

Hard Rock Sportsbook Cincinnati House Rules

Section 3775-10-01 (A)(1) Types of wagers accepted

Hard Rock Sportsbook shall only accept wagers on events approved by the Commission in its approved catalog. See below types of wagers accepted and rules:

Part A. Main Markets Rules

*All listed markets may not be available in Ohio

Section 1. Winner Markets

Predict the winner of the game/period/half/quarter/stated time range. If the market contains a Tie selection, then that will be graded as the winner in the event of a tied game/period/half/quarter/stated time range. Where a market does not have a Tie selection, bets will be pushed or dead heat.

Check individual sports for overtime rules

Section 2. Spread / Handicap Markets

Predict the winner of the game/period/half/quarter/stated time range, applying the given spread (handicap). In handicap betting, a team is awarded a "virtual" goal/points/set/games advantage. This advantage will be added to the official scores for grading purposes.

Check individual sports for overtime rules

Section 3. Total (Over/Under)

If a game is abandoned, bets will be cancelled unless grading is already determined.

Example 1:

Team A vs Team B, Basketball. Event Total points, Over/Under on 203.5 points. Customer places a bet on over 203.5 points. Customer's bet will win only when the total points score by both teams aggregated is more than 203.5 points.

Example 2:

Player A vs Player B, Tennis. Customer bets on 1st set, total games over 10.5. Customer's bet will win if first set finished with at least 11 games played, otherwise bet is lost.

Example 3:

Team A vs Team B, Soccer. Customer bets on total goals for Team A under 2.5. Customer's bet will win if Team A scores 2 goals or less, otherwise bet is lost.

Example 4:

In a 3-way total, the line is set so that there is also a third outcome (equal or exact).

Team A vs Team B, Ice Hockey. Event Total has 3 outcomes: over 5 goals, under 5 goals or equal to 5 goals. There is no push outcome in this type of market, all bets either win or lose.

Section 4. Double Chance

A Double Chance market allows you to cover two of the three possible outcomes in a game with one bet. Double chance markets do not include overtime. The following options are available:

Home or Tie - if the result is either a Home win or a Tie, then bets on this option are winners.

Tie or Away - if the result is either a Tie or an Away win, then bets on this option are winners.

Home or Away - if the result is either a Home win or an Away win, then bets on this option are winners.

Section 5. Winning Margin

Predict the team to win the game and the margin of victory.

Example 1: Football, Team A vs Team B. If the customer believes that it will be a close game, but Team A will win, the customer can select Team A to win by 1-6-point Margin. By this, the customer's bet wins if Team A win by 1 up to 6 points. If Team A wins by 7 points or more, the customer's bet will lose.

Example 2: Basketball, Team A vs Team B. If the customer believes that Team A will easily win, the customer is able to place a bet on Team A to win by 21 or more points. Bet will win only if Team A wins by 21+ points difference.

Section 6. Half-time/Full-Time

Predict the result of a game at halftime and at the end of regular time. In baseball, half time is defined as the first 5 innings of a game. The possible outcomes of this market are the following (Half Time result / Full Time result):

Home Team / Home Team

Home Team / Tie

Home Team / Away Team

Tie / Home Team

Tie / Tie

Tie / Away Team

Away Team / Away Team

Away Team / Tie

Away Team / Home Team

Example 1:

In a soccer event Team A vs Team B, the customer chooses Home / Tie. The customer's bet will win if home team leads in the first half and the game ends in a tie. Extra time and penalty shootouts do not count.

Section 7. Race to X

Predict which team will be the first to score X points in the game. Race market may also refer to Runs (Baseball), Corners (Soccer), Games (Tennis), Goals (Hockey), Points (Volleyball) etc.

Race to X can be offered for the entire game or any stated period. For instance in a volleyball game '1st set race to X points' or in a basketball game '1st quarter race to 15 points'. In 2-way market, selections are home and away team (or Player 1, Player 2). If a game ends before any team reaches the specific number of points, the market is considered cancelled, and stakes are refunded. In a 3-way market in addition to home and away there is the 'none' option, and if neither team reaches the total then the 'None/Neither' selection will be graded as the winner.

To Score Point X

Predict which team will score the X point of the game. For example, in a basketball game if Team A has scored 24 points and Team B has scored 25 points, there is a current total of 49 points. The market 'To Score Point 50' will be won by the team that scores the next point, the point which takes the game total to 50.

Section 8. Highest scoring half/quarter/period

Predict in which half/quarter/period most points/goals will be scored. If two or more quarters/periods or halves have the same highest score, the Dead-heat rule applies unless equal outcome is offered. Check individual sport rules to determine if overtime is included / excluded.

Section 9. Odd/Even

Predict if accumulated goals/points/runs will add up to an odd or even number. When there is a zero score (for example no goals scored on a soccer game), Even will be declared the winner for grading purposes. If a game is abandoned, bets will be cancelled, unless an outcome is already determined. The market will be graded according to the specific terms of each sport.

Example 1:

Baseball, Team A vs Team B. The customer places a bet on Odd. The customer's bet will win only if the total number of accumulated runs in the game add up to an odd number.

Example 2:

Basketball event, Team A vs Team B. The customer places a bet on Even number of points. The customer's bet will win only if total number of accumulated points in the game will add up to an even number.

Section 10. To Qualify / Win the Cup / Advance to Next Round / Win the Group or Division.

10.1 A bet on a team or player to qualify to the next round of the tournament. Winner is the team/player advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the game, and a bye is awarded, then all qualification bets will be cancelled.

10.2 If the referee abandons a game (e.g. due to crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be graded based on decisions of the relevant governing body.

Section 11. Division betting

11.1 In case of a change in the official competition rules, during the competition, bets will be cancelled (for example if the number of teams relegated changes).

11.2 For grading purposes, the Dead-Heat rule will apply in the event of two or more teams tying in the standings, unless there is a play-off to separate them. Bets will stand on any team which does not complete all its fixtures. If a team is removed from the league before the season has started, then all bets on that market will be cancelled. If a team is removed or excluded during the season, due to any external reasons (for example due to debt), then all bets concerning this team will be cancelled.

