

# Fontainebleau Las Vegas Race and Sports Book House Rules

## General Race and Sports Book Rules

1. These race and sports wagering house rules (“House Rules”) govern all wagers placed through race and sports books operated by Bowtie Hospitality LV LLC dba Fontainebleau Las Vegas (“FBLV”) including wagers made over the counter at the FBLV Race and Sports Book, in FBLV kiosks and/or the FBLV Sports or Race mobile apps.
2. Placing wagers, collecting winning wagers or loitering in or about any gaming area is prohibited by Nevada law by anyone under the age of twenty-one (21).
3. FBLV is prohibited by law and regulations from accepting wagers placed from outside the State of Nevada, with the exception of pari-mutuel horse race wagers, which may only be accepted from those authorized jurisdictions that allow pari-mutuel horse race betting.
4. Placing wagers on behalf of anyone else is prohibited.
5. FBLV reserves the right to add, delete or modify these House Rules and/or payoff limits at any time, subject to Nevada Gaming Control Board approval.
6. FBLV reserves the right to accept, refuse or limit any wager(s) prior to the acceptance of such wager.
7. Minimum and maximum wagers on all race and sporting events shall be determined by FBLV in its sole discretion.
8. All wagers/tickets must be checked for accuracy prior to leaving the betting window or submitting within the mobile apps or kiosks. All wagers go as printed and/or written.
9. A wager will only be modified or voided prior to the start of the event; at the discretion of FBLV management and with the approval of both parties. Once an event has started, a wager can only be voided with prior written approval of the NGCB Chair, in accordance with NGC Regulation 22.115.
10. Odds are subject to change. Please check with a race or sports book writer for current odds or wagering terms.

11. For all wagers, House Rules apply unless stipulated otherwise on guest wagering sheets. For wager types not specifically addressed in the House Rules, guest wagering sheet rules will apply.
12. Computer generated point spreads / odds shall determine winners, losers, ties and payout odds.
13. All contests/events not listed herein these House Rules, that involve a scheduled length of play, time limit, distance, etc. that are not reached, yet the event is called "final" by event officials with a winner declared, shall also be considered "Official" for betting purposes, unless stipulated otherwise on guest wagering information sheets or odds display.
14. Rules for specific In-Play Wagering sports and markets may differ from the rules for pregame or pre-match wagers. In-Play Wagering rules are listed separately below.
15. FBLV will retain a record of all point spreads, odds, final scores and/or results for 180 days after the event. In case of obvious technical or human error, the ticket/account may be locked to allow for FBLV and guest to discuss a reasonable resolution. If a resolution cannot be reached, the Nevada Gaming Control Board will be contacted.
  - a. Examples of obvious technical or human error include, but are not limited to:
    - i. Wagers placed on events where the outcome has already been determined.
    - ii. Wagers accepted during technical issues that would not otherwise have been accepted.
    - iii. Wagers placed on events where the odds are materially different from those available to the general public in the rest of the betting market. For example, when a team is a 17-point favorite and is accidentally offered as a 17-point underdog.
16. FBLV is not responsible for lost, stolen, altered or unreadable wagering tickets. FBLV may honor such tickets, in its sole discretion, upon receipt of satisfactory supporting documentation or information of a ticket's rightful owner. FBLV reserves the right to take up to 60 days to make this decision.
17. Wagering tickets are only valid for 365 days from the date of the event's conclusion.
18. Unexpired winning tickets may be mailed in for redemption. Instructions can be found on the back of the wagering ticket.
19. FBLV assumes responsibility for paying the mandatory Federal Excise Wagering Tax (currently .25%) required by law.
20. Winners are responsible for all income taxes.

21. Winnings are subject to IRS reporting and withholding requirements.
22. For wagering purposes, the winner of an event or game will be determined on the date and time of the event's conclusion. FBLV does not recognize suspended games, protests, overturned decisions or result changes after the date of the events conclusion unless stipulated otherwise on guest wager sheets.
  - a. Game/Event start or conclusion times extended beyond midnight are not recognized as date changes for wagering purposes.
23. Questions regarding these House Rules may be submitted via email at [sportsbook@fblasvgeas.com](mailto:sportsbook@fblasvgeas.com).
24. All decisions made by FBLV management are final unless subject to the Nevada Gaming Control Board dispute process as outlined in Nevada Revised Statutes 463.361 - 463.3668.
25. FBLV encourages guests to gamble responsibly. For problem gambling information and assistance, call the 24-hour confidential Problem Gambling Helpline at 1-800-GAMBLER.

## GENERAL DEFINITIONS

**Official, Officially or Official Results** - A final result or statistic that is published by the league or events governing body after the events conclusion.

**Action** - Bet is valid and wager stands.

**No Action** - Bet is no longer valid, and refund or parlay reduction rules apply.

**Listed Pitcher** - A baseball bet that is active only if the pitcher listed as the starter throws the first pitch of a game.

**Run Line** - This is a point spread of sorts for baseball games based on the number of runs scored. For example if the run line is -1.5, the wager is on whether or not the team will win or lose by fewer than 1.5 runs.

**In-Play Wagering** - Placing a wager on a game or event while it's taking place. This is also known as [live](#) wagering.

**Totals** - [Totals](#) are the numbers that bettors will choose the over or under on points (or runs, goals, etc.) scored in an event.

