

# CG TECHNOLOGY RACE & SPORTS BOOK



## HOUSE RULES

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### General Rules

- 1) Nevada Revised Statutes 463.350 prohibits persons under the age of 21 from wagering, collecting winning wagers, or loitering in and/or about the Race and Sports Book area. Accepting wagers, via communications technologies, outside the state of Nevada is strictly prohibited.
- 2) All prices/lines are subject to change.
  - a) Wagering options, other than wagers on In-Running markets, are available up until the official start time, unless otherwise specified by Management.
  - b) Any wager accepted after the official start time, other than In-Running wagers, will be declared void.
- 3) Management assumes responsibility for paying the mandatory 0.25% Federal Excise Wagering Tax required by law for wagering on sporting events.
- 4) Management will make every reasonable effort to resolve disputes.
  - a) Any dispute shall be resolved per Nevada Revised Statutes 463.361 and 463.366 and Nevada Gaming Commission Regulation 7A.
  - b) It is the customer's responsibility to inform CG Technology immediately should an error occur on an account, any wager, or in any other transaction.
  - c) Any funds/winnings credited to an account in error are not available for use.
    - i) Management reserves the right to void any transaction involving said funds.
- 5) Management reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of any Race or Sports wager.
- 6) Management reserves the right to determine minimum and maximum wager limits on all events, including on a wager by wager basis.
- 7) Management reserves the right to modify the Race & Sports Book House Rules, subject to regulatory approval.
- 8) Management reserves the right to modify payout odds/ limits. In the event of a change, the new odds/limits will be posted in the Race and Sports Book, or made available on betting sheets prior to taking any wagers with the revised limits.
- 9) Management is not responsible for lost, stolen, altered, or unreadable tickets.
- 10) By opening a wagering account, the customer acknowledges reading, understanding, and accepting CG Technology's Terms and Conditions.

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- 11) By placing a wager, the customer acknowledges reading, understanding, and accepting CG Technology's House Rules.
- 12) Personal communication devices, including, without limitation, cell phones, may be used in the Race and Sports Book for non-gaming related communications.
  - a) Management prohibits the use of personal communication devices on the property in which to transmit or relay gaming related information, including but not limited to, wagering information, line information, point spreads, wagers, and other gaming related information.
    - i) Management reserves the right to remove anyone from the property who, in Management's sole discretion, judgment, or opinion, is using a personal communication device to transmit or relay gaming information.
    - ii) This does not apply to the use of our mobile device wagering application.
- 13) CG Technology cannot be held liable for failure of any equipment, wherever physically located, which prevents the placement of wagers or contact with our offices.
- 14) CG Technology only accepts account wagers made with the funds available in the account holder's wagering account.
- 15) Unless otherwise specified In-Running wagers are available on account only.
- 16) Entity Wagering may only be completed via account based wagering. Unless otherwise specified, all House Rules apply to Entity Wagering.
- 17) Sports and Pari-Mutuel over-the-counter (OTC) wagers are void 1 year from the date of the event.
- 18) Please check your wagers for accuracy.
  - a) OTC wagers must be reviewed PRIOR to leaving the Race and Sports Book window. Leaving the window with the ticket is deemed an acceptance of the wager by both parties.
  - b) Account based wagers must be reviewed in the "My Account" section in order to verify the wager was successfully transmitted and the details are accurate.
    - i) The customer should notify CG Technology immediately regarding any error or discrepancy.
  - c) CG Technology accepts no responsibility for wagers which may have been submitted and not confirmed by our systems.
  - d) Once both parties accept a wager, the details will not be altered, and the wager will not be voided prior to the start of an event, except at the discretion of Management, and with the approval of both parties.
  - e) Wagers may only be rescinded with the approval of the Chair of the Nevada State Gaming Control Board. (Regulation 22.115)

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- 19) Payoffs on all wagers are determined using standard Money Line calculations, unless otherwise specified.
- a) For Over The Counter (OTC) wagers final calculations are rounded to the nearest nickel.
  - b) For Account based wagers, including in-running wagers, final calculations are rounded to the nearest penny.
- 20) A straight wager resulting in a push will be considered “no action” and the original stake will be refunded.
- 21) Parlay Wagers:
- a) Payoffs on parlay wagers are determined using standard Money Line calculations.
  - b) Pushes and refunds in a parlay cause the wager to reduce the payoff bracket representing the number of remaining teams. If the parlay reduces to just a single game, the single game becomes a straight wager.
  - c) Maximum parlay payoff is 299:1
- 22) Teasers:
- a) Pushes and refunds in an off-the-board teaser wager cause the wager to reduce to the payoff bracket representing the number of remaining teams, if only 1 team remains the bet becomes a refund.