Section 12. Head-to-Head (H2H)

Predict which one of the teams/competitors in the Head-To-Head gets the best finishing result/position/points. Both participants in a H2H must start for bets to stand, and at least one of the participants has to finish with an official result. Otherwise, all bets will be cancelled, and full stakes will be refunded.

Section 13. Correct scores

Predict the score at the end of regulation time, unless stated otherwise.

Section 14. In Running Bet (Live bet)

When scores are displayed in running, every effort is made to ensure the accuracy of the score, game situation, and clock. However, no liability is accepted for incorrect information displayed.

Section 15. Teasers

A teaser is a parlay bet where a patron can add extra points to his/her selection in a spread or totals market to increase the patron's chances of winning. If any of the patron's teased selections push, Hard Rock Digital ignores that selection for grading purposes and will be graded based on the selections which did not push, (e.g. a 4-team teaser where one team pushes becomes a 3 team teaser). This grading will be at reduced odds. If a teaser contains only one non-pushed selection, then the teaser is cancelled regardless of the outcome on that one selection. 3 selections are required for action where lines are teased by 10 points, all other teased lines require only two non-pushed selections for action.

Section 16. Same Game Parlay

A Same Game Parlay is a parlay bet where a patron makes multiple bet selections all occurring within the same event. If any selection within a Same Game Parlay is cancelled, then the entire Same Game Parlay will be graded as cancelled regardless of the outcomes of the non-cancelled selections within the Same Game Parlay.

Section 3775-10-01 (A)(2) Method for calculation and payment of winning sports wagers

Winning wagers are calculated by the Sports Gaming System using American Odds.

American Odds

Odds with a negative prefix such as '-110' inform the customer how much money they need to wager to win \$100. In this example if the customer places a wager for \$110 which wins at odds of -110, the Sports Gaming System will pay \$210 to the player wallet, \$100 of winnings plus their returned wager amount of \$110.

Odds with a positive prefix such as '+300' inform the customer how much money they will win if they wager \$100. In this example if the customer places a wager for \$100 which wins at odds of

+300, the Sports Gaming System will pay \$400 to the player wallet, \$300 of winnings plus their returned wager amount of \$100.

Section 3775-10-01 (A)(3) Effect of scheduling changes and/or cancelled sporting events

Cancelled selections will result in straight wagers being refunded unless an outcome for a specific market has been determined. Parlays that involve a cancelled selection will stand as a parlay on the remaining selections, or as single in the case where one selection in a two-selection parlay is cancelled.

Exceptions to this are Same Game Parlays and Teasers, the rules for which are explained in the Market Rules section.

Effects of scheduling changes depend on the nature of the change and the event/sport involved. See below specific sports rules that include specific rules on scheduling changes:

*All listed markets may not be available in Ohio

Section 1. Football

General Rules

- All football markets are graded 'including overtime' unless otherwise stated.
- Markets which contain a 'tie' selection cannot be dead-heated or pushed.
- All markets on a postponed game will be cancelled if the event has been moved to more than 48 hours in the future. If a game is abandoned before the completion of regular time, then markets will be cancelled except for bets on any markets that have been unconditionally determined.
- If the teams are displayed incorrectly, Hard Rock Digital reserves the right to cancel betting.
- Bets on halves and quarters stand only if the period is completed unless the market result has been unconditionally determined.
- If a game venue is changed, bets based on the original listing may be cancelled.

Individual Player Props: Wagering is available on the performance of named players in a variety of categories (e.g., Passing Yards, Rushing Yards, Receptions, etc.). Players must be dressed and see field-time for bets to have action. There is no time limit as to how long a player must be on field. Push rules apply.

Touchdowns Scored: Contributions to Touchdowns Scored markets are only for players who receive and score when there is a passing play, or who carry the ball in to the endzone themselves.

Player to score First/Last/Next/Anytime Touchdown: Every effort will be made to quote odds for all possible participants. However, players who score the relevant touchdown will count as winners regardless of if they were listed or not in the relevant market.

Player Match Ups: Individual players' performances are matched for betting purposes in a player match up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.

Winner / Outright [Futures]: Bets will be graded according to the final league position including Playoffs.

Regular Season Wins: NFL Regular Season Wins markets do not include playoff or other postseason games. Win totals include only the games in the regular season schedule. NCAAF Regular Season Wins markets do not include playoff, conference championship, bowl games, or other postseason games. Win totals include only the games in the regular season schedule. All regular season games must be played for season win totals to stand.

NFL - To Win Division: NFL tiebreak rules apply.

NFL - To Win Conference: The teams that play in the Super Bowl will be deemed the winners of their respective Conferences.

NCAAF – To win the National Championship: A wager on the team to win the College Football Playoff National Championship Trophy.

Betting In-Play (Live Betting): As the markets are in play, Hard Rock Digital reserves the right to close or suspend any market at any time. For betting in play purposes, the above rules apply unless stated otherwise.

Section 2. Baseball

General Rules

- All games must start on the scheduled date (local stadium time) for bets to have action. If a game does not start on the scheduled start date, then all bets will be cancelled. If a game is suspended or interrupted or cancelled and won't be continued on the same day, all undecided markets will be cancelled except for bets on any markets that have been unconditionally determined.
- Extra innings are included unless otherwise stated.
- If an event venue is changed, Hard Rock Digital reserves the right to cancel all wagers on the event.
- If an event is nominated as a 7-inning game and later changes to 9 innings or vice versa, Hard Rock Digital again reserves the right to cancel bets.

- Bets on “half” (5 innings) and innings stand only if period is completed unless market result has already been unconditionally determined. For example, bets on 3rd inning winner will be graded only when 3rd inning has been completed.
- For 7 inning games the game must go at least 7 full innings (or 6½ innings if the home team is ahead) for bets on Over / Under or Run line to have action unless specified otherwise.
- Action betting: Team against team regardless of the starting pitcher.
- Double header games: Game 1 will be deemed to be the game with the earlier scheduled start time in our system
- In the event of games being played “in a bubble” the nominated home team per the original schedule will be determined as such, should the batting order change other than the usual home team batting 2nd, bets will be cancelled.