**Push** – When a point spread wager lands exactly on the line offered by the sportsbook. The bettor receives their money back if they push. For example, New England Patriots are favored by 14 points against the New York Jets. If they win by exactly 14 points, the wager pushes and the bettor gets their original wager back.

## **FBLV SPORTS BOOK RULES**

### **1. FOOTBALL**

- a. All games must be played on the date scheduled to be considered “Action”. Any date change will result in “No Action” and wagers will be refunded.
- b. All games must be played at the originally scheduled location or venue to be considered “Action”. Any change in location or venue will result in the wager being “No Action” and wagers will be refunded.
- c. Football games must play a minimum of 55 minutes to be considered “Official”. Football games failing to reach “Official” status will result in “No Action” and wagers will be refunded. This includes full-game markets, full-game totals, and propositions.
- d. Wagers on any partial-game market (example, first half, second half, quarters which can also include totals and propositions) are considered “Official” upon the completion of the specified market, and are independent of the game.
- e. For full game, and second half wagering, overtime counts toward the result unless otherwise stipulated. Overtime does not count on any wagers on specific quarters, unless otherwise stipulated.
- f. All future book wagers (index/odds) are “Action” as long as a winner/champion are “Officially” declared, regardless of season length or playoff format. All future book wagers are “Action” regardless of team relocation, name change, date change, or change in league affiliation.
- g. Results for specific events will be determined using “Official” league scores and statistics, when they become available at the conclusion of the event.

### **2. BASKETBALL**

- a. All games must be played on the date scheduled to be considered “Action”. Any date change will result in “No Action” and wagers will be refunded.
- b. All games must be played at the originally scheduled location or venue to be considered “Action”. Any change in location or venue will result in “No Action” and wagers will be refunded.
- c. NBA games must play a minimum of 43 minutes to be considered “Official”. College Basketball (men & women), WNBA, and International Basketball must play a minimum of 35 minutes to be “Official”. Games failing to reach this requirement will result in “No Action” and wagers will be refunded. This includes full game markets, full game totals, and propositions.
- d. Wagers on any partial game market (example, first half, second half, quarters which can also include totals and propositions) are considered “Official” upon the completion of the specified market, and are independent of the game.

- e. For full game, and second half wagering, overtime counts toward the result unless otherwise stipulated. Overtime does not count on any wagers on specific quarters, unless otherwise stipulated.
- f. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.
- g. Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.

### 3. **BASEBALL**

- a. All games must be played on the date scheduled to be considered "Action". Any date change will result in "No Action" and wagers will be refunded.
- b. All games must be played at the originally scheduled location or venue to be considered "Action". Any change in location or venue will result in "No Action" and wagers will be refunded.
- c. In all nine-inning scheduled games, winners and losers are "Official" after nine innings of play, unless the home team is leading after eight and one-half innings. Called or Suspended games must go a minimum of five innings or four and one-half innings if the home team is ahead (also applies to seven-inning scheduled games). If a game goes past five innings and is subsequently Called or Suspended, the winner is determined by the score after the last full inning of play; except in a case in which the home team scores to tie or take the lead in the bottom half of the inning in which the game is Called or Suspended, the runs do count.
- d. When wagering on baseball "totals" (combined score, over/under), the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine inning game and seven (six and one-half if the home team is ahead) for a scheduled seven inning game. Thereafter, if a game is called or suspended the score will be determined after the last full inning; unless the home team scores to tie or take the lead in the bottom half of the subsequent inning in which case the score is determined at the time the game is called. Listed or specified pitchers must start in over/under wager or there is ""No Action"" and wager will be refunded.
- e. Rules for baseball propositions and run lines are the same as those for baseball totals, unless stipulated otherwise on guest wagering information sheets or odds display.
- f. Wagers on any partial game market (example, first inning, first three innings, first five innings etc.) are considered "Official" upon the completion of the specified market, and are independent of the game.
- g. Baseball wagers are accepted in the following manner:
  - i. Action - team against team, regardless of the starting pitchers.

- ii. One Specified Pitcher - A wager on or against one specific pitcher, regardless of other starting pitcher. Specified pitcher must start or wager is deemed "No Action" and wager will be refunded.
  - iii. Both Specified (Listed) Pitchers - A wager that specifies both starting pitchers. Any variation constitutes "No Action" and wager will be refunded.
  - iv. Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the initial pitch.
- h. In the event of a pitcher(s) change prior to the start of a baseball game, money odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, "Action" and one "Specified (Listed) Pitcher" wagers will be computed at the opening price established by management with the new pitcher.
- i. For total base propositions only hits count towards the wager, a batter reaching base by any other means (walk, hit by pitch etc.) do not count toward the wager.
- j. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.
- k. Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.

#### 4. **HOCKEY**

- a. All hockey games must be played on the date scheduled to be considered "Action". Any date change will result in "No Action" and wagers will be refunded.
- b. All hockey games must be played at the originally scheduled location or venue to be considered "Action". Any change in location or venue will result in "No Action" and wagers will be refunded.
- c. Hockey games (professional, college and amateur) must play a minimum of 55 minutes to be considered "Official". Hockey games failing to reach "Action" status will result in "No Action" and wagers will be refunded. This includes full-game markets, full-game totals, and propositions.
- d. Wagers on any partial game market (example, first period and second period, which can also include totals and propositions) are considered "Official" upon the completion of the specified market, and are independent of the game.
- e. For full- game wagering, overtime or the goal awarded in a potential shootout counts toward the result unless otherwise stipulated.
  - i. In the event of a shootout, one goal is added to the final score of the winner of the shootout to determine the game's final score. For example, if a game is tied 3-3 going into a shootout, the team who wins the shootout would win the game 4-3 regardless of how many goals are successful during the shootout.
  - ii. For proposition wagers, shootout statistics do not count, such as goals, or saves made during the shootout.