### Teaser Prices

	Basketball Teasers				
Points	4	4.50	5	5.50	6
2 Teams	+100	-110	-120	-120	-130
3 Teams	+170	+150	+120	+130	+110
4 Teams	+280	+200	+180	+180	+150
5 Teams	+400	+350	+300	+300	+250
6 Teams	+600	+500	+450	+400	+300
7 Teams	+800	+650	+600	+600	+500
8 Teams	+1000	+850	+800	+800	+700

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	Football Teasers		
Points	6	6.5	7
2 Teams	-130	-140	-150
3 Teams	+160	+140	+130
4 Teams	+280	+250	+200
5 Teams	+450	+400	+300
6 Teams	+700	+550	+500
7 Teams	+800	+650	+600
8 Teams	+1000	+800	+700

	Mixed Sport Teasers		
Points	4/6	4.5/6.5	5/7
2 Teams	-120	-130	-140
3 Teams	+160	+140	+130
4 Teams	+280	+250	+200
5 Teams	+450	+400	+300
6 Teams	+700	+550	+500
7 Teams	+800	+650	+600
8 Teams	+1000	+850	+800

\*10 point teaser. 3 teams and NFL only. Ties Lose. If the teaser reduces for a reason other than a push (since pushes lose) the wager will be refunded.

- 23) Parlay and Teaser Cards – Please refer to the physical card and/or sheet for relevant rules/pricing governing each individual card.
- 24) Winning tickets may be mailed to CG Technology for redemption. See the reverse side of the wagering ticket for instructions and mailing address.
- 25) Winning tickets may be subject to IRS reporting and withholding guidelines.
- 26) Payoffs exceeding \$50,000 may be delayed for 24 hours after the next banking day.
- 27) Any rules written on handouts for specific events are considered House Rules. Any event rules posted to the Sports Book website are considered House Rules.
- 28) The winner of an event or game will be final as determined on the date of the event's conclusion. Overturned decisions and/or changes to the scores that occur after the date of the event's conclusion are not recognized.

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29) Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details. If there is a conflict between a stipulation on an odds sheet/display and these House Rules, the stipulation on the odds sheet/display will prevail.

### Auto Racing

- 1) Unless otherwise specified, wagers are accepted for drivers only.
- 2) The race must run within seven days of the scheduled date to be considered “action”.
- 3) For wagering purposes the start of a race is defined as when the first car crosses the start/finish line and the green flag drops.
- 4) The order of finish at the conclusion of the race determines all wager results.
- 5) Match-up wagers:
  - a) Participants in event match-ups must start the event, or the wager is considered “no action” and will be refunded.
  - b) The winner of match-up wagers is based on the order of finish at the conclusion of the race.
- 6) The winner, at the conclusion of the event, as determined by the governing organization of the event (e.g. national association, sanction body, board, etc.), will also be declared the winner for wagering purposes.
  - a) The conclusion of the event occurs when the race finishes and a winner is declared, even without all laps being completed. For example, weather related early conclusions.
- 7) Future wagers are considered “action” as long as a winner is officially declared, regardless of event relocation, rained out events, season length, etc., unless otherwise specified.
  - a) No refunds on all future/advance book wagers.
  - b) Future wagers are considered action whether the selected driver starts or not.

### Baseball/Softball

- 1) Definition of wagering types:
  - a) Action: A wager on Team vs Team regardless of starting pitchers.
    - i) Unless otherwise specified, only full game Money Lines are permitted to be placed in this manner.
    - ii) In the event of a pitching change prior to the start of the game, all full game Money Line wagers already placed in this manner will be adjusted to the opening price for the new pitcher. All other wager types will be refunded.