Overview of Specific Markets

- Money line: The winner market will be graded for pre-game bets if the game goes at least 5 innings (4.5 if home team is leading) and is considered official.
- Run line (Handicap Market): The game must go the full number of scheduled innings otherwise the market will be cancelled.
- Totals: The game must go the full number of scheduled innings otherwise the market will be cancelled unless the market outcome has already been unconditionally determined.
- Run Line: Win / loss is determined by the number of runs accumulated by both teams and then comparing with the run line given before the game start:
 - Run line -1.5: Customer’s bet wins if their team wins the game with a winning run difference of two or more.
 - Run line +1.5: Customer’s bet wins if their team wins the game or loses within exactly a one run difference.
- First 3/5/7 Innings Result: Bets will be graded on the result after the first 3/5/7 innings of a game have been completed.
- First 3/5/7 Innings Run Line: Bets will be graded on the result after the first 3/5/7 innings of a game have been completed.
- First 3/5/7 Innings Totals: Bets will be graded based on the score after 3/5/7 full innings unless the result is already determined.
- Winning Margin: Predict the team to win the game and the margin of victory. Extra Innings are included (if played), unless otherwise specified.

- **Odd/Even Total Runs:** This is based on the result of both teams' score inclusive of extra innings (if played). Home and Away scores are added together and the result of the total being odd or even is used for grading purposes.
- **Innings Total Runs:** The total number of runs scored by both teams in the respective inning determines the result for grading purposes.
- **Total Team Runs:** Win / loss is determined by the total number of runs accumulated by a named team. The game must go at least 9 full innings (or 8½ innings if the home team is ahead or 6.5 innings rule for 7 innings games) for bets to have action.
- **Grand Salami:** The total number of runs in all the respective day's games. In the event of a game not being played or not being deemed a result, then all bets will be cancelled for this market. Extra Innings apply in all games for this market.
- **Series Betting:** All games scheduled between both teams must take place. In the event of a postponed or rained out game, then all bets will be cancelled. Extra Innings apply in all circumstances.
- **Exhibition/Pre-Season Baseball:** If a game is 'called' or suspended, the winner is determined by the score after the last full inning (unless the home team score to tie or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is suspended). Stakes will be refunded if the home team ties the game, and it is then suspended.
- **Futures/Tournament Props**
 - MLB – To Win Division: MLB tiebreak rules apply.
 - MLB – To Win League: The teams that play in the World Series will be deemed the winners of their respective League pennants.
 - MLB – Series Betting: Bets will be cancelled if the statutory minimum number of games (as defined by MLB) are not completed or are changed.
- **Regular Season Wins / Match-Ups:** Team(s) listed on wager may have no more than one incomplete game of scheduled regular season games (using schedule from Opening Day) for bets to have action. For example, a 60-game season – Minimum 59 games need to be played. 162 game regular season, 161 games must be played. Play-in games do not count towards the regular season win total.

MLB Regular Season Wins markets do not include playoff or other postseason games. Win totals include only games in the regular season schedule (using schedule from Opening Day).

- **Regular Season Specials / Stats:** All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count. All bets stand regardless of team relocation or team name change. The

official site of the governing organization will be used for grading purposes and any subsequent amendments to the results will not affect bets.

- **Betting In-Play (Live Betting):** All bets are inclusive of extra innings (if played) unless otherwise stated. All Markets are subject to their respective pregame rules for purposes of live betting.
- **Individual Player Props:** Wagering is available on the performance of named players in a variety of categories (e.g., Total Strikeouts, Total Bases, To Record a Hit etc). For batter props the player must make at least one plate appearance for bets to stand. For pitcher markets, the player must throw at least one pitch. In Head to Head markets both players are required to have a plate appearance, or in the cases of pitchers, both to throw at least one pitch.

Section 3. Basketball

General Rules

- Markets include overtime unless otherwise stated. Quarters and Halftime time markets do not include overtime unless otherwise stated.
- If a game is interrupted or postponed and is not continued within 48 hours of the initial start date, then betting will be cancelled.

Overtime: Predict whether the game will go into overtime or not. If the game is abandoned bets will be cancelled unless overtime has already started. If overtime is played, while the regulation time result was not tied, all bets will be cancelled.

Individual Player Props: Wagering is available on the performance of named players in a variety of categories (e.g., Total Points, Rebounds, Assists, Blocked Shots, Steals, Free Throws). Players must be dressed and see court-time for bets to have action. There is no time limit as to how long a player must be on court. Push rules apply.

Where wagering is offered on a player to record a Double/Double: the player must record 10 or more in two of the following five statistical categories: Total Points, Rebounds, Assists, Blocked Shots, and Steals.

Where wagering is offered on a player to record a Triple/Double: the player must record 10 or more in three of the following five statistical categories: Total Points, Rebounds, Assists, Blocked Shots, and Steals.

Player Match Ups: Individual players' performances are matched for betting purposes in a player match up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.

1st Player to Score: Bets taken on 1st player to score will be cancelled if that player does not start the game or if he comes on after the first point is scored. Bets stand regardless of whether the first score was credited to a player listed in the market.

Futures/Tournament Props:

- Regular Season Wins / Match-Ups: Team(s) listed on wager may have no more than one incomplete game of scheduled regular season games (using schedule from Opening Day) for bets to have action. For example, a 60-game season – Minimum 59 games need to be played. 82 game regular season, 81 games must be played. Play-in games do not count towards the regular season win total.
- NBA - To Win Division: Tie-break rules apply.
- NBA - To Win Conference: The team that progresses to the NBA Championship will be deemed the winner of their respective Conference.
- NBA - Series Betting: Bets will be cancelled if the statutory minimum number of games (as defined by the NBA) are not completed or are changed.