- f. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.
- g. Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.

## 5. **SOCCER**

- a. All soccer games must be played on the date scheduled to be considered "Action". Any date change will result in "No Action" and wagers will be refunded.
- b. All soccer games must be played at the originally scheduled location or venue to be considered "Action". Any change in location or venue will result in "No Action" and wagers will be refunded.
- c. Soccer games must play a minimum of 90 minutes to be considered "Official". Games failing to reach "Official" status will result in "No Action" and wagers will be refunded. This includes full game markets, full game totals, and propositions.
- d. For all first half, goal line, money line and total wagers, the score at the end of 45 minutes, plus injury minutes will be used to determine winning and losing wagers.
- e. Soccer wagers are accepted in the following manner.
  - i. **90 minutes** - Wager is on the outcome of a soccer match, determined on the basis of the score at the end of 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages. Outcome determination does not include scores during periods of extra time or penalty shootouts.
  - ii. **To Advance or to Win** - Wager is on a team in a soccer match to advance to the next level or round of competition.
    - 1. Wagers will be decided on the basis of the score at the referee's final whistle at the match's regulation conclusion, regardless of whether the match is decided in regular time, extra time or in a penalty shootout.
  - iii. **Three Way** - A wager in which there are three (3) possible outcomes in a soccer match.
    - 1. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw shall win, while wagers on both teams will lose.
    - 2. Three Way wagers will be decided on the basis of the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
- f. For proposition wagers, shootout statistics do not count, such as goals, or saves made during the shootout.
- g. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.

- h. Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.

## 6. **BOXING AND MIXED MARTIAL ARTS (MMA)**

- a. All fights must be fought on the date scheduled to be considered "Action". Any date change will result in "No Action" and wagers will be refunded.
- b. All fights are "Action" regardless of location change. If an event is moved from its original location, all wagers are "Action".
- c. All wagers including win, will/won't go, KO, decision, draw, etc., will have "Action" regardless of any change in weight class, scheduled length of the bout or championship sanction, unless stipulated otherwise on guest wagering information sheets. All fighting "pick the round" proposition wagers are "No Action" (Refunded) if the scheduled length of the bout is changed from the distance displayed by the sports book, or on guest wagering information sheets.
- d. For betting purposes wagers are considered "Action", so long as the fight begins.
  - i. A full round is defined as one in which the bell (buzzer, etc.) has sounded signifying the conclusion of such round. If a fighter is counted out or the bout "Officially" stopped prior to the bell, that round is not considered a full round for wagering purposes.
    - 1. Wagers on a fight total will be graded with the "over" being the winner should the fight end exactly at the listed total.
    - 2. When wagering on totals which include half rounds, the wager is based on concluding each of the full rounds plus half of the next round. For example, if the over/under of an MMA fight is 2½ rounds, that means the fight must go 2 full rounds, plus half of the 3<sup>rd</sup> round (2 plus one half).
  - ii. Knockout (KO) proposition wagers includes knockout, technical knockout, disqualification, or any other stoppage where a winner is declared.
  - iii. Decision proposition wagers means fight must go to the judge's scorecards to determine a winner, including a technical decision.
  - iv. Draw proposition wagers means fight must go to the judge's scorecard and be declared a draw; including a technical draw.
  - v. In the event of a fight being declared a no contest, all wagers including totals on that fight will be considered "No Action" regardless of when the fight is stopped.
  - vi. In pick the round wagers, if a fighter is unable to answer the bell for the next round, the previous round is considered the winner.

## 7. **TENNIS**

- a. All matches must be played within one week of their scheduled date for bets to remain "Action". For example, if a tennis match is scheduled for Saturday, all wagers on that match will be "Action" as long as the match takes place through the following Saturday.



- i. If a game is suspended and re-started, all wagers are "Action" as long as it concludes within the same one week period.
- b. All tennis matches are "Action" regardless of a venue or surface change.
- c. Once both players begin the match, all game moneyline wagers, on a specific player to win are "Action".
  - i. In the event of a retirement or a disqualification the player who retires, or who is disqualified will be considered the loser for wagering purposes.
  - ii. For game spread & total games wagers the match must be fully completed for "Action" and would be a refund in event of a retirement or disqualification before the completion of the match.
  - iii. For example, if Player A is facing Player B, and in the first set, Player B retires, all wagers on Player B will be considered losers, and all wagers on total games, or the spread will be refunded.
- d. In the event of a walkover where the match has not yet begun, all wagers will be considered "No Action", and will be refunded.
- e. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of tournament length or format.
  - i. For tournament futures, if a player withdraws before the start of the tournament all wagers on that player will be refunded, unless stipulated otherwise on odds sheet.
- f. Wagers on any partial match market (example, game and set betting) are considered "Official" upon the completion of the specified market, and are independent of the game.