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- b) Listed: A wager in which both specified pitchers must start (throw the first pitch) to be considered “action”.
  - i) All wagers, except full game Money Lines, must be placed in this manner, unless otherwise specified
    - (1) Full game Money Lines have the option to be placed in this manner, but are not required.
- c) Team vs Pitcher or Pitcher vs Team: A wager on or against the specified pitcher. The specified pitcher must start (throw the first pitch) to be considered “action”.
  - i) Only full game Money Lines may be placed in this manner, unless otherwise specified.
  - ii) In the event of a pitching change for the specified team, all wagers already placed in this manner will be adjusted to the opening price of the new pitcher.
- 2) If a game is called or postponed after 5 full innings, the winner is determined by the score after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning.
- 3) Money Line wagers are considered “action” after 5 completed innings, or 4 ½ innings if the home team is winning.
- 4) For all Run-line (spread) and Total wagers to be considered “action”, the game must go 9 full innings or 8 ½ innings, if the home team is winning.
  - a) If a game goes into extra innings, but does not finish (i.e. suspended, curfew (MLB rule 4.12(1), etc.) Run-line and total wagers are considered “action”.
- 5) 1<sup>st</sup> 5 innings: For all wagers, money line, run line, and total to be considered “action”, game must go 5 full innings, or 4 ½ innings if home team is winning.
- 6) All games must be played on the date specified. If a game is postponed and/or rescheduled, wagers will be considered “no action” unless otherwise specified on the wagering sheets or odds boards.
  - a) MLB Playoffs/World Series:
    - i) In the case of a suspended playoff game, the game must resume within a span of 96 hours and be completed to be considered “action”.
- 7) Future wagers are considered “action” as long as a winner is officially declared, regardless of event/team relocation, rained out events, season length, etc., unless otherwise specified.
  - a) No refunds on future/advanced book wagers.
- 8) NCAA Baseball Rules: MLB wagering rules apply, including scheduled 7 inning events, except for the following:
  - a) If a Run Ahead or Mercy rule is invoked, games are considered “action”.
  - b) If a regular season game ends in a tie, Money Line wagers will be considered a push.
  - c) All wagers are considered “action” regardless of the pitchers who start.

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### **Basketball**

- 1) All games must be played on the date and location specified. If a game is postponed and/or rescheduled, wagers will be considered “no action” unless otherwise specified on the wagering sheets or odds boards.
- 2) When wagering on Totals and Halftime markets, overtime periods are counted in the final score.
- 3) For wagering purposes, Full Game and Second Half wagers, including totals, are official after:
  - a) Professional: 43 minutes of play.
  - b) College: 35 minutes of play.
  - c) For wagering on periods, i.e. quarters and halves, if the entire game is not completed, quarters and halves will be considered “no action” unless:
    - i) The relevant period is completed; OR
    - ii) The game reaches the time stated above.
- 4) Future wagers are considered “action” as long as a winner is officially declared, regardless of event/team relocation, rained out events, season length, etc., unless otherwise specified.
  - a) No refunds on future/advanced book wagers.

### **Boxing/ Mixed Martial Arts (MMA)**

- 1) All matches must be played on the date and location specified. If match is postponed or rescheduled, wagers will be considered “no action” unless other specified on the wagering sheets or odds boards.
- 2) For wagering purposes, matches are considered “action”, regardless of scheduled length, once the bell (buzzer, etc.) sounds, signifying the start of the opening round.
- 3) A full round is defined as one in which the bell (buzzer, etc.) sounds, signifying the conclusion of said round.
  - a) If a fighter is counted out or the bout is officially stopped prior to the next bell (buzzer, etc.), the round is not considered for wagering purposes.
  - b) A half round is defined as the scheduled round length divided by two. For example, 1:30 into the 6<sup>th</sup> round of a 3 minute per round fight is considered 5 1/2 rounds for wagering purposes.
  - c) If the fight ends exactly half way through the round, the “over” will be considered the winner.
- 4) All wagers are considered “action” regardless of any changes in weight class, scheduled length of the bout, or championship sanction, unless otherwise specified.
- 5) Knock Out (KO) proposition wagers:
  - a) All round and KO proposition wagers are considered “no action” if the scheduled length of the



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- bout changes.
- b) KO includes knockout and technical knockouts.
- 6) If no winner is declared, all wagers are considered “no action”, unless otherwise specified.
- 7) Three-way Money Line: The draw option of the wager is considered a winner if the bout is considered a draw at the conclusion of the fight.
- a) Wagers on either fighter in this scenario are considered a loss.