Where a Point Spread (handicap) or Total Points “Tie” price is offered the push rule does not apply.

Live Betting: All Markets are subject to their respective pre-game rules for purposes of live betting

Section 4. Boxing and MMA

General Rules

- When the bell is sounded for the beginning of first round, the fight is considered to have officially started.
- If a fight does not take place and is declared as “no contest” all bets will be cancelled, and full stakes will get refunded. Bets on markets where the outcome has already been determined will stand and get resulted accordingly.
- Contests must start and complete within thirty (30) calendar days of the initial scheduled date for bets to have action.
- If either fighter is replaced with another fighter all bets will be cancelled and full stakes will get refunded.
- If a fighter fails to “answer the bell” for the next round, then his opponent will be deemed to have won in the previous round.
- If the number of scheduled rounds in a fight is changed, Hard Rock Digital reserves the right to cancel all bets.

- Grading of bets is based on the official result announced in the ring. Grading of bet is not affected if an official or unofficial sanctioning body overturns a fight decision based on appeal, drug testing result, lawsuit, suspension, or any other fighter sanction. For all competitions, an exception is made if the amendment was made due to human error when announcing the result.

Fight Winner / Fight result: If the outcomes of the market include only the two fighters and the fight ends in a draw, bets on either fighter will be refunded. If the draw is offered as a third option and the contest ends in a draw, bets on the draw will be paid as winner, while bets on both fighters will be lost.

Total Rounds Over/Under (total). It refers to 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; for up to 1 minute and 29 seconds play of a round, the result is determined as 'under'. From 1 minutes and 30 seconds and after the result is determined as 'over'. For a 5-minute round, the half round point is 2 minutes and 30 seconds. For a 2-minute round, the half round point is 60 seconds.

Fight to Go the Distance

A fighter goes the distance when he/she fights through all the scheduled rounds.

Method of Victory

- Draw or Technical Draw. Draw is a scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification.
- KO or TKO. Knockout (KO) is when the boxer fails to stand up after a 10 count. Technical Knockout (TKO) is the 3 knockdown boxing rule or if the referee steps in; TKO is declared when the referee decides, during a round, that a fighter cannot safely continue the contest for any reason.
- Technical Decision and Technical Draw. Decision is on scorecard points between the judges. If an intentional foul causes an injury and the injury results in the fight being stopped in a latter round, the fight will result in a Technical Draw if the injured boxer is behind or even on the score cards. Technical Decision is graded by the judges' scorecards at any time other than at the end of the scheduled rounds.
- Decision. Decision is on scorecard points between the judges.
- Disqualification (DQ). When a bout is stopped after a fighter repeatedly fouls or breaks the rules. Fighter who breaks the rules loses by DQ.

Section 5. Ice Hockey

General Rules

- All games must start on the scheduled date (local stadium time) for bets to have action.
- All markets on a postponed game will be cancelled if the event has been moved to more than 48 hours in the future. If a game is abandoned before the completion of regular time, then markets will be cancelled except for bets on any markets that have been unconditionally determined.
- In the event of a game being decided by a penalty shootout then one goal will be added to the winning team's total for grading purposes on all markets
- Betting markets odds refer to a scheduled 3 x 20-minute periods plus overtime/shootouts, unless otherwise stated. If this scheduled format is not played, then bets will be cancelled.
- Hard Rock Digital reserves the right to suspend any or all betting on a game at any time without notice.
- Pregame and live bets include overtime and penalty shootouts unless specifically stated otherwise.
- Excluding Overtime markets: Every effort will be made to specify including or excluding overtime, to each one of the bet types available, either for pre-live or live betting, clarifying how the grading will affect the selections.
- Penalty Shootouts are considered part of overtime period. If a game is decided by Penalty Shootout, the winning team will be credited with an extra goal, although the individual goals in the shootout do not count to the total.
- Goals in overtime or the shootout do not count toward bets on the 3rd period.
- If a game venue is changed, Hard Rock Digital reserves the right to cancel all bets.

Prop Markets: Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action.

Goals scored in a shootout will be considered as a single goal for the winning team. Player Proposition bets such as "player to score" or "player total points" will not consider shootout goals as individual player goals. Goals attributed to a player must be scored during regulation or an overtime period and not in penalty shootout rounds.

Player(s) Props: The respective player(s) must play for bets to have action. Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd Period for bets to have action.

Futures / Tournament Props:

NHL - Regular Season Wins / Match Ups: Team(s) listed on wager may have no more than one incomplete game of scheduled regular season games (using schedule from Opening Day) for bets to have action. For example, a 60-game season – Minimum 59 games need to be played. 82 game regular season, 81 games must be played. Play-in games do not count towards the regular season win total.

NHL - To Win Division: Division winner is based on the regular season; this will be the team with the best Division record (number 1 seed) prior to the Stanley Cup playoffs. NHL Tiebreak rules apply.

NHL – To win Division Playoff: Playoff winner is based on the playoffs; this will be the team that represents their Division in the Conference Finals.

NHL - To Win Conference: The teams that progress to contest the Stanley Cup will be deemed the winners of their respective Conferences.

NHL - Series Betting: Bets are cancelled if the statutory minimum number of games (as defined by the NHL) are not completed or are changed.

Betting In-Play (Live Betting): All Markets are subject to their respective pregame rules for purposes of in running. All games must start on the scheduled date for bets to have action.

Section 6. Soccer

General Rules

- All markets are based on the result at the end of regular time. Bets are decided on games with two halves scheduled for 45 minutes each and include any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal unless otherwise stated.
- Some Soccer games may have different play format. In that case the following will apply:
 - 90 minutes scheduled play (3 x 30 minutes). Full-time bets are still considered valid. Half-time bets are cancelled.
 - 80 minutes scheduled play (2 x 40 minutes). All bets are considered valid.
 - If the playing schedule is different from the above stated, all bets are cancelled.
 - If a game finishes, gets suspended or is abandoned, before the completion of a scheduled 90 minutes play, unless otherwise is stated, bets will be cancelled except for:
 - Bets of which the outcome has already been determined at the time of abandonment. Nevertheless, the market must be fully determined for bets to stand (e.g. first player to score, first team to score, over 0.5 goals or time of the first goal bets will stand provided a goal has been scored at the time of abandonment).
 - Bets on whether a team advances in a cup competition, next round or raises the cup.