## 8. **GOLF**

- a. Golf tournament futures must be held within one week of the date scheduled to be considered "Action" unless stipulated otherwise.
- b. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of tournament length or format.
- c. For golf tournament futures, if a player withdraws before the start of the tournament all wagers on that player will be refunded, unless stipulated otherwise.
- d. In golf matchups the winner will be determined by the golfer who has played the most holes. If holes are equal then the lowest score wins.
  - 1. If both golfers in a tournament matchup end up in a playoff, the winner of the playoff will be considered the winner of the matchup for wagering purposes. Fourth round (or final round) matchups do not include any holes played in a playoff.
    - a. If both golfers in a tournament matchup are involve in a three-way or more playoff, one the golfers in the matchup must win the playoff or the wager will be refunded.
    - b. If a match is suspended and re-started, all wagers are "Action" as long as it concludes within the same one week period.

## 9. **AUTO RACING**

- a. All events must take place within one week of their scheduled date for bets to remain "Action". For example, if a race is scheduled for Saturday, all wagers on that match will be "Action" as long as the race takes place through the following Saturday.
- b. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of events length or format.
- c. For Auto Racing futures, if a driver withdraws before the start of the race all wagers on that driver will be refunded, unless stipulated otherwise.
- d. All auto race wagers are on drivers only; not on a team or car, unless stipulated otherwise.
- e. Auto race results will not be considered "Official" until after the post-race inspection is complete and the "Official" order of finish is determined.
- f. In driver matchups all drivers involved in the matchup must start or the wager is considered "No Action".
  - i. If any driver is substituted during the race the matchup is considered "No Action".
  - ii. If a match is suspended and re-started, all wagers are "Action" as long as it concludes within the same one week period.
- g. When wagering on auto race over/under cautions, lap leader or lead change propositions, all scheduled laps must be run for "Action", unless stipulated otherwise.
- h. For all auto racing events rules on guest wagering sheets apply.

## 10. **PAYOFF ODDS**

Football & Basketball Parlays (Sides & Totals when the vig is -110).

<b>Teams</b>	<b>Pays</b>
2	13 to 5
3	6 to 1
4	11 to 1
5	22 to 1
6	40 to 1
7	80 to 1
8	150 to 1

For all football and basketball parlays involving a spread or total where the vig deviates from -110, parlays are calculated using a true odds differential from the above pay table. They are not calculated by simply multiplying the odds in a parlay calculator. Calculations are available per request from management.

Buying Points - On football and basketball straight wagers, players may buy a half point or more by laying additional vig on top of the currently offered price. These are available on certain wagers in FBLV Management's sole discretion.

Baseball/Moneyline Parlay payoffs are computed by multiplying the payoff conversion (odds equivalent to one dollar) of the teams in the parlay, by the amount wagered.

Maximum payouts on all non-parlay card wagers are 299 to 1.

## 11. TEASERS

### BASKETBALL TEASERS

Teams	4 Points	4½ Points	5 Points	5½ Points	6 Points
2	pays 1 to 1	20 to 21	10 to 11	5 to 6	10 to 13
3	pays 9 to 5	8 to 5	3 to 2	13 to 10	11 to 10
4	pays 3 to 1	5 to 2	2 to 1	9 to 5	3 to 2
5	pays 9 to 2	4 to 1	7 to 2	3 to 1	5 to 2
6	pays 7 to 1	6 to 1	5 to 1	4 to 1	3 to 1
7	pays 9 to 1	8 to 1	7 to 1	6 to 1	5 to 1
8	pays 12 to 1	10 to 1	9 to 1	8 to 1	7 to 1

### PRO FOOTBALL TEASERS

Teams	6 Points	6½ Points	7 Points
2	pays 4 to 5	5 to 7	2 to 3
3	pays 3 to 2	13 to 10	11 to 10
4	pays 5 to 2	2 to 1	9 to 5
5	pays 4 to 1	7 to 2	3 to 1
6	pays 11 to 2	5 to 1	9 to 2
7	pays 8 to 1	7 to 1	6 to 1
8	pays 10 to 1	9 to 1	8 to 1

### COLLEGE FOOTBALL TEASERS

Teams	6 Points	6½ Points	7 Points
2	pays 1 to 1	10 to 11	5 to 6
3	pays 9 to 5	8 to 5	7 to 5
4	pays 3 to 1	5 to 2	2 to 1
5	pays 9 to 2	4 to 1	7 to 2
6	pays 7 to 1	6 to 1	5 to 1
7	pays 10 to 1	8 to 1	7 to 1
8	pays 12 to 1	10 to 1	9 to 1

**College Football 10 Point Teaser** - 3 team teaser only, pays 5 to 6, ties lose.

**MIXED SPORT TEASERS**

Teams	6/5 Points	6½/5½ Points	7/6 Points
2	pays 10 to 13	10 to 14	10 to 15
3	pays 3 to 2	13 to 10	11 to 10
4	pays 2 to 1	9 to 5	3 to 2
5	pays 7 to 2	3 to 1	5 to 2
6	pays 5 to 1	4 to 1	3 to 1
7	pays 8 to 1	7 to 1	6 to 1
8	pays 10 to 1	9 to 1	8 to 1

*In the event of a wagering tie or "No Action", a two team teaser is deemed "No Action" and all money is refunded, regardless of whether the remaining teaser selection has won or lost.*

*A tie or "No Action" game, in a three or more team teaser reduces the wager to down by one leg. For example, a three team teaser with a tie would reduce to a 2 team teaser, etc.*

## **IN-PLAY WAGERING - GENERAL RULES**

1. Please be aware that data such as current scores, time elapsed etc. that is displayed in the FBLV Sports mobile app is sourced from a 'live feed' provided by a third party and may be subject to time delays and/or may be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk and FBLV accepts no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.
2. If the outcome of a market cannot be verified "Officially", we reserve the right to delay the settlement until "Official Results have been confirmed".
3. If coverage has to be abandoned and the match finishes regularly, all markets will be settled according to the "Official Results".
4. In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.
5. If a match is not finished or played at all regularly (for example: disqualification, interruption, withdrawal, changes in draws, etc.), all undecided markets are considered cancelled.

