will have action only if the first half is completed.

Soccer events must be played on the dates scheduled unless otherwise specified. Kickoff dates and times displayed on our website are a reference only and are not guaranteed to be accurate.

Parlays with spreads/moneylines to totals of the same soccer game are not permitted.

## **Tennis Wagering**

Tennis events must be completed within one week of the scheduled final date to have action (unless otherwise noted). Tennis match start times are often delayed by rain, darkness, or time constraints, and match start times are constantly being revised by event organizers. Wagers

will not be voided under any circumstance based on rain delays, darkness, time constraint delays, or match date changes.

Wagers have action once a ball is served, regardless of the date the match/event is started or completed. Matches delayed by rain, darkness, or other circumstances will not be voided. These matches will remain pending until their completion.

A "Walk Over Winner" (player retires/resigns/concedes before a match) and matches which do not complete the first set are graded no action. Any match concluding after the first set is completed will be graded with the advancing player as the winner.

Set proposition wagering will have action if the specified set is completed. Single game proposition wagering will have action if the specified set is completed. Other props involving the match are no action if a participant retires/resigns/concedes during the match. The moneyline of the match itself is the only wagering option that is not considered a prop.

Participants failing to compete in the next round of a tennis event will have all wagers to reach or win subsequent rounds, graded NO ACTION. Wagers made immediately after a player withdrawal, on markets dramatically affected by this action, will be reviewed by management. This type of play may result in permanent account suspension. This type of play may result in permanent account suspension.

## **Fighting**

Fights must take place within one week of the listed date of the fight or the bout will be graded "no action" (unless otherwise noted). Venue changes within the same country will not affect the status of pending wagers. Venue changes to a different country will result in a grade of "no action" on all pending wagers.

If a fight weight class is changed for any reason, this will have no effect on any pending wager status. No wager will be voided based on a weight class change.

If the number of scheduled rounds in a boxing match is changed or misposted, the following wagers will have action: the fight winner, fighter wins only, and draw options. "Fight totals" and "will go / won't go" will have action if the updated scheduled rounds is more than the total listed on the prop. Exact round of ending, fighter to win inside distance, win by decision, and goes distance props will all be no action if scheduled rounds are changed or misposted.

If the number of scheduled rounds in a MMA or Kickboxing match is changed or misposted, only the moneyline to win the fight will have action. All fight totals, fight props, exact round of ending, fighter to win inside distance, win by decision, and goes distance props will all be no action if scheduled rounds are changed or misposted.

Results will be graded/regraded based on the official result at ringside. A result may be revised or altered after initial presentation by the ring announcer. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.

All boxing match decisions are based on the official judges' (usually three) scorecards. If the judges rule the bout a draw, boxing events in a tournament format may have an additional judge or last round won tiebreaker. A draw decision tiebreaker will only apply to the fight winner moneyline. All other wagering options will be graded based upon the original judges' scorecards.

Fight of the Night, total KO/TKO, total submissions, total fights to go distance, and all other full event propositions have action if all listed fights begin. For full event propositions, a fight that begins and is declared a "no contest" is still deemed to have started for wagering purposes.

A wager on a fighter "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, submission, or technical decision.

In boxing, a wager on a fighter to win by "KO" wins if the selected fighter wins by KO, TKO, or DQ.

In MMA, a wager on a fighter to win by "KO/TKO" wins only if the fighter wins by KO, TKO, DQ, or corner stoppage. A win by submission is not considered a KO/TKO in MMA.

A wager on a fighter to "win by any decision" wins if the selected fighter wins by technical decision or a decision where the fight goes the complete distance.

A wager on a fighter to "win by X round decision" wins only if the selected fighter wins by decision where the fight goes the complete distance.

When a "draw" occurs, wagers on both fighters "to win" are refunded. Other proposition wagers are graded according to their specific wording.

An "If Wins Only" wager loses when a fight ends in a draw.

Wagers with the following annotation "(Scorecards = no action)", will be refunded if the fight goes to scorecards for any reason. For this specific case, wagers will have action only if the fight is decided by KO, TKO, DQ, or submission.

Any fight that is deemed "no contest" or "no decision" will have all wagers refunded.

A boxing wager on a fighter winning in rounds 10-12 is a loser if the fight goes the distance. An MMA wager on a fighter winning in a specific round is a loser if the fight goes the distance.

A fighter wins by "Unanimous Decision" when all three judges score him as the winner.

A fighter wins by "Split-Decision" when two judges score him as the winner and one judge scores the other fighter as the winner.

A fighter wins by "Majority Decision" when two judges score him as the winner and one judge scores the fight a draw.

A fight is a "Unanimous Draw" when all three judges score the fight as a draw.

A fight is a "Split-Decision Draw" when one judge scores the fight a draw, one judge scores the fight for one fighter, and one judge scores the fight for the other fighter.

A fight is a "Majority Draw" when two judges score the fight a draw and one judge scores the fight for either of the two fighters.

A fight is a "Technical Draw" when a fight ends before an allotted number of rounds (between four to six rounds, depending on sanctioning body rules) usually because of an accidental head-butt.

A total listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three minute round. Thus, 4½ rounds would be one minute and thirty seconds of the 5th round. The halfway point of a two minute round is at the one minute mark. The halfway point of a five minute round is at the two minutes and thirty seconds mark.

If an over/under boxing or MMA total lands on the exact half round total in a fight, the wager will be a push. If the phrase "Fight goes 1:30 round X", and the fight ends at exactly that second of that round, then "Fight goes" will be graded the winner.