- Bets on the first or second half include 45 minutes of play plus stoppage time added by the referee at the end of each half. Extra time period, golden goals, and penalty shootouts are not included in second half wagering. Goals scored in the first half do not count toward the second half wager.
- All markets on a postponed game will be cancelled if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours the start-time of the event will be updated, and markets will be left open.

Change of game venue: If venue changes, Hard Rock Digital reserves the right to cancel bets.

Neutral venue: Whether indicated on our system or not, bets will stand regardless of which team is listed as the home team.

Grading and cancellation rules:

Hard Rock Digital reserves the right to cancel betting for good cause. Examples include but are not limited to:

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties.
- If the market was opened with a missing or incorrect red card.
- If odds were offered with an incorrect start time.
- If a wrong score is entered, all markets will be cancelled from the time when the incorrect score was displayed affecting the odds.
- If a game is interrupted or postponed and is not continued within 48h after initial kick-off date betting.
- If the team names or category are displayed incorrectly.
- In case of any score or card/corner/penalty related changes on any video assistant referee (VAR) situation.
- Goal markets are graded based on the time the ball crosses the line.

Use of VAR

On any video assistant referee (VAR) situation, Offsides and penalty markets will be graded based on the time where the referee gives the decision. The event which led to the referral (VAR) will be deemed to have occurred at the actual time of its occurrence; For example, if a bet has been placed for a goal to be scored within the first 10 minutes of a game. A goal is scored at 9:40 and the assistant referee makes an offside call. VAR is used and the goal is deemed normal.

The goal time will count at 9:40 and the bet will be a winner. Bets being placed between the occurrence of an incident which leads to a VAR review and the related will be cancelled.

VAR decision will be graded as cancelled unless:

- The VAR review and subsequent decision taken did not alter the decision made by the on-field referees.
- The VAR review and subsequent decision taken altered the decision made by the referees but did not have any influence on the bet(s) in question.

If a bet is graded and, due to a subsequent VAR decision, it is proved that such grading was not correct, Hard Rock Digital reserves the right to reverse such grading.

Player propositions:

- Any selection that does not take part in the game will be cancelled.
- Own goals do not count in the grading of bets. If the own goal is the only goal of the game, 'no goal scorer' will be graded as the winner.
- Subsequent enquiries by official bodies will not be taken into consideration for grading purposes.
- Every effort will be made to quote First/Last/Anytime/Next Player to Score odds for all possible participants. However, players who score the first or last goal will count as winners regardless of if they were listed or not for the relevant market.
- First goal scorer: Bets on players substituted in after the first goal is scored will be cancelled.

Corner Kick Markets.

- Corner Kicks which happen in period of extra time are not included.
- If a corner is awarded and not taken it will not be counted.
- Corner interval markets are graded based on the time the corner kick is taken and not the time the corner is conceded or awarded.

Interval Markets.

For all intervals related to up to 45 minutes or up to 90 minutes, events (goals, corners) in added injury or stoppage time will be accounted for.

Next scoring type

Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taken is awarded the goal.

Penalty: Goal must be scored directly from the penalty. Goals after the rebound of a missed penalty do not count.

Own goal: if a goal is declared as an own goal

Header: The scorer's last touch has to be with the head.

Shot: Goal has to be with any other part of the body than the head and the other scoring types do not apply.

Head-to-Head markets:

- Winner will be decided on who advances further in tournament.
- If both teams of a Head-to-Head market reach the final, the winner of the final will be the winner.
- If both teams disqualify (same round or same group stage), bets on head-to-head market will be cancelled and stakes will get refunded (no action).

Clean sheet for home/away team. (Will home/away team play to nil? yes/no)

Clean sheet means that a team will finish the game without conceding a goal. Own goals count for grading purposes. If a game is abandoned, all bets will be cancelled, unless grading is already unconditionally determined.

Both Teams to Score

Predict whether both teams will score at least one goal in the game. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be cancelled, unless the outcome of these bets is already determined.

"Yes" –both teams will score.

"No" – meaning that either team or both teams will not score.

Section 7. Tennis

General Rules

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.
- In case of any delay in the start of an event or a suspension (rain, darkness etc.) all markets remain ungraded, and all bets will be graded after the event is resumed and completed.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In case of retirement of any player during a contest, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.
- Every tie break or match tie break counts as 1 game.
- If a match tie break is played as a deciding set in best of 3 format, it will be considered as the 3rd set.
- If the player/teams are displayed incorrectly, Hard Rock Digital reserves the right to cancel betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, Hard Rock Digital reserves the right to cancel betting.
- Futures Betting: If a player retires during a tournament, bets on that player to win the tournament will be graded lost. If a player withdraws in advance of a tournament, any bets placed within seven days of the tournament's scheduled start date will be cancelled. Bets placed prior to seven days ahead of the tournament scheduled start date (excluding qualifying rounds) will be graded as lost.
- Change of Venue or Playing Surface: All bets stand regardless of any change of venue, change of court surface, changing from indoors to outdoors and vice versa.

Point Winner

Select which player will win the stated point. If a point is not played for any reason (it is awarded by the umpire as a penalty point, the game or the match is over before the point is played, a player withdraws, etc.) bets on it will be cancelled. Tie break points will not be counted for this bet type.

Game Correct Score

Predict the points of the winner and his opponent in the stated game by choosing from the given options:

Player A to 40

Player A to 30

Player A to 15

Player A to 0

Player B to 40

Player B to 30

Player B to 15

Player B to 0

If a game is not completed for any reason, bets on Game Correct Score for that game will be cancelled.