### **6. In-Play Football Rules**

- a. In case of any delay (rain, darkness...), all markets remain unsettled, and the trading will be continued as soon as the match continues.
- b. All markets include in the title the game segment they apply to. GAME or GM includes overtime. REGULATION or REG does not include overtime.
- c. In case of abandoned or postponed matches, all markets are considered cancelled unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).
- d. Only points scored during the market's specified game segment are considered.
- e. New first down & yards gained by play penalties will not be considered for settlement purposes.
- f. In case of no plays, all markets will be settled with the next play or cancelled if the drive ends before reaching the respective play.
- g. If the drive ended before the respective play number was reached, all markets for the respective play will be considered cancelled. This includes punts and field goals.
- h. Field goal yardage will not be considered for total yards gained in a play.

<b>Market</b>	<b>Game Segments Offered</b>
<i>Money line</i>	<i>Game, Halves, Quarters</i>
<i>Total</i>	<i>Game, Halves, Quarters</i>
<i>Points spread</i>	<i>Game, Halves, Quarters</i>
<i>Outcome (three-way)</i>	<i>Regulation, Halves, Quarters</i>
<i>Will there be overtime</i>	<i>Regulation</i>

<i>Margin of victory</i>	<i>Game</i>
<i>1<sup>st</sup> team to score X pts in gm</i>	<i>Game (If a game ends before any team reaches X points, this market is considered cancelled)</i>
<i>Team to score next in game</i>	<i>Game, Halves</i>
<i>Next score in game will be (Score Type)</i>	<i>Game</i>
<i>Total game score will be (Odd/Even)</i>	<i>Game, Halves</i>
<i>Highest scoring half</i>	<i>Regulation</i>
<i>Highest scoring quarter</i>	<i>Regulation</i>
<i>Total pts by (home or away team)</i>	<i>Game, Halves</i>
<i>What play does team call on play #X of drive #Y</i>	<i>Game</i>
<i>Does team complete pass on play #X of drive #Y</i>	<i>Game</i>
<i>Total yards gained by team on play #X of drive #Y</i>	<i>Game</i>
<i>Does team get a 1<sup>st</sup> down on play #X of drive #Y</i>	<i>Game</i>
<i>Does team get a sack on play #X of drive #Y</i>	<i>Game</i>
<i>Result of Team's drive #Y</i>	<i>Game</i>

POINTSPREAD - WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game - Includes overtime

Reg - Only points during regular time are considered

H1 - Only points scored during first quarter and second quarter are considered

Q1-Q4 - Only points scored in the specific quarter are considered

TOTAL - GAME TOTAL (OVER, UNDER)

Game - Total points scored by both teams, includes overtime

Reg - Only points during regular time are considered

H1 - Only points scored during first quarter and second quarter are considered

Q1-Q4 - Only points scored in the specific quarter are considered

MONEYLINE - WINNER (AWAY, HOME)

Game - Includes overtime

Reg - Only points during regular time are considered

H1 - Only points scored in the first half will be considered

Q1-Q4 - Only points scored in the specific quarter are considered

THREEWAY - OUTCOME (AWAY, HOME, DRAW)

Reg - Which team will win the game, no overtime

H1 - Which team wins the first half

WILLBEOT - WILL THERE BE OVERTIME (YES, NO)

Will there be overtime in this game

WINMARGIN - PREDEFINED RANGE OF POINTS TEAM WINS BY (XXXXXX)

Game - Includes overtime

POINTRACE - FIRST TEAM TO SCORE X PTS IN GAME (AWAY, HOME)

Game - a. Including Overtime

b. Which team will score X points in the game first (for example: Current score is 20-19, then the home team reached 20 points first).

c. If a game ends before any team reaches X points, this market is considered cancelled

NEXTTOSCORE - WHICH TEAM WILL SCORE NEXT (AWAY, HOME, NEITHER)

Game - Including overtime

H1 - Only points scored in first half will be considered

NEXTSCOREKIND - HOW WILL NEXT POINT BE SCORED (TD, FG, SAFETY, NONE)

Game - includes overtime

ODDEVEN - FINAL COMBINED SCORE WILL BE (ODD, EVEN)

Game - Including Overtime

H1 - Only points scored during first half are considered

## 7. In-Play Basketball Rules

- a. All markets include in the title the game segment they apply to. GAME or GM includes overtime. REGULATION or REG does not include overtime.
- b. If a game is interrupted or postponed and is not continued within 48h after initial start date, betting will be cancelled.
- c. If a game does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
- d. Only points scored during the market's specified game segment are considered.