In round distance wagering, if a fighter fails to answer the bell for the start of any round, the fight officially ended in the last round fought. In total wagering, if a fighter does not answer the bell to start a round where the fight has gone the exact distance listed on the total, the UNDER is the winner.

<b>Fight Distance Example:</b>
Tyson/Lewis total rounds are listed as 6 rounds. Tyson fails to answer the bell to start the 7th round. The fight officially ends in the 6th round. The proposition would have UNDER as the winner. A round is not complete until a fighter starts the following round.

In points wagering handicap bets, any fighter winning before the fight goes its scheduled distance is the winner. If the fight completes all scheduled rounds, then the cumulative score of all three judges' scorecards will be used. The cumulative score for each fighter will have the point-spread handicap applied to determine the winner. A technical draw will be graded as "no action."

<b>Points Wagering Handicap Example:</b>
Tyson points handicap +18.5. Lewis points handicap -18.5. If either fighter wins by KO, TKO, DQ, or technical decision, that fighter wins the handicap regardless of the scoring at the time of the stoppage. The fight completes all scheduled rounds with judges' scores of Lewis 117-111, Lewis 118-109, Lewis 115-113. The cumulative score for Lewis is 117+118+115 = 350. The cumulative score for Tyson is 111+109+113 = 333. Tyson would win the wager based on the application of the 18.5-point handicap to his cumulative score.

# Horse Racing

## Fixed Odds

Horse Racing fixed odds are available in our sportsbook. For specific Horse Racing rules refer to [Cash Back Racebook](#) and [Racebook +](#).

Past-posting is considered stealing and will be dealt with in the harshest manner possible. A player will never benefit from betting on events with time errors. Repeated offenders will NOT be tolerated.

All horses involved in a horse racing proposition must run for action.

Propositions bets for Finishing Position have an over/under format. For finishing position bets on totals of 4½, if the horse finishes 5th, bets posted on the OVER will be graded as winners.

A "horse vs horse" match-up may have a position handicap. If the number is positive (+), then you subtract that number of positions from that horse's finishing position. If the number is negative (-), then add that number of positions to that horse's finishing position. The horse with the lower finishing position after the handicap is applied is the winner.

## Kentucky Derby and Oaks Futures Wagers

The Kentucky Derby and Oaks Future Wager are pari-mutuel wagers offered by Churchill Downs that allow wagering early on prospective entrants in Kentucky Derby, and the Kentucky Oaks.

Kentucky Derby Future Wager and the Kentucky Oaks Future Wager offer win and exacta wagering.

The payout on the winning wagers in each pool will be determined by the final odds at the time of closing the pool.

No refunds will be issued in any of the wagering pools regardless if there are non-starters.

The price/moneyline listed is an opening price to be used as a guide only. The "\$2 Will Pay" is used for payout purposes.

All runners in the Mutuel Field of the "Futures Exacta" will be treated as a "Coupled Entry" for the purposes of determining winning tickets and payouts, i.e. If the race finishes 24/24/5, (24 being "All other horses") the grading of the exacta will be 24/5.

In the event the Kentucky Derby is not run or does not produce an official winner, all the future wagers in the Kentucky Derby will be NO ACTION and stakes refunded.

For any scenario not covered here, official track rules and policies will apply.



## Other Sports Wagering

The final score in bandy, handball, and water polo does NOT include overtime. Overtime and shoot-outs do not count unless the wagering option (OUTRIGHT) or (ADVANCES) is listed.

The final score in lacrosse does include overtime. Overtime will apply unless otherwise noted.

Volleyball handicap offerings refer to the number of sets won, unless otherwise noted.

## In Progress Wagering

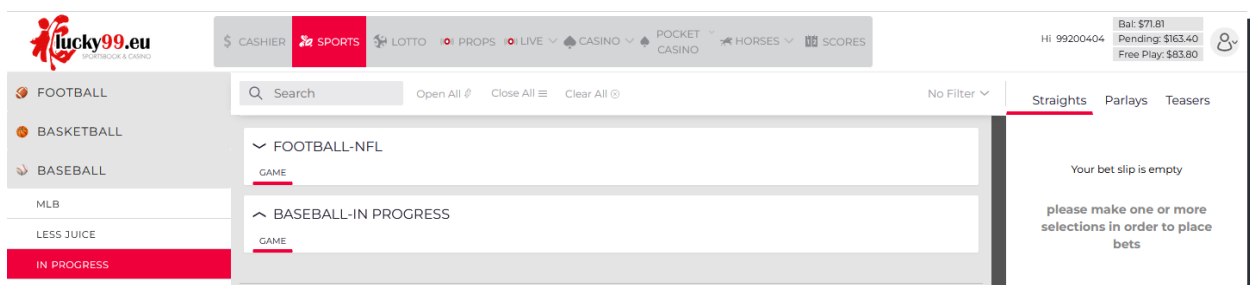
House Live Wagering lines are available for Straight Wagers, Parlays and If Bets.

Bets placed on In Progress lines take in consideration the score of the full match/event/game unless otherwise specified. Regular betting rules for each sport apply.

In Progress lines are offered for nationally televised games of selected sports and will appear available usually during commercial breaks, under each sport category as "In Progress".

Soccer In Progress lines are offered during half times on major leagues' televised games, it will appear under "Halftime" at the bottom of the Soccer leagues listing.

## Where to find House Live Wagering Lines



Log in to Lucky99 and from the Sports menu select **Offshore Lines**.

Offshore Lines' **In Progress** offerings are updated during commercial breaks of nationally televised games so check back often for the most up-to-date options available.