Game to Deuce

Predict if a score of 40-40 will occur at any stage of the stated game. Selection of "Yes" means there will be a score of 40-40 in the game and "No" means that a score of 40-40 will not occur in the game. If a game is not played for any reason or it is abandoned before a score of 40-40 is reached, bets on it will be cancelled. Once a score of 40-40 is reached, bets on that game will be graded, even if the game is abandoned at a later stage.

Double Result

Predict a player to win or lose the 1st set and then go on to win or lose the match. Bets will be cancelled if the full statutory number of sets is not completed.

Tie break

- Tie break points will not be counted for total game points markets.
- Total Tie Break is like Over/Under Wager. Win/loss is determined by the number of tie breaks in the match.
- A super tie break is not considered as a tie break.
- A super tie break is considered as one game for all Games bets.
- If there was a Tie Break in an unfinished event, bets will be valid. If there's no Tie Break in an unfinished event, bets will be cancelled.

Section 8. Golf

General Rules

- In the event of a play-off Hard Rock Digital will grade the play-off winner as the tournament winner
- In tournaments affected by bad weather or other similar reasons, bets will be resulted on the official result regardless of the number of rounds played.
- If a golf round is abandoned, all undecided markets such as 'round winner', 2 balls or 3 balls will be cancelled.

2 ball markets:

If both players retire at the same hole, the market will be cancelled. A player can be considered as a runner if he/she tees off on his/her first scheduled hole.

Market will push if both competitors achieve the same score for the affected round, unless a tie price has been offered, in which case 'tie' will be graded as winner.

3 ball markets:

If all 3 players retire at the same hole, the market will be cancelled. A player can be considered as a runner if he/she tees off on his/her first scheduled hole.

Dead Heat rules apply where 2 or 3 players tie for market winner.

"Hole" & "Hole a to b" markets:

If a player who is listed in the group retires, all related and undecided "hole" and "hole a to b" markets will be cancelled.

Top 5/10/20 Finish

Dead Heat rules apply. Bets stand once the player has teed off the first hole.

Winning Margin – This market is graded on the gap between the winner of the tournament and the next best placed player. Where play-off is an option in the market then Hard Rock Digital will settle this as the winner in the event of a play-off. The margin of victory within the play-off is not relevant here.

Futures Betting: If a player withdraws before a tournament begins, or retire during a tournament, bets on that player to win the tournament lose.

Section 9. Volleyball

- If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.
- In case of retirement or walk over of any player, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.
- When a match concludes before certain points/games were finished, all affected point/game related markets will be cancelled.
- If the players/teams are displayed incorrectly, Hard Rock Digital reserves the right to cancel betting.
- If the markets remain open with an incorrect score which has a significant impact on the prices, Hard Rock Digital reserves the right to cancel betting.

Section 10. Motor Sports

Includes among others, Formula 1, NASCAR, Indy Series

- The official post inspection result of the relevant governing body on the day of the race will determine our grading regardless of subsequent alterations or disqualifications.
- Events shortened due to weather conditions or other circumstances but are deemed official by the governing association will be graded accordingly.
- If one or more drivers must start the race from the pit lane, they will be ranked at the end of the starting grid for grading purposes.
- If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for grading purposes.

Team Markets

- Winner (team), Top X (team) and Head 2 Head (team) are graded with the team which has the best ranked car in the final result.
- 1st to retire (teams) is graded with the team which retired one car first.
- Please note: Specific pit stop market rules are considered as valid for this market.

- Team total overtakings are graded based on the accumulated number of overtakings of all cars in the specified team.
- Fastest Lap
 - o The driver who achieved the fastest lap in the specified lap, cluster of laps or race is considered as the winner.
 - o The lap time in milliseconds is valid for grading purposes.

Section 11. Rugby (Union & League)

- All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only.
- If a game is interrupted and continued within 48h after initial kick-off, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.
- If the market remains open when the following events have already taken place: score changes or red cards, Hard Rock Digital reserves the right to cancel betting.
- If the market was opened with a missing or incorrect red card, Hard Rock Digital reserves the right to cancel betting.
- If odds were offered with an incorrect start time, Hard Rock Digital reserves the right to cancel betting.
- If a start is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be cancelled.
- If the team names or category are displayed incorrectly, Hard Rock Digital reserves the right to cancel betting.

Section 12. Cycling

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes.
- If there is no podium ceremony, then the official governing body result on the day will stand.
- Futures Betting: If a contestant withdraws before a race begins, or retires during the race, bets on that player to win the race lose.

- Stage Betting: A contestant must start the stage for a bet to be valid, non-starters are cancelled.

Section 13. Aussie Rules

- All markets exclude overtime unless otherwise stated.
- If a game is interrupted and then continued within 48 hours after initial kick off, all open bets will be graded with the final result. Otherwise, all undecided bets will be cancelled.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.
- If the markets remain open with an incorrect score which has a significant impact on the prices, Hard Rock Digital reserves the right to cancel betting.
- If odds were offered with an incorrect start time, Hard Rock Digital reserves the right to cancel betting.

Section 14. Olympics

- Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Dead Heat rules apply.
- All Head-to-Head and Group Betting markets require all participants named in the market to begin the event for bets to stand.
- Total Country Medals are graded based on the official medals table result at the end of the games.
- Rules for individual sports listed in our house rules apply to Olympic events (see additional Olympic sports below).
- Subsequent disqualifications and result amendments will not affect grading
- Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers.

(a) Swimming

- o Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, Hard Rock Digital will use the relevant governing body's published results.
- o Subsequent disqualifications and result amendments will not affect grading

o Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers.

(b) Badminton

o If there is a change to the schedule or the day of the event, then the event's start-time will be updated, and the markets will be left open.

o In case of retirement or walkover of any player, all undecided bets will be cancelled. Bets on decided markets stand and are graded accordingly.

o When a match concludes before certain points/games were finished, all affected point/game related markets will be cancelled.

o If the player/teams are displayed incorrectly, Hard Rock Digital reserves the right to cancel betting.

o If the markets remain open with an incorrect score which has a significant impact on the prices, Hard Rock Digital reserves the right to cancel betting.