<b>Market</b>	<b>Game Segments Offered</b>
<i>Money line</i>	<i>Game, Halves, Quarters</i>
<i>Total</i>	<i>Game, Reg, Halves, Quarters</i>
<i>Points spread</i>	<i>Game, Reg, Halves, Quarters</i>
<i>Will there be overtime</i>	<i>Regulation (Market will be settled as yes if at the end of regular time, the match finishes in a draw, regardless of whether overtime is played)</i>
<i>First team to reach X points</i>	<i>Game, Quarters</i>
<i>Team to score the N<sup>th</sup> point of Game</i>	<i>Game</i>
<i>Total score will be odd/even</i>	<i>Game, Halves, Quarters,</i>

POINTSPREAD - WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game - Includes overtime

Reg - Only points during regular time are considered

H1 - Only points scored during first quarter and second quarter are considered

Q1-Q4 - Only points scored in the specific quarter are considered

TOTAL - GAME TOTAL (OVER, UNDER)

Game - Total points scored by both teams, includes overtime

Reg - Only points during regular time are considered

H1 - Only points scored during first quarter and second quarter are considered

Q1-Q4 - Only points scored in the specific quarter are considered

MONEYLINE - WINNER (AWAY, HOME)

Game - Includes overtime

H1 - Only points scored in the first half will be considered

Q1-Q4 - Only points scored in the specific quarter are considered

WILLBEOT - WILL THERE BE OVERTIME (YES, NO)

Will there be overtime in this game

POINTRACE - FIRST TEAM TO SCORE X PTS IN GAME (AWAY, HOME)

Game - a. Including Overtime

b. Which team will score X points in the game first (for example: Current score is 20-19, then the home team reached 20 points first).

c. If a game ends before any team reaches X points, this market is considered cancelled.

Q1-Q4 - Only points scored in the specific quarter are considered

N<sup>TH</sup> POINT - WHICH TEAM SCORES THE N<sup>TH</sup> PT IN GAME (AWAY, HOME)

Game - a. Including Overtime

b. Which team will score the N<sup>th</sup> point in the game (for example: Current score is 40-28, away team scores 3 points, meaning away team scored the 70<sup>th</sup> point.)

c. If a game ends before the N<sup>th</sup> point is reached, this market is considered cancelled.

ODDEVEN - FINAL COMBINED SCORE WILL BE (ODD, EVEN)

Game - Including Overtime

H1 - Only points scored during first half are considered

Q1-Q4 - Only points scored during specific quarter are considered

## 8. In-Play Baseball Rules

- a. All markets include in the title the game segment they apply to. GAME or GM includes possible extra innings. REGULATION or REG does not include possible extra innings.
- b. If a game is interrupted or cancelled and will not be continued on the same day, all undecided markets are considered cancelled.
- c. Possible extra innings are only considered for GAME segment.
- d. Only runs scored during the market's specified game segment are considered.

<b>Market</b>	<b>Game Segments Offered</b>
<i>Money line</i>	<i>Game</i>
<i>Total</i>	<i>Game, 1<sup>st</sup> 5 Innings, Innings</i>
<i>Run line</i>	<i>Game, 1<sup>st</sup> 5 Innings, Innings</i>
<i>Outcome (three-way)</i>	<i>Regulation, 1<sup>st</sup> 5 Innings, Innings</i>
<i>New game (which team will score more runs in remaining time)</i>	<i>Game</i>
<i>Total runs by (home or away team)</i>	<i>Game, 1<sup>st</sup> 5 Innings</i>
<i>Margin of Victory</i>	<i>Game</i>

MONEYLINE - WINNER (AWAY, HOME)

Game - Includes extra innings

H1 - Only runs scored in the first 5 innings are considered

TOTAL - TOTAL RUNS SCORED BY BOTH TEAMS (OVER, UNDER)

Game - Includes extra innings

H1 - Only runs scored in the first 5 innings are considered



Inning - Only runs scored in the specific inning are considered

POINTSPREAD - WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game - Include Overtime

H1 - Only runs scored in first five innings considered

THREEWAY - OUTCOME (AWAY, HOME, TIED)

Reg - Which team will win the game, no extra innings considered

H1 - Which team will lead after 5 innings

Inning - Which team wins the specific inning

WINREST

Which team will win the rest of the game, including overtime

AWAYTOTAL - TOTAL RUNS SCORED BY AWAY TEAM (OVER, UNDER)

Game - Total runs scored in the game

H1 - Only runs scored in first five innings are considered

HOMETOTAL - TOTAL RUNS SCORED BY HOME TEAM (OVER, UNDER)

Game - Total runs scored in the game

H1 - Only runs scored in first five innings are considered

WINMARGIN - PREDEFINED RANGE OF RUNS A TEAM WINS BY (AWAY 3+, 2, 1; HOME 3+, 2, 1)

Game - Includes overtime

## 9. **In-Play Hockey Rules**

- a. All markets include in the title the game segment they apply to. GAME or GM includes overtime and penalty shootout. REGULATION or REG does not include overtime or penalty shootout.
- b. If a match is interrupted and continued within 48h after initial start, all open bets will be settled with the final result. Otherwise all undecided bets are considered cancelled.
- c. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all GAME markets including overtime and penalty shootout.
- d. Only goals scored during the market's specified game segment are considered.