### Football

- 1) For wagering purposes, full game and second half wagers, including totals are official after:
  - a) Professional: 55 minutes of play.
  - b) College: 55 minutes of play.
  - c) For wagering on periods, i.e. quarters and halves, if the entire game is not completed, quarters and halves will be considered “no action” unless:
    - i) The relevant period is completed; OR
    - ii) The game reaches the time stated above.
- 2) When wagering on Totals and Halftime wagers, overtime periods are counted in the final score.
- 3) Future wagers are considered “action” as long as a winner is officially declared, regardless of event/team relocation, rained out events, season length, etc., unless otherwise specified.
  - a) No refunds on future/advanced book wagers.
- 4) All games must be played on the date specified. If a game is postponed and/or rescheduled, wagers will be considered “no action”, unless otherwise specified on the wagering sheets or odds boards.

### Golf

- 1) A golf tournament must be completed within 8 days of the scheduled starting date to be considered “action”.
- 2) All PGA/LPGA events scheduled for 72 holes must complete at least 54 holes to be considered “action”.
- 3) Match-ups:
  - a) In daily Match-up wagers, the match must go the full round, i.e. 18 holes, to be considered “action”, regardless of when the round finishes.
  - b) Participants in Match-up wagers must start the event, or the wager is considered “no action”.
    - i) Starting is considered teeing off.
  - c) The golfer with the lowest score wins the Match-up with equal rounds played.

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- i) If a golfer continues play after his/her opponent is no longer in the tournament, i.e. withdrawn, disqualified, missed cut, the golfer with the most holes played wins the Match-up.
- ii) If golfers are involved in a playoff, the winning golfer of the playoff wins the Match-up.
  - (1) If golfers are involved in a playoff involving more than 2 players, the golfer who plays the most holes wins the Match-up
- 4) Participants in proposition wagers must start the event or the wager is considered “no action”.
- 5) Future wagers are considered “action” as long as a winner is officially declared, regardless of event relocation, rained out events, scheduled length, etc., unless otherwise specified.
  - a) No refunds on future/advanced book wagers.

## Hockey

- 1) For wagering purposes, games are considered official after:
  - a) Professional: 55 minutes of play.
  - b) College: 55 minutes of play.
- 2) Overtime goals are considered in the final score for all markets
  - a) In the event of a shootout, the winner is awarded one goal which is also considered in the final score for all markets.
- 3) Future wagers are considered “action” as long as a winner is officially declared, regardless of event/team relocation, rained out events, season length, etc., unless otherwise specified.
  - a) No refunds on future/advanced book wagers.

## Olympics

- 1) General Rules:
  - a) All events will be settled based on the official International Olympic Committee podium results.
  - b) Wagering on the Championship Medal Counts will be settled following the final event and according to the published list.
  - c) If an event is postponed during the Olympics, wagers will stand as long as the event is completed prior to the Closing Ceremony.

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- d) For an event with a time limit, such as basketball, the full time of the game must expire for a wager to be considered “action”.
- 2) Medal Winners:
  - a) In the event any competitor is disqualified, including for false starts, wagers will be treated as “action”.
  - b) Medal Winners are considered “action”, as long as a winner is officially declared and the event is completed prior to the Closing Ceremony.
- 3) Olympic Match-ups:
  - a) All events will be settled based on the official International Olympic Committee results.
  - b) If in a head-to-head match, both competitors go out in the same round, the wager is settled on who has achieved the better qualifying mark.