(c) Rowing

o Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, officially published results will be used.

o Dead Heat Rules apply

o Disqualified teams/individuals will be graded as losers

(d) Waterpolo

o All markets include overtime unless otherwise stated

o If a game is interrupted and then continued within 48 hours after initial start, all open bets will be graded with the final result. Otherwise, all undecided bets are considered cancelled.

o If the markets remain open with an incorrect score which has a significant impact on the prices, Hard Rock Digital reserves the right to cancel betting.

o If odds were offered with an incorrect start time, Hard Rock Digital reserves the right to cancel betting.

(e) Alpine Skiing

- o Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, Hard Rock Digital will use the relevant governing body's published results.

- o Subsequent disqualifications and result amendments will not affect grading.

- o Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers

(f) Biathlon

- o Unless otherwise stated, the result at the time of podium presentation is considered valid for grading purposes. Where there is no podium ceremony, Hard Rock Digital will use the relevant governing body's published results.

- o Subsequent disqualifications and result amendments will not affect grading.

- o Disqualified or withdrawn competitors prior to the competition / race / heat beginning will be graded as losers.

(g) Handball

- o All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.

- o If the game goes to a 7-meter shootout; the markets "Who scores Xth point?" and "Which team will win race to X points?" will be cancelled.

- o If markets remain open with an incorrect score which has a significant impact on the prices, Hard Rock Digital reserves the right to cancel betting.

Section 3775-10-01 (A)(4) Process for handling incorrectly posted sporting events, odds, or results

Unless accepted in error, once accepted, a wager will remain valid and cannot be cancelled. It is the responsibility of the patron to ensure details of each wager placed are correct.

Grading of Bets

Hard Rock Sportsbook reserves the right to remove or suspend a market/event at any given time. While a market is suspended, it will be unavailable for betting and cash out.

Potential payout on the bet slip is for information only. Potential payouts are reduced every time one of the selections is deemed cancelled or pushed.

Hard Rock Sportsbook reserves the right to withhold payment or cancel the bets for any event if there are concerns about the event's integrity, in part or in its entirety.

Hard Rock Sportsbook reserves the right to withhold payment of bets or cancel bets where it believes there has been syndicated or coordinated betting activity.

Hard Rock Sportsbook reserves the right to delay the grading of an outcome or an event until an official confirmation is published.

Hard Rock Sportsbook may cancel bets when there is an obvious error. Obvious errors are mistakes in posting of lines, odds, or other, caused by human or system error, which significantly differ from the general market or are clearly erroneous. Examples below:

There is reason to believe bets have been placed after an outcome is already known or after the backed selection has gained an advantage.

Bets are confirmed with incorrect prices due to delayed or failing live coverage or latent data feed.

Bets are accepted where prices or line/spread/total/handicap is an obvious error.

Bets are placed after a public announcement has occurred in relation to the bet which significantly affects the odds.

The wrong participant is quoted for any match or event. Bets placed on that participant will be cancelled. Hard Rock Sportsbook reserves the right to cancel bets on other affected outcomes.

There is a change in scheduled location for a game or series of games.

An event does not follow the sport's generally accepted format and rules (e.g., unusual period length or game duration, points counting procedure, format of a match/game, less than the maximum allowed players, distance of a race, amounts of periods etc.).

Bets are placed while website was encountering technical problems, which otherwise would not have been accepted.

The outcome of a market cannot be verified.

Odds have been offered and bets accepted due to an error ("Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration Error, transaction Error, manifest Error, force majeure, and/or similar.)

In case of an incorrect grading of markets, Hard Rock Sportsbook reserves the right to correct them anytime.

Results are taken from those published by the official governing body or by Hard Rock Sportsbook providers. Hard Rock Sportsbook recognizes those results achieved on the field. Results awarded by a sport federation without action and results decided by the outcome of disciplinary measures from the sport federation or another court of law over 24 hours after an event has finished are not considered.

Section 3775-10-01 (A)(5) Method of notifying patrons of odds or proposition changes

Management will maintain a record of all point spreads, odds, race results, final scores and related betting proposition statistics and outcomes to protect both the patron and Hard Rock Sportsbook in case of obvious mechanical or human error.

Updates to Odds and proposition changes will be displayed in real time, on the sports gaming kiosks, odds boards, and on-line sports gaming platforms.

Section 3775-10-01 (A)(6) Methods of funding a wager or sports gaming account

Wagers will be funded in cash, or winning tickets can be re-wagered.

Section 3775-10-01 (A)(7) Methods for redeeming a winning sports wager

The authenticity will be verified by a sports gaming agent, cage cashier, or sports gaming kiosk. Winning vouchers will be redeemed for cash by agents or cashiers or credited to a sports gaming kiosk for additional wagering.

Section 3775-10-01 (A)(8) Lost or damaged ticket policy

Hard Rock Sportsbook does not accept responsibility for lost or damaged tickets or vouchers. However, in the event that a patron loses a ticket or voucher, the patron should alert a sportsbook employee. The sportsbook team will attempt to locate the lost ticket or voucher in the Sports Gaming System based on information provided by the patron.

Section 3775-10-01 (A)(9) Expiration of any winning ticket one year after the date the ticket outcome is determined

Unclaimed winning sports gaming tickets expire one (1) year after the date and time of the completion of the event at which time Hard Rock Sportsbook's obligation to pay the winnings expire and the funds will be distributed in accordance with the regulations of the Commission.

Section 3775-10-01 (A)(10) Process for accepting sports wagers at other than posted terms

Hard Rock Sportsbook may determine maximum wager amounts per patron on any events to include: all periods, segments, propositions, and future book wagers. Maximum payout by sport and by market will be established herein. Hard Rock Sportsbook reserves the right to add, change, or delete the payout limits. Wagers may be accepted at terms other than those

displayed within the main sports book rules or individual sports wagering rules at the discretion of Hard Rock Sportsbook.

Section 3775-10-01 (A)(11) Process for canceling sports wagers for obvious errors, including notification

Hard Rock Sportsbook reserves the right to remove or suspend a market/event at any given time. While a market is suspended, it will be unavailable for betting and cash out.