<b>Market</b>	<b>Game Segments Offered</b>
<i>Money line</i>	<i>Game, Reg, Periods, Penalty Shootout</i>
<i>Total</i>	<i>Game, Reg, Periods</i>
<i>Puck Line</i>	<i>Game, Reg, Periods</i>
<i>Outcome (three-way)</i>	<i>Regulation, Periods</i>
<i>New game (which team will score more goals in remaining time)</i>	<i>Game, Reg, Periods</i>
<i>Match parlay (outcome and total)</i>	<i>Regulation</i>
<i>Next goal</i>	<i>Regulation, Periods, Overtime</i>
<i>Total goals by (home or away team)</i>	<i>Game, Regulation, Periods</i>
<i>Exact goals by (home or away team)</i>	<i>Game, Regulation, Periods</i>
<i>Exact # of goals scored</i>	<i>Game, Regulation, Periods</i>
<i>Exact final score</i>	<i>Regulation, Periods</i>
<i>Will both teams score</i>	<i>Regulation, Periods</i>
<i>Which team will be shutout</i>	<i>Game, Periods</i>
<i>Margin of victory</i>	<i>Game</i>

**MONEYLINE - WINNER (AWAY, HOME)**

Game - Includes overtime

Reg - Regulation only; If match ends in a draw after regulation, all bets are considered cancelled

P1-P3 - Only Goals scored in the specific period are considered

Pen - Which team will win penalty shootout; Only goals during penalty shootout are considered

**TOTAL - TOTAL GOALS SCORED BY BOTH TEAMS (OVER, UNDER)**

Game - Includes overtime

Reg - Only goals scored in regulation are considered

P1-P3 - Only goals scored in the specific period are considered

**POINTSREAD - WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)**

Game - Includes overtime

Reg - Only goals during regular time are considered

P1-P3 - Only goals scored in the specific period are considered

**THREEWAY - OUTCOME (AWAY, HOME, DRAW)**

Reg - Which team will win the game, no overtime

P1-P3 - Which team wins the specific period

**WINREST - NEW GAME (AWAY, HOME, TIED)**

Reg - Which team will score more goals in the remaining time; Not including overtime

P1 - Which team will score more goals in the remaining time of the first period

P2 - Which team will score more goals in the remaining time of the second period

OT - Which team will score more goals in the remaining overtime

**MATCHANDTOTAL - MATCH AND TOTAL (TEAM AND TOTAL PARLAY)**

Reg - No overtime

**NEXTGOAL - NEXT GOAL SCORED (AWAY, HOME, NO GOAL SCORED)**

Game - Which team scores next goal in entire game

Reg - Which team scores next goal; Regulation Only

P1-P3 - Only goals scored in specific period are considered  
 OT - Only goals scored in overtime are considered  
 Pen - Only goals scored in the penalty shootout are considered  
 AWAYTOTAL - TOTAL GOALS SCORED BY AWAY TEAM (OVER, UNDER)  
 Game - Includes overtime  
 Reg - Only goals scored in regulation are considered  
 P1-P3 - Only goals scored in the specific period are considered  
 HOMETOTAL - TOTAL GOALS SCORED BY HOME TEAM (OVER, UNDER)  
 Game - Includes overtime  
 Reg - Only goals scored in regulation are considered  
 P1-P3 - Only goals scored in the specific period are considered  
 AWAYGOALS - EXACT NUMBER OF GOALS SCORED BY AWAY TEAM (0, 1, 2, 3+)  
 Game - Includes overtime  
 Reg - Only goals scored in regulation are considered  
 P1-P3 - Only goals scored in the specific period are considered  
 HOMEGOALS - EXACT NUMBER OF GOALS SCORED BY HOME TEAM (0, 1, 2, 3+)  
 Game - Includes overtime  
 Reg - Only goals scored in regulation are considered  
 P1-P3 - Only goals scored in the specific period are considered  
 EXACTGOALS - EXACT NUMBER OF GOALS SCORED BY BOTH TEAMS ( 0-1, 2, 3... 9+)  
 Game - Includes overtime  
 Reg - Only goals scored in regulation are considered  
 P1-P3 - Only goals scored in the specific period are considered

## 10. In-Play Soccer Rules

- a. All markets include in the title the game segment they apply to. GAME or GM includes overtime and penalty shootout if there is one. REGULATION or REG does not include overtime or penalty shootout.
- b. If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered cancelled.
- c. Regular 90-minute markets are based on the result at the end of a scheduled 90-minute game unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.
- d. Corner kicks awarded but not taken are not considered.
- e. Only goals scored during the market's specified game segment are considered.

<b>Market</b>	<b>Game Segments Offered</b>
<i>Outcome (three-way)</i>	<i>Regulation, Halves, Overtime</i>
<i>Money line</i>	<i>Regulation, Penalty Shootout</i>
<i>Team to advance to next round</i>	<i>Game (In the case of multiple legs, all matches are considered for this market)</i>
<i>New game (which team will score more goals in remaining time)</i>	<i>Regulation, Halves, Overtime</i>

<i>Next goal scored</i>	<i>Regulation, Halves, Overtime, Penalty Shootout</i>
<i>When will next goal in reg be scored</i>	<i>Regulation</i>
<i>Asian handicap (reg only)</i>	<i>Regulation (Quarter handicaps split the bet between the two closest half intervals. For example, a \$1000 bet on a handicap of +.75 is the same as \$500 on +.5 and \$500 on +1. The bet is automatically split between the two. The player can win, tie, or lose, each half.)</i>
<i>Total</i>	<i>Regulation, Halves, Overtime</i>
<i>Asian total goals</i>	<i>Regulation, Halves</i>
<i>Total goals by (home or away team)</i>	<i>Regulation</i>
<i>Game parlay prop (outcome and total)</i>	<i>Regulation</i>
<i>Pick the exact final score in reg</i>	<i>Regulation</i>
<i>Exact goals by both tms</i>	<i>Regulation, Halves</i>
<i>Exact goals by (home or away team)</i>	<i>Regulation, Halves</i>
<i>How will the gm be decided</i>	<i>Game</i>
<i>Highest scoring half</i>	<i>Regulation</i>
<i>Will both teams score in reg</i>	<i>Regulation</i>
<i>Total goals in reg (Odd/Even)</i>	<i>Regulation</i>
<i>Most corner kicks</i>	<i>Regulation, Halves</i>
<i>Corner kicks, Head to head</i>	<i>Regulation, Halves</i>
<i>Total combined corner kicks</i>	<i>Regulation, Halves</i>
<i>Total corner kicks in reg by (home or away team)</i>	<i>regulation</i>