## Soccer

- 1) The full scheduled period, i.e. full game, 1<sup>st</sup> half, and 2<sup>nd</sup> half, must be completed for wagers to be considered “action”.
- 2) All wagers are considered settled based on the score at the end of regulation, plus any stoppage time added at the discretion of the officials, unless otherwise specified.
  - a) Full game wagers are graded after 90 minutes plus stoppage time.
  - b) Halftime Wagers:
    - i) 1<sup>st</sup> half wagers are graded after 45 minutes, plus stoppage time.
    - ii) 2<sup>nd</sup> half wagers are graded after 90 minutes, plus stoppage time.
  - c) Extra time/shootout goals are **NOT** considered, unless otherwise specified.
- 3) When wagering on totals, overtime periods/shootouts are **NOT** included in the final score.
  - a) This applies to full game and 2nd half wagers.
- 4) Three-way Money Line: The draw option of the wager is considered a winner if both teams are tied at the end of regulation, plus stoppage time, for the wagering period.
  - a) Wagers on either team in this scenario are considered a loss.
- 5) All games must be played on the date specified. If a game is postponed and/or rescheduled, wagers will be considered “no action” unless otherwise specified on the wagering sheets or odds boards.
- 6) Future wagers are considered “action” as long as a winner is officially declared, regardless of event/team relocation, rained out events, season length, etc., unless otherwise specified.
  - a) No refunds on future/advanced book wagers.

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### Tennis

- 1) One full set must be completed for the wager to be considered “action”.
- 2) A match must be completed within 7 days of the scheduled starting date to be considered “action”.
- 3) For Match-ups, all players listed must start the match for the wager to be considered “action”.
- 4) Future wagers are considered “action” as long as a winner is officially declared, regardless of event relocation, rained out events, season length, etc., unless otherwise specified.
  - a) No refunds on future/advanced book wagers.

### Non Pari-Mutuel Race

- 1) Odds are subject to change, and payoffs are calculated using odds from the host track, unless otherwise specified.
- 2) Races must occur on the scheduled date and track, unless otherwise specified, to be considered “action”.
- 3) All wagers are on the horse, regardless of jockey, unless otherwise specified.
- 4) The order of finish at the conclusion of the race, as determined by the host track on the day of the event, will be used for wagering results.
  - a) Any subsequently overturned results will be disregarded.
- 5) Future wagers are considered “action” as long as a winner is officially declared, regardless of event relocation, rained out events, season length, etc., unless otherwise specified.
  - a) No refunds on future/advanced book wagers.
- 6) Wagering Types:
  - a) House Quinella (House Q): 100:1
    - i) Six or more horses, as determined by the track, must participate in order for the race to be considered “action”.
      - (1) If less than 6 horses participate, all wagers will be refunded.
    - ii) Payoff calculation uses track odds, and is computed in the following manner:
      - (1) Win price multiplied by half (.5) of the Place price.
  - b) House wagering payout limits on all live broadcast horse tracks are as follows:
    - i) Win: Pays full track odds, unless otherwise specified.
    - ii) Place: Pays full track odds, unless otherwise specified.
    - iii) Show: Pays full track odds, unless otherwise specified.
    - iv) Exacta: Pays full track odds, unless otherwise specified.

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- (1) Daily Double: 150:1
  - (a) In the event of a scratched horse the wager will be refunded.
    - (i) Any wagering combination that includes a scratch will be refunded.
    - (ii) Any wagering combination that does not include the scratch will be considered "action".
- (2) Pick Three: 300:1
  - (a) The Post-time favorite will be substituted for any scratched horse.
- (3) Exacta: 150:1
  - (a) In the event of a scratched horse the wager will be refunded
    - (i) Any wagering combination that includes a scratch will be refunded.
    - (ii) Any wagering combination that does not include the scratch will be considered "action".
- (4) Trifecta: 500:1
  - (a) In the event of a scratched horse the wager will be refunded.
    - (i) Any wagering combination that includes a scratch will be refunded.
    - (ii) Any wagering combination that does not include the scratch will be considered "action".

### **Pari-Mutuel Horse**

- 1) All House Rules apply to pari-mutuel horse races, unless otherwise specified herein.
- 2) Odds are subject to change, and payoffs are calculated using odds from the host track, unless otherwise specified.
- 3) The order of finish at the conclusion of the race, as determined by the host track on the day of the event, will be used for wagering results.
  - a) Any subsequently overturned results will not be considered.

### **Pari-Mutuel Sports**

- 1) All House Rules apply to pari-mutuel sports, unless otherwise specified herein.
- 2) Odds are subject to change, and payoffs are calculated using USFantasy proposition odds, unless otherwise specified.
- 3) The order of finish at the conclusion of the proposition, as determined by USFantasy, on the day of the event, will be used for wagering results.