Hard Rock Sportsbook reserves the right to withhold payment or cancel the bets for any event if there are concerns about the event's integrity, in part or in its entirety.

Hard Rock Sportsbook reserves the right to withhold payment of bets or cancel bets where it believes there has been syndicated or coordinated betting activity.

Hard Rock Sportsbook reserves the right to delay the grading of an outcome or an event until an official confirmation is published.

Hard Rock Sportsbook may cancel bets when there is an obvious error. Obvious errors are mistakes in posting of lines, odds, or other, caused by human or system error, which significantly differ from the general market or are clearly erroneous. Examples below:

There is reason to believe bets have been placed after an outcome is already known or after the backed selection has gained an advantage.

Bets are confirmed with incorrect prices due to delayed or failing live coverage or latent data feed.

Bets are accepted where prices or line/spread/total/handicap is an obvious error.

Bets are placed after a public announcement has occurred in relation to the bet which significantly affects the odds.

The wrong participant is quoted for any match or event. Bets placed on that participant will be cancelled. Hard Rock Sportsbook reserves the right to cancel bets on other affected outcomes.

There is a change in scheduled location for a game or series of games.

An event does not follow the sport's generally accepted format and rules (e.g., unusual period length or game duration, points counting procedure, format of a match/game, less than the maximum allowed players, distance of a race, amounts of periods etc.).

Bets are placed while website was encountering technical problems, which otherwise would not have been accepted.

The outcome of a market cannot be verified.

Odds have been offered and bets accepted due to an error ("Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration Error, transaction Error, manifest Error, force majeure, and/or similar.)

In case of an incorrect grading of markets, Hard Rock Sportsbook reserves the right to correct them anytime.

Section 3775-10-01 (A)(12) Process for contacting the sports gaming proprietor to submit questions and/or complaints

Hard Rock Sportsbook patrons are encouraged to contact Customer Service (email: support@hardrocksportsbook.com) for additional wagering information, questions, and complaints of any such nature. Hard Rock Sportsbook will investigate any issue and provide a timely response not to exceed ten (10) calendar days. This response should be viewed as Hard Rock Sportsbook's final response.

In the event Hard Rock Sportsbook's response is a request for additional information, Hard Rock Sportsbook will review and respond to any information provided by the patron in response to the request within seven (7) days of receipt.

Section 3775-10-01 (A)(13) Notification of the patron dispute process

Hard Rock Sportsbook patrons are encouraged to contact Customer Service (email: support@hardrocksportsbook.com) for additional wagering information, questions, and complaints of any such nature. Hard Rock Sportsbook will investigate any issue and provide a timely response not to exceed ten (10) calendar days. This response should be viewed as Hard Rock Sportsbook's final response.

In the event Hard Rock Sportsbook's response is a request for additional information, Hard Rock Sportsbook will review and respond to any information provided by the patron in response to the request within seven (7) days of receipt.

If the internal dispute process did not provide a satisfactory outcome, and the customer's betting dispute is related to betting that took place in Ohio, the customer can contact the Ohio Casino Control Commission at:

Ohio Casino Control Commission

<https://casinocontrol.ohio.gov/>

Section 3775-10-01 (A)(14) Notification to patrons of the voluntary exclusion program

The Ohio Casino Control Commission in collaboration with the Ohio Lottery Commission offers a voluntary exclusion program to help individuals affected by problem gambling distance themselves from the temptation of gambling. You can request to be self-excluded from gambling activities for one year, five years or a lifetime by signing up for the TimeOut Ohio.

Individuals seeking to enroll in the TimeOut Ohio, as well as those seeking to remove themselves from the program, can do so in person at the Ohio Casino Control Commission's offices located at each of the casino properties, each of the racino properties, as well as the Main Office in downtown Columbus, or online at TimeOutOhio.com.

Patrons seeking information about the Commission's voluntary exclusion program should visit TimeOutOhio.com

Additional Terms and Conditions

Placing Bets

Hard Rock Sportsbook reserves the right to refuse part or all of any wager, prior to its acceptance.

Wagers accepted will not be able to be changed or cancelled by the patron upon confirmation of the successfully placed wager.

Hard Rock Sportsbook will not accept the past posting of wagers, in such cases the wager may be refunded, or where the outcome of the event is already known, in all such cases the wager will be refunded.

All wagers shall be redeemed in United States currency.

Confirmation of Bets

Patrons shall place a wager only on their behalf. All wagers may be funded in cash, voucher or other method approved by the Commission, per management discretion.

Unless accepted in error, once accepted, a wager will remain valid and cannot be cancelled. It is the responsibility of the patron to ensure details of each wager placed are correct.

Dead-Heat Rule

If participants finishing positions cannot be separated in an event, then the Dead-Heat Rule will apply.

Hard Rock Sportsbook handles Dead-Heats by dividing the stake by the number of tied participants.

When calculating how many places are paid, Hard Rock Sportsbook counts as many selections as there are places, unless there is a Dead-Heat for the last available place. So, if three places are offered and two selections Dead-Heat for first, the next-finishing selection takes third place. However, if there are three places and three selections dead-heat for third, Hard Rock

Sportsbook pays out on all five selections finishing in the top three places with those dead-heating for third having their stake divided by three.

Maximum Winnings

Offering	Maximum Winnings
NFL, MLB, NBA, NHL- Moneyline, Main Spread, Main Total	\$1 Million
NFL, MLB, NBA, NHL- Other markets excluding player props	\$500,000
NCAAF, NCAAB- Moneyline, Main Spread, Main Total	\$500,000
PGA, Tennis, Soccer	\$250,000
Other sports and markets including permissible player props	\$100,000

Related Contingencies

A related contingency occurs when part of a transaction affects the outcome of the remainder of the bet. Outside our specific product features which are purposed to facilitate parlays within the same event, our system will block related contingency bets when bet placement is attempted. However, if any such bet is accepted in error, the stake will be equally distributed across the related selections as singles.