THREEWAY - OUTCOME (AWAY, HOME, DRAW)

Reg - Which team will win the match; Regulation only

H1 - Which team will win the first half

H2 - Which team will win the second half; Regulation only

OT - Which team will win the overtime; Does not include penalty shootout

MONEYLINE - WINNER (AWAY, HOME)

Reg - Regulation only; If match ends in a draw after regulation, all bets are considered cancelled

Pen - Which team will win penalty shootout; Only goals during penalty shootout are considered

ADVNEXTROUND - WHICH TEAM ADVANCES TO NEXT ROUND (AWAY, HOME)

Game - Includes overtime and penalty shootout if applicable

WINREST - NEW GAME (AWAY, HOME, DRAW)

Reg - Which team will score more goals in the remaining time; Not including overtime

H1 - Which team will score more goals in the remaining time of the first half

OT - Which team will score more goals in the remaining overtime period.

NEXTGOAL - WHICH TEAM SCORES NEXT GOAL (AWAY, HOME, NO GOAL SCORED)

Reg - Regulation Only

H1 - Only goals scored in first half are considered

OT - Only goals scored in overtime are considered

Pen - Only goals scored in the penalty shootout are considered

NEXTGOALWHEN - WHEN WILL NEXT GOAL BE SCORED (TIME INTERVALS)

Reg - Settled on the time when the goal is scored; 15:01 counts as 16-30; 31-45 and 76-90 include any injury time; The time which is displayed on TV is considered, if not available the time when the ball crosses the goal line is considered and will be settled based on the time clock shown on TV.

ASIANHCP - WINNER WITH HANDICAP IN .25 INCREMENTS (AWAY, HOME)

Quarter handicaps split the bet between the two closest half intervals. For example, a \$1000 bet on a handicap of +.75 is the same as \$500 on +.5 and \$500 on +1. The bet is automatically split between the two. The player can win, tie, or lose, each half.

Reg - Only goals during regulation time are considered

H1 - Only goals during the first half are considered

## 11. In-Play Tennis Rules

- a. In case of a retirement or walk over of any player, all undecided bets are considered cancelled.
- b. In case of a delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- c. If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- d. In case of a match being finished before certain points/games were finished, all affected point/game related markets are considered cancelled.
- e. If a match is decided by a match tie-break in a best of 3 format, then it will be considered to be the 3rd set.
- f. Every tie-break or match tie-break counts as 1 game.
- g. Only games played in market's specified game segment are considered.

<b>Market</b>	<b>Game Segments Offered</b>
<i>Winner</i>	<i>Match, Set, Game</i>
<i>Total games played</i>	<i>Match, Set</i>
<i>Who wins both gms X and Y of Set N</i>	<i>Match</i>
<i>Exact # of sets played (best of 3 or best of 5 formats)</i>	<i>Match</i>
<i>Correct score in set (best of 3 or best of 5 formats)</i>	<i>Match</i>
<i>Exact final score</i>	<i>Set, Game</i>
<i>Total # of gms played (Odd/Even)</i>	<i>Match, Set</i>

MONEYLINE - WINNER (PLAYER1, PLAYER2)

Game - Which player will win the match

TSet - Which player will win the specific set

TGame - Which player will win the next game

TOTAL - TOTAL GAMES PLAYED (OVER, UNDER)

Game - Entire match

TSet - Specific set

TGAMEXXY - WHICH PLAYER WILL WIN GAMES X AND Y OF SET N (PLAYER1, PLAYER2, SPLIT)  
 Game - Always for the next 2 games; offered only before the first of the 2 games is started

NUMSETSOFF3 - EXACT NUMBER OF SETS PLAYED IN MATCH (2 SETS, 3 SETS)  
 Game - Best of 3 sets

NUMSETSOFF5 - EXACT NUMBER OF SETS PLAYED IN MATCH (3 SETS, 4 SETS, 5 SETS)  
 Game - Best of 5 sets

MATCHSCOREOF3 - FINAL RESULTS (PLAYER1 WINS 2-0, 2-1; PLAYER2 WINS 2-0, 2-1)  
 Game - In sets, best of 3

MATCHSCOREOF5 - FINAL RESULTS (PLAYER1 WINS 3-0, 3-1, 3-2; PLAYER2 WINS 3-0, 3-1, 3-2)  
 Game - In sets, best of 5

CORRECTSCORE - EXACT FINAL SCORE (PLAYER1 WINNING SCORE, PLAYER2 WINNING SCORE)  
 TSet - Specific score for the set  
 TGame - Specific score for a specific game by set

ODDEVEN - TOTAL NUMBER OF GAMES PLAYED  
 Game - Games for the entire match are considered TSet - Only games of specific set are considered

PARI-MUTUEL WAGERING RