

DAKOTA CONNECTION CASINO

Sports Book – House Rules

General House Rules

1. The following individuals are prohibited from placing wagers or collecting winnings.
 - a) Persons under the age of 21
 - b) Persons on any exclusion list
 - c) Any person placing a wager or collecting winnings as an agent or proxy.
2. In addition, coaches, athletic trainers, officials, athletes, and other individuals who participate in an authorized sporting event are prohibited from wagering on such sporting events, and persons who are employed in a position with direct involvement with coaches, players, athletic trainers, officials, athletes, or participants in an authorized sporting event are prohibited from wagering on such sporting events.
3. Patrons are responsible for checking tickets for accuracy before leaving the betting window. Leaving the window with the ticket is deemed an acceptance of the wager by both parties.
4. Tickets will not be altered or voided prior to the start of an event, except at the discretion of management and with the approval of both parties.
5. Once both parties accept a wager, tickets will not be altered or voided after an event officially begins.
6. Winning wagers may be redeemed up to 180 days from the date of the event.
7. The DNGE reserves the right to refuse any wager, delete, or limit selections prior to the acceptance of any wager.
8. The DNGE is not responsible for lost, stolen, altered or unreadable tickets.
9. The DNGE has a \$5.00 minimum and \$1,000.00 maximum wagers on all sports games and events.
10. The DNGE reserves the right to add, change or delete the DNGE payout ratio limits.
11. The DNGE reserves the right to add, change or delete the DNGE House Wagering Rules, subject to regulatory approval.
12. All future wagers are “action” until a winner is officially declared, unless otherwise posted or noted on printed media.
13. The DNGE will accept wagers on currently posted terms, unless otherwise posted or noted on printed media.
14. The DNGE assumes absolute responsibility for paying the Federal .25% Excise Tax on all sports wagers.
15. Management will make every reasonable effort to resolve disputes. Any unresolved dispute arising from wagers accepted by DNGE shall be resolved as set forth by the SWO Gaming Commission.
16. Management will keep a record of all point spreads, odds, final scores, and related betting proposition statistics to protect both the patron and sports book in case of an obvious mechanical or human error.
17. The DNGE prohibits wagers on any amateur non-collegiate sport or athletic event.
18. The DNGE prohibits wagers on any collegiate sport or athletic event, which the licensee knows or reasonably should know, is being placed by, or on behalf of a coach or participant in that collegiate event.

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Timing rules

1. All baseball, basketball, and hockey games must be played on the date and site specified for action unless specified otherwise on printed media. All other events, including football, must be held within one week of schedule date and at the originally specified site to be considered action unless specified otherwise on the printed media.
2. For betting purposes, the winner of an event or game will be determined on the date of the event's conclusion according to house wagering rules. DNGE does not recognize suspended games (Exception: see baseball rules), protests, and overturned decisions for wagering purposes. Once completion is official, wagers will be paid on the initial results.
3. Once the winner of all future events involving a recognized sports organization, e.g., Pro Football Championship, World Series, etc., is determined by the league commissioner, chairman, or other authoritative officer at the conclusion of said event, said winner will also be declared the winner for betting purposes.
4. In two-way match-up proposition wagers, the specified player or team must start for action or wager is refunded. If any participant "starts" but fails to finish for any reason, the opponent shall be deemed the winner for betting purposes.
5. Games/Events are official after:
 - a) Football (professional and college): 55 minutes of play
 - b) Basketball (professional): 43 minutes of play
 - c) Basketball (college): 35 minutes of play
 - d) Hockey (professional or college): 55 minutes of play
 - e) Soccer: 90 minutes of play plus any added injury time
 - f) Auto Racing: Race winner will be deemed official for wagering purpose as announced by sanctioning body, regardless of laps completed.
 - g) Olympics: Games/results are official once there is an awarded ceremony for the particular event.
 - h) Boxing/MMA (pro & amateur): When the bell is sounded signifying the start of the opening round, the bout is considered official for betting purposes, regardless of the scheduled length, weight, classification and/or championship sanction. In round proposition bets, when the bell sounds signifying the end of round, that is considered a full round for wagering purposes. If the bout is officially stopped prior to the bell, that round is not considered a full round. If the fight is stopped for any reason in between rounds, the fight will for wagering purposes, be determined to have stopped in the last completed round. For all "pick the round" propositions, if the length of the bout is changed from the posted or noted on printed media, all wagers are deemed "no action" and refunded.
 - i) All first half and halftime wagers: Overtime periods are included as part of the second half. All first half, halftime, quarter and set wagering propositions must be played to conclusion of the specified portion of play, or wagers will be deemed "no action" and refunded.
 - j) All other sporting events with a scheduled length of play or time limit must play to conclusion or have five minutes or less of scheduled playing time remaining when the event concludes, or wagers will be deemed "no action" and refunded.

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Types of sporting events offered

1. Professional Football (NFL, CFL)
2. College Football (NCAA)
3. Professional Baseball (MLB)
4. College Baseball (NCAA)
5. Professional Basketball (NBA)
6. College Basketball (NCAA)
7. Professional Hockey (NHL)
8. College Hockey (NCAA)
9. Women's Basketball (WNBA)
10. Women's College Basketball (NCAA)
11. Boxing (IBF, WBA, WBC, WBO, UFC)
12. Mixed Martial Arts (MMA)
13. Golf (PGA, LPGA)
14. Tennis (USTA, NCAA)
15. Soccer (FIFA, MLS, NCAA)
16. World Cup
17. Auto Racing (NASCAR)
18. Rodeo (PRCA)
19. Bull Riding (PBR)
20. Olympics (IOC)
21. Rugby (USA RUGBY)
22. Off-the-board point spreads and money lines
23. Parlays Betting sheets
24. Cross-over sports propositions
25. In-Play
26. Any other game as approved by the SWO Gaming Commission

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Retail and kiosk betting tickets

1. DNGE is not responsible for lost, stolen or unreadable tickets.
2. Patron should verify that all information on wagering tickets is accurate before leaving the betting window or kiosk. Management is not responsible for errors or omissions made on a ticket once the patron has left the betting window or kiosk.
3. Winning tickets expire 180 days after conclusion of the event. The time on the ticket is Central Standard Time.

Wager type calculations

1. Money line payoff: The money line is expressed as a 3-digit number. For example, -120 means a player must wager \$120 for every \$100 they wish to win and multiples thereof. Or +150 means a player will win \$150 for every \$100 bet.
2. Point spread payoff: Bets on the points spread are offered at 11 to 10 odds, unless otherwise stated. For example, players must bet \$11 to win \$10 or \$110 to win \$100.
3. Parlay Payoff: Odds will be calculated based on the prices of the individual selections.
4. Teaser Payoff: Offs are derived from a fixed payout chart.

Notification of odds or line changes

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

1. Posted odds will be changed automatically on the electronic boards.
2. Posted odds will be changed manually on all handwritten boards.
3. Posted changes will be updated within 10 minutes on either the electronic or handwritten boards.
4. Non-posted printed media will be updated on a weekly basis with the date of the last issue.

In-Play betting

1. If a market is not scheduled to be turned to in-play, but DNGE fails to suspend the market at the relevant time, then if the event had a scheduled “off” time, all bets matched after the scheduled “off” time will be void.
2. DNGE reserves the right at its absolute discretion to part suspend or fully suspend outcomes/selections in a market that has been turned to in-play.
3. Patron is responsible for always managing their in-play bets.
4. For purposes of in-play betting, patrons should be aware that transmissions described as “live” by some broadcasters may be delayed or pre-recorded. The extent of any delay may vary depending on the set up through which they are receiving pictures or data. Patrons should also be aware that for operational reasons, bet requests made in-play may take slightly longer to process.
5. If DNGE accepts a bet on a market for which the outcome has already been determined, then that bet shall be deemed void (and no winnings shall be payable in respect of it).

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All markets other than soccer markets

1. In relation to markets which are scheduled to be turned to in-play, DNGE aims to use its reasonable efforts to turn such markets to in-play at the time of the “off”; however, DNGE does not guarantee that such markets will be suspended and turned to in-play at the time of the “off”.
2. If a market is scheduled to be turned to in-play but DNGE fails to suspend the market at the time of the “off” and the market is not turned to in-play at any time during the event, all bets after the scheduled time of the “off” will be void, UNLESS it can be established that the bet was placed before the official off time or the actual time of the “off” and all bets after the time of the “off” determined by the DNGE will be void.
3. If a market is scheduled to be turned to in-play but the DNGE fails to suspend the market at the time of the “off”, but the market is turned to in-play later during the event, all bets after the time will stand. However, the price may be adjusted by the DNGE, and the bets may be settled in accordance with the correct price at the time on which the relevant bet was placed, with such price to be determined by the DNGE acting reasonably.

Soccer markets not suspending at kickoff

1. In relation to soccer markets that are scheduled to be turned to in-play, the DNGE aims to use its reasonable efforts to turn such markets to in-play at kickoff and to suspend such markets on the occurrence of a material event (see definition of material event listed below). However, DNGE does not guarantee that markets will be suspended and turned to in-play at kick off.
2. If a market is scheduled to be turned to in-play but DNGE fails to suspend the market at kickoff and the market is not turned to in-play at any time during the match, all bets matched after the scheduled start time will be void UNLESS it can be established that the bet was made before the actual time of kick off.
3. If a market is scheduled to be turned to in-play but DNGE fails to suspend the market at kickoff, and the market is turned to in-play later during the match, all bets matched after the scheduled time of kickoff will stand. However, the price may be adjusted by DNGE, and the bets may be settled in accordance with the correct price at the time at which the relevant bet was placed.
4. For purposes of this rule, “material event” shall mean a goal being scored, a penalty being awarded, or a player being sent off.

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Results and market settlement

1. Where the specific sports rules do not specify how and on what basis a market will be settled, markets will be settled on the official result of the governing body regardless of any subsequent disqualification or amendment of the result, except if an amendment is announced within 24 hours of the initial settlement of the relevant market to correct an error in the reporting results.
2. If no official result of a relevant governing body is available, the result will be determined by DNGE acting reasonably using information that comes into the public domain within 48 hours of settlement. DNGE acting reasonably shall determine whether the market should be reinstated or resettled considering this new information or whether to wait for further information. Any information that comes into public domain more than 48 hours after a market has been settled shall not be considered by DNGE, regardless of whether such information may have led to a different result.
3. In the event of any uncertainty about any result or potential results, DNGE reserves the right to suspend settlement of any market for an unlimited period until the uncertainty can be resolved to the reasonable satisfaction of DNGE. DNGE reserves the right to void any market if the uncertainty regarding settlement cannot be resolved to DNGE's reasonable satisfaction.

Resettlements

1. Markets are generally settled shortly after the end of an event in question. However, DNGE reserves the right to amend the settlement of the market if the official result is different from the result on which DNGE initially settled the market, or the whole market is eventually voided.
2. DNGE reserves the right to reserve the settlement of a market if a market is settled in error either technical or human.

Abandonments, cancellations, postponements

1. Some markets have different rules, and these are listed in the specific sports rules in relation to an abandonment, cancellation, or postponement.
2. If the event is not completed within three days after the scheduled completion date, then all bets on all markets for this event will be void, except for bets on any markets that have not been unconditionally determined.
3. In relation to any tournament or similar competition, if the event is not completed within 24 hours following the scheduled competition date, then all bets on the markets for the event will be settled in accordance with the official ruling of the relevant governing body, providing such a decision is given within a 90-day period.

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Change of venue

1. For any team sport, if the scheduled venue is changed after a bet is placed, all bets will be void.
2. For all other categories or markets other than team sports if the scheduled venue is changed in the type of scheduled surface for example a field hockey match switching from grass to AstroTurf after a bet was placed all bets will stand.
3. If there is a change in the type of scheduled surface after a bet was placed, for example a field hockey match switching from grass to AstroTurf, all bets will stand.

Specific sports rules

American football

1. There must be at least ten minutes of official elapsed time in the fourth quarter for bets to have action.
2. Overtime counts for all markets, unless stated otherwise.
3. Bets on abandoned or postponed games are void, unless played within the same scheduling week. In the event of a venue change, all bets will be void.
4. All settlements are based on results and statistics provided by the relevant league's governing body: www.nfl.com, www.cfl.ca, or www.ncaa.org.
5. DNGE reserves the right to suspend any or all betting on a game at any time without notice.
6. In handicap and total betting where the value of the market is a whole number, bets are void and will be refunded where the score lands on that number.
7. All outright markets include playoffs where applicable.
8. For settlement purposes, the team listed second in the event name is considered the home team.

Overview of specific football markets

Live betting

1. Where handicap draw selection (3-way handicap market) is offered during live betting, only bets placed on the draw will be settled as winner when the results land on the whole number selected.
2. Prices quoted are for the whole game inclusive of any overtime played.
3. As the markets are in-running, DNGE reserves the right to close the market at any time.
4. When scores are displayed in-running, every effort is made to ensure accuracy of the score and game time, however, no liability is accepted for incorrect information displayed.

Proposition bets

1. In the event of an abandoned game, all bets are returned, unless a result is already determined through the course of play that has taken place.
2. For player prop markets, any bets on a player who is listed "inactive" on nfl.com will be voided; all other bets will stand.
3. All prop bets are single only.

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Quarter and half markets

1. For bets placed on specific quarters and halves, the entire period of play must be played unless the result is already determined, except second half markets, which do include overtime if played.
2. The fourth quarter does not include overtime.

Handicap betting

1. Overtime counts for match handicap betting.
2. Overtime does not count on quarter or half specific markets.
3. In the event of a tie, all wagers are refunded.
4. For quarter and half betting, the entire period must be played for bets to stand.

Match betting

1. In the event of a tie following overtime, bets are refunded.

Total points

1. Overtime counts for all total match/team total and prop point markets.
2. Overtime does not count for total points on quarter and half specific markets.
3. In the event of total points being exactly the line, all bets are refunded.
4. For quarter and half betting, the entire period must be played for bets to stand.

Revised half time markets

1. Markets that are revised at half time for the second half of the match include overtime.
2. In the event of a tie, all bets are refunded.

First offensive play

1. The result is determined by where the first offensive play from scrimmage takes place.
2. In the event of the kickoff being returned for a touchdown, bets stand for the following kickoff.
3. In the event of a turnover, the results are determined on where the first offensive play takes place with respect to the receiving teams' yard line.
4. In the event of a false start penalty on the first offensive play, bets stand for the next offensive play that takes place without a false start penalty.
5. In the event of an abandoned game, bets stand on scores that have taken place already and overtime counts in these markets.

First penalty

1. This wager is settled on the first accepted penalty in the game.

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First turnover and first team to commit a turnover.

1. For results purposes, an interception or a fumble count as a turnover.
2. A punt or a turnover on downs does not qualify as a turnover for settlement purposes.
3. In the event of an abandoned game, bets are returned, unless a turnover has already taken place.

First touchdown scorer

1. First touchdown scorer are all action bets, regardless of whether the player plays or not.
2. Only when a player is listed as “inactive” on nfl.com are selections voided.

Baseball

The rules apply to MLB and NCAA world baseball.

1. All settlements are based on the results and statistics provided by the relevant league’s governing body.
2. Should a game not start on the day of the officially listed by the governing body, all bets will be void.
3. In the event of a shortened game, results are official after 5 innings of play or 4.5 innings if the home team is leading at the commencement of the bottom of the 5th inning. If a game should be called, the result is official in accordance with this rule.
4. Notwithstanding the above rule in certain circumstances where we so specify, results will only be official after 9 full innings have been played, or 8.5 innings if the home team is leading.
5. For the purposes of live betting, the 8.5 inning rule shall automatically apply unless otherwise stated.
6. Extra innings, where applicable, count towards settlements purposes.
7. If a game is suspended and continues to a conclusion the next day, all bets will stand. In the case of MLB playoff suspended games, all bets will stand until completed.
8. Unless otherwise specified, the scheduled starting or listed pitchers must start for bets to stand.

Overview of specific baseball markets

1. Money line markets are settled per the 4.5 inning rule.
2. Run line markets are settled per the 8.5 inning rule.
3. Total runs markets are settled per the 8.5 inning rule unless the result has been unequivocally determined.
4. Double markets (money line run line/total) are settled per the 8.5 inning rule.
5. Double results are settled based on the score at the end of the 5th inning, plus the final score per the 8.5 inning rule.
6. Tri bet markets are settled per the 8.5 inning rule.
7. Odd/even markets are settled per the 8.5 inning rule. In the event a result of zero is arrived at, that shall be considered an even number.
8. Winning margin markets will be settled per the 8.5 inning rule

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9. Team to score first is settled on the first run of the game, regardless of whether a full game or certain number of innings have been completed. Where a double market is offered, the 8.5 inning rule applies.
10. Highest scoring half inclusive of extra innings will be settled per the 8.5 inning rule.
11. Highest scoring inning will be settled per the 8.5 inning rule. Dead heat rules apply in the event of a tie. Should the highest scoring inning occur in extra innings, innings 1-9 will be considered losers.
12. Regular season specials: A team must play 160 games for regular season win bets to stand. In all other circumstances bets will be void.

Basketball

Sports Rules NBA, NCAA, and WNBA basketball

1. All settlements are based on results and statistics provided by the league's governing body.
2. For settlements purposes, the team listed second in the event name is considered the home team.
3. Should a game be called with more than 5 minutes to play, all bets are void, unless the specific markets results have been determined.
4. Overtime counts for all markets unless otherwise stated.

Overview of specific markets

1. For quarter/half markets, the entire period must be completed for bets to stand.
2. For results on the score of relevant quarters, overtime does not count.
3. For results on second half markets, the score of the second half includes overtime.
4. For results on double (half/full time) markets, the score at half and full time includes overtime.
5. For results on home/away team total points, the score at the end of game includes overtime.
6. For results on race to "x" markets with either team achieving the specified total in the specified time, a neither option is available
7. For highest scoring half for settlement purposes, the second half overtime is included.
8. For series markets, a series must come to a natural conclusion for bets to have action.
9. For last points markets settled on the last point scored, overtime is not included.
10. For tri bets markets settled on the last point scored, overtime is not included.
11. Wire to wire markets are offered for a given team to be leading the game at the end of each quarter of that game, provided the selected team is leading at the end of each quarter, even if that team temporarily ceases to lead the scoring prior to the quarter ending.

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Player props – NBA, NCAA, and WNBA basketball

1. For results on first basket markets, the first score of the game is inclusive of free throws. Should a player listed not start the game, all bets on the player selected will be void.
2. For players performance markets, all bets will stand once a player enters the game, regardless of time played. All totals include overtime. Should a player not play at all, then bets will be void.
3. Player vs. player markets will be settled based on the statistics recorded by that player, including overtime. If one of the players does not enter the game, all bets will be void.

Golf

1. If a price for a tie is not available, dead heat rules apply.
2. Tournament bets will only be settled if the minimum number of holes to provide an official result are completed. In general, the number is 36 holes for the Euro tour and 54 holes for the PGA.
3. If a player does not start a tournament, the bets will be void.
4. If a player starts a tournament and withdraws or is disqualified, the bet is a loser.
5. Margin of victory markets will be settled on the official tournament result, NOT including any playoff.
6. For 2 and 3 ball markets, all bets will stand whether the players play in the same group or pairing as each other.
7. All live golf action in-play wagers are considered action.
8. Winner will be determined in accordance with the tournaments officials' results.

Golf tournament match betting

1. If a player withdraws without playing a stroke, all bets on that market will be void.
2. If all players fail to complete a particular round for any reason, the winner is the player with the lowest total score after the previous round.
3. If a player is disqualified or withdraws during any round, they will be settled as a loser providing at least one other player completes that round.
4. Should all players fail to complete the first round, then bets will be void.

Ice Hockey

1. These rules apply for NHL, AHL and NCAA sanctioned events.
2. All results and settlements are based on the relevant league's governing body.
3. Games must go 55 minutes for bets to stand. If the game is suspended prior to 55 minutes, all bets will be void, unless the result has been clearly determined beforehand.
4. Overtime counts for all markets unless specified.
5. In the event of a shootout, the winning team is credited with one goal. This counts for all markets where applicable.

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Overview of specific hockey markets

1. Money/puck line and total goals include overtime. If the total is the exact number, bets will result in a push.
2. For 60-minute markets, overtime is not included.
3. For period markets settled on the exact score of the specified period, overtime is not included.
4. For home/away goal, overtime is included.
5. Overtime counts for all player proposition bets.

Olympics – General rules

1. The final medal count by the governing body will be used to settle bets.
2. All bets will be settled on the medal/podium ceremony. Subsequent disqualification or amendments will not be counted for settlement purposes.
3. Dead heat rules apply.
4. All wagers stand even if postponed if the event is completed by the closing ceremony.

NASCAR

1. The field includes any driver not listed.
2. Any driver who does not qualify for the race will be deemed no action.
3. The race must run within one week of the scheduled time for there to be action.
4. The podium presentation will count as the result and any subsequent inquiries will not affect the settlement of bets.

Race driver matchups

1. All matchups will be settled per the official NASCAR result. If one driver fails to complete the race, the other driver will be considered the winner. Where both drivers fail to complete the race, the number of full laps completed will determine the result. If both drivers fail to complete on the same lap, then the official placing as assigned by the official NASCAR will determine the result.
2. Both drivers must start the race by crossing the start line for action. If any driver is replaced before the start of the race, then all matchups will be void.

Race props

1. Race props will be settled on official NASCAR results.
2. If the race is shortened and no official results are posted, all bets are deemed no action.

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Race futures

1. All prop futures are deemed action when drivers qualify for at least 27 races. Outright drivers' championship will be deemed action when a driver has qualified for at least 27 races.

Mixed martial arts (MMA)

1. Should an event be postponed, bets will stand if the event occurs within 48 hours; otherwise, all bets will be void.
2. Money will be refunded before the original contest if requested. In the event of a "no contest", all bets will be void.
3. Should there be substitution of one of the fighters, all bets on the original fight will be void.
4. Prices will be offered for each fighter to win. If the contest is ruled a draw, all bets will be refunded.

Boxing/MMA terminology

1. "K.O." proposition wagers: "K.O." includes knockout, technical knockout, disqualification, or any other stoppage, unless otherwise posted or noted on printed media.
2. "Decision" proposition wagers: "Decision" means the fight must go to the judge's scorecard(s) to determine a winner, including technical decision.
3. "Draw" proposition wagers: "Draw" means fight must go to the judge's scorecard(s) and be declared a draw; including technical draw.

Boxing/MMA method of victory

1. For this market, a KO includes the following: Referee stoppage, stoppage by doctor, stoppage by fighter's corner or team, or if fighter retires due to injury.
2. For this market, a submission includes the following: Referee stoppage due to tap out, referee stoppage due to technical submission and a fighter's verbal submission due to strikes.
3. In the event of a disqualification or "no contest" being declared, all bets will be void.

Round betting/total rounds

1. If a fighter withdraws in the period between rounds, the fight will be deemed to have ended in the previous round.
2. For the total rounds settlement, 2 minutes and 30 seconds will represent a half round.
3. If the number of rounds gets changed before the start of the fight, all bets on these markets will be void.