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- a) Any subsequently overturned results will not be considered.
- 4) Point scoring for football, baseball, basketball, golf, NASCAR, and NHL may be found on the reserve side of USFantasy wagering sheets.
- 5) Payoffs: All payoffs will be made based on the USFantasy Scoring and Calculation Rules, which are available at all CG Technology Race & Sports Books.
- 6) Definitions for Win/Place/Show, Exacta, Trifecta, Daily Double, Pick Three, Superfecta and Million \$ Seven may be found on the reverse side of USFantasy wagering sheets.
- 7) Cancelled Contests:
  - a) A contest may be cancelled and all wagers refunded if the minimum number of athletes and events are cancelled and postponed. The following must be met for valid contests: Contests must be based on a minimum of two separate sporting events and a minimum of 3 players per contest field. Additionally, any contest cancelled by USFantasy will result in a refund.
- 8) Postponements:
  - a) In the event a scheduled game is cancelled, preempted, or postponed beyond the originally scheduled contest date. For any reason, after the start of the contest that includes such cancelled, preempted or postponed games, the selected athletes from those contests will be scratched from the contest and wagers will be refunded on those athletes according to the conditions listed under the contest terms.
- 9) Suspended or Shortened Games:
  - a) USFantasy uses official statistics as provided by Sportradar, and includes all games the sports league deems to be official and complete. If the league declares a game "suspended", then the statistics generated on the day the game was originally scheduled will be used. Any statistics generated on a later date when the game is completed will not be included due to the timely nature of our contests.

### Baseball In-Running

- 1) For all baseball in-running wagers, unless odds are given for a tie, any market where the result ends in a tie, will be refunded.
  - a) Wagers include overtime, unless specifically stated otherwise.
- 2) The Game Money Line winner will be the team with the leading score after the completion of the ninth inning, or after the completion of the top of the ninth inning only, if the home team is leading, or after extra innings, unless otherwise stated.

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- a) If the game is delayed for any reason, and does not continue, all wagers where the results have not yet been determined, will be “no action”, and all wagers will be refunded.
- 3) The Game Run Line winner will be determined as the team with the leading score after the completion of the ninth inning, or after the completion of the top of the ninth inning only; however, if the home team is leading, or after extra innings, after adding or subtracting the Run Line, unless otherwise specified.
  - a) If the game is delayed for any reason, and does not continue, all wagers, where the results have not yet been determined, will be “no action”, and all wagers will be refunded.
- 4) When wagering on totals, the wager will be settled at the time the point value is officially exceeded, or at the conclusion of the game, if not exceeded.
- 5) The specific Inning (Period) Money Line winner will be determined as the team leading after the completion of the inning.
  - a) If scores are tied, then all wagers will be refunded.
  - b) If the inning is not completed, all wagers will be “no action” and all wagers will be refunded.
  - c) If the inning is not completed, but the game is delayed for any reason and does not continue, then wagers on this proposition will stand.
- 6) The specific Inning (Period) Run Line winner will be determined as the team leading after adding or subtracting the Run Line at the end of the specific Inning.
  - a) If scores are tied after adding or subtracting the Run Line, then all wagers will be refunded.
  - b) If the inning is not completed, all wagers will be considered “no action” and all wagers will be refunded.
  - c) If the inning is completed, but the game is delayed for any reason and does not continue, then wagers on this proposition will stand.
- 7) At Bat propositions are determined when the player at bat gets to first base, second base, third base, home, is struck out, or is called out any other way.
  - a) The player will be granted first base if he is walked, hit by pitch, or there is catcher interference.
  - b) The player will be granted the base he reaches even if it is the result of an error.
  - c) If a batter reaches first base on a fielder’s choice at the end of an inning, the proposition will be graded as ‘other out’.
  - d) If the batter strikes out, but reaches first base due to a passed ball or wild pitch, the proposition will be graded as ‘first base’.
  - e) If the player reaches first base on a fielder’s choice and it is not the last out of the inning, the proposition will be graded as “first.”
  - f) If a listed batter is pinch-hit for, or does not complete his at bat for any reason, any wagers for the original batter will be refunded.

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### **Basketball In-Running**

- 1) When wagering on in-running basketball, unless odds are given for a draw any market where the results ends in a tie, will be refunded.
- 2) When wagering on totals, the wager will be settled at the time the point value is officially exceeded, or at the conclusion of the game, if not exceeded.
  - a) For example, if a customer wagers over 180.5 points, as soon as the score of the game officially exceeds 180 points, that wager will be official, regardless if the full game is completed.
- 3) When wagering on halves or quarters, wagers will be settled at the conclusion of the specific quarter or half that was wagered.
- 4) If a full game is not officially completed, and the results have not yet been determined, all wagers will be “no action” and will be refunded.

### **Hockey In-Running**

- 1) When wagering on in-running hockey, unless odds are given for a draw any market where the results ends in a tie will be refunded.
- 2) When wagering on totals, the wager will be settled at the time the point value is officially exceeded or at the conclusion of the game, if not exceeded.
  - a) For example if a customer wagers over 4.5 goals, as soon as the score of the game officially exceeds 5 points that wager will be official, regardless if the full game is completed.
- 3) When wagering on periods, wagers will be settled at the conclusion of the specific quarter or half that was wagered.
- 4) If a full game is not officially completed, and the results have not yet been determined, all wagers will be “no action” and will be refunded.

### **Football In-Running**

- 1) When wagering on in-running football, unless odds are given for a draw any market where the results ends in a tie will be refunded.
- 2) When wagering on totals, the wager will be settled at the time the point value is officially exceeded or at the conclusion of the game, if not exceeded.
  - a) For example if a customer wagers over 39.5 points, as soon as the score of the game officially exceeds 40 points that wager will be official, regardless if the full game is completed.
- 3) When wagering on halves or quarters, wagers will be settled at the conclusion of the specific quarter or half that was wagered.



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- 4) If a full game is not officially completed, and the results have not yet been determined, all wagers will be “no action” and will be refunded.

### Soccer In-Running

**All soccer markets, unless otherwise listed, i.e. To Lift Trophy, do not include extra time or shootouts.**

- 1) If the game is not finished on the scheduled date, all Full Game Money Line, Goal Line, and Number of Goals Scored wagers will be “no action”, and will be refunded.
- 2) The First Half Money Line winner will be determined as the team leading after the 1st half has been completed.
  - a) If the 1st half is not completed, all wagers will be “no action” and will be refunded.
  - b) If the 1st half is completed, but the game is delayed for any reason and does not continue, then wagers on this proposition will stand.
- 3) The First Half Goal Line winner will be determined as the team leading, after adding or subtracting the goal line, after the 1st half has been completed.
  - a) If the First Half is not completed, all wagers will be “no action” and all wagers will be refunded.
  - b) If the 1st half is completed, but the game is delayed for any reason and does not continue, then wagers on this proposition will stand.
- 4) The First Half Total Goals will be determined when the 1st half is completed.
  - a) If the 1st half is not completed, all wagers will be “no action” and will be refunded.
  - b) If game is subsequently delayed for any reason and does not continue, then wagers on this proposition will stand.

### Account Wagering Rules

1. Account holders must be at least 21 years of age to open an account and to place account wagers. (NRS 463.350)
2. Wagers will not be accepted with wagering accounts until an account is established and funds are deposited at the Book.
3. Unless otherwise approved by the Nevada Gaming Control Board, all account wagering applicants must personally appear before an employee of the Book and provide valid proof of identification, proof of residence, and a social security number.

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4. Wagers cannot be accepted until the account holder has completed a CG Technology Account Wagering Application that has been approved by Book management.
5. By opening a wagering account, the customer agrees to be assigned additional accounts at the discretion of the Book, including, without limitation, race and sports, mobile gaming and wallet accounts. The use of these accounts is optional. Pari-Mutuel wagering accounts will not be assigned without a completed Pari-Mutuel wagering account application.
6. The account holder shall not permit access to or activity on the wagering account by any other person (agent) until the agent, accompanied by the account holder, has personally appeared before an employee of the Book and provided valid proof of identification, proof of residence, and a social security number, and both the account holder and agent have completed a Wagering Account Agent Authorization Form.
7. Race and sports accounts are subject to Nevada Gaming Control Board Regulation 22.140 for all account holders. The Book shall accept wagers on the account holder's wagering account as long as the account remains active. Upon 16-months of inactivity pursuant to Nevada Gaming Control Board Regulation 5.225(16) the wagering account will be suspended. . The account holder may reactivate the wagering account pursuant to Nevada Gaming Control Board Regulation 5.225 (5)(a). If the patron does not reactivate the wagering account within 24-months the account will be closed. Upon closure of the account any remaining balance will be returned to the patron via check to their last known address on record.
8. The initial deposit must be signed and authorized by the account holder(s). All account deposits and withdrawals must be signed and authorized by the account holder(s) unless a current Wagering Account Agent Authorization Form is on file with the Book. A new Wagering Account Agent Authorization Form is required at any time the customer is required to file a new CG Technology Account Wagering Application. Management reserves the right to refuse to permit account deposits or withdrawals by anyone other than the account holder at any time.
9. The account number/user ID and account holder's PIN/password is required in order to access the account. It is the responsibility of the account holder to safeguard and protect account access information. Neither CG Technology, the host casino property nor their parent company(ies), subsidiary(ies), affiliate(s) nor their respective owners, officers, directors and employees are liable to the account holder for any losses arising out of or related to the use of the account by any other person, either directly or indirectly, from or through the account holder or their authorized agents.
10. No wager will be accepted that exceeds the current balance of the account.

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11. Account wagers may only be placed within the state of Nevada from locations where such wagering is permitted by law.
12. Any wagers made using any approved wagering technology is binding on both parties unless voided by mutual consent of the account holder and CG Technology or by approval or direction of the Chair of the Gaming Control Board.
13. The account holder will be financially responsible if any devices owned by the Book and used by the account holder or his/her authorized agent for mobile gaming or for race and sports account wagering are lost, stolen, or damaged.
14. Winning tickets subject to IRS reporting and/or withholding will not be posted to the account until verification of all information and signatures are obtained.
15. Management reserves the right to refuse any application at its discretion.
16. Management reserves the right to refuse deposits to accounts at its discretion.
17. Management reserves the right to refuse any wager, delete, or limit any wager selections prior to the acceptance of any wager.
18. Management reserves the right to suspend any account at any time in its discretion.
19. Management reserves the right to terminate/close an account at any time in its sole discretion. When an account is terminated/closed, the Book shall, promptly return the balance of the wagering account to the account holder. The return balance is, subject to compliance with applicable regulations, these House Rules, and federal and state laws, by sending a check to the patron's address of record.
20. Management reserves the right to declare the account wagering system closed from receiving any and/or all wagers at any time in its sole discretion.
21. Management reserves the right to charge third party fees to the wagering account including, by way of example and not by limitation, wire transfer, location verification and remote access fees.
22. All account wagering rules and limits are subject to change at any time without notice, subject to Nevada Gaming Control Board approval.
23. All Race & Sports Book House Rules apply to all wagering accounts.
24. Parlays on proposition wagers are not allowed unless otherwise specified
25. Wagering account statements are available upon request.
26. The Book shall keep all account activity confidential with access limited to certain Book and accounting personnel, except from the account holder, the Nevada Gaming Control Board, or as otherwise required by regulation, federal or state law.
27. All account wagering information will be documented by voice, in print, electronically, or by other approved methods. No transactions or wagers will be accepted if the documentation system is inoperable. The record of the account holder's confirmation of all wagering information shall be deemed to be the transaction of record, regardless of what was recorded by the computerized bookmaking or pari-mutuel system. The records are made available to the Nevada Gaming Control Board upon request.

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28. The Book may share account holder information with the host casino property and government authorities requesting the information. The Book and the host casino property may also share account holder information with their respective parent company(ies), subsidiary(ies), and affiliate(s), all of which may collectively use the account holder information for any purpose in accordance with the companies' respective privacy policies and applicable law.
29. The Book accepts the following methods of payment for account deposits:
  - a. Cash
  - b. Wire transfers for deposits into accounts. Wires are subject to pre-approval and may be returned at management's discretion.
30. All house rules will be displayed in a prominent manner within the Book, and a hard copy of the house rules is available to all customers upon request.
31. Wagering account withdrawals shall be promptly completed after the Book receives a request from an account holder by mail or email, and is accompanied by a valid account number, a copy of the patron's valid identification and, a signed completed request form.. If sufficient funds are available, the Book shall refund to the account holder the amount of the requested withdrawal to the address listed on the request form. Account holders may make withdrawals in person with a valid account number and a valid identification.