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Round/method combo

1. The winning selection will be determined based on the round in which the fights ends and the method of victory. Bets on this market will be deemed losing bets if the fight goes to a judge's decision.

Soccer

1. Unless otherwise stated, all bets on soccer markets are based on 90 minutes of play according to match officials, plus any added injury or stoppage time by the officials.
2. For extra time markets, bets apply to 30 minutes of play according to match officials, plus any added injury or stoppage time. Bets apply to the result during the extra time period only for the purpose of this market. 0-0 will be the starting score when extra time begins.
3. Extra time, overtime, and shootouts do not count towards the final score, unless otherwise specified in the wagering propositions.

Tennis

1. For match betting purposes, if a player or pairing retires in an event, the player or pairing progressing to the next round will be deemed the winner unless this occurs before completion of the first set, then all bets will be void.
2. All tennis bets will be settled in accordance with the official website of the tournament.
3. In the case of settlement disputes, the DNGE decision is final.
4. In the event of change to any of the following: change in court type, change in playing surface, change in venue, or a change to scheduling which effects the time and date of a match, all bets will stand.

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OFF THE BOARD PAYOFFS

Straight Bets: Pay 10-11 unless posted or specified otherwise on printed media.

Football and Basketball Parlays

2 Teams	Pay	2.64-1
3 Teams	Pay	5.95-1
4 Teams	Pay	12.28-1
5 Teams	Pay	24.35-1
6 Teams	Pay	47.41-1
7 Teams	Pay	91.42-1
8 Teams	Pay	175.44

A maximum payoff limit of 175.44-1 is paid on parlays. In the event of a tie or “no action,” parlay is reduced to the next lower number of parlays. Acceptance of all parlays is at the discretion of management.

Football Teasers

Football

	<u>6 points</u>		<u>6 ½ points</u>	<u>7 points</u>
2 Teams	-125	-140	-150	
3 Teams	+150	+140	+120	
4 Teams	+250	+200	+180	
5 Teams	+400	+350	+300	
6 Teams	+600	+500	+425	
7 Teams	+900	+800	+650	
8 Teams	+1250	+1100	+900	

Basketball Teasers

	<u>5 points</u>		<u>5 ½ points</u>	<u>6 points</u>
2 Teams	-120	-125	-140	
3 Teams	+140	+135	+120	
4 Teams	+200	+190	+180	
5 Teams	+350	+300	+280	
6 Teams	+500	+450	+400	
7 Teams	+700	+650	+600	
8 Teams	+1000	+900	+800	

In the event of a tie in a straight wager, the wager is considered “no action” and money is refunded. In a two-team teaser involving a tie, the wager is considered no action and money is refunded, regardless of the outcome of the team; otherwise, a tie or no action reduces the teaser to the next lower number of pays.

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Buy in Points

Player may buy a half point on straight wagers in football and basketball at the odds selected by management.

Sports betting Definitions:

Straight Wager: A wager made on a single team, total or proposition.

Parlay Wager: A wager coupling two or more teams, totals or propositions.

Money line parlays pay according to true odds multipliers.

Football and basketball are pay table sports. Pay table sports, including sides, totals, first and second halves, and quarters, where the money line attached to the point spread is -110, pay according to the football and basketball pay tables.

Mixed sports parlays will be defined as a parlay including both pay table sports and non-pay table sports. Mixed sport parlays pay according to the football and basketball pay tables multiplied to the appropriate money lines.

Pay table sports parlays where the money line attached to the point spread of any leg in the parlay in anything other than -110 will pay according to the “true odds differential” which is derived by subtracting the pay table multiplier from the true odds multiplier. This formula will be furnished upon request.

Teaser Wager: A wager coupling two or more teams, totals or propositions that allow the patron to modify the point spread or total by an established value.

Push: A wager, that when the point spread is applied, results in a tie score.

No Action: A wager which is disregarded due to a push or other event defined in the rules.

Dead Heat: Refers to ties in finishing position bets top 5's, 10's & 20's, plus other like 1st Round leader bets, when tied the winnings are cut by how many players are tied for those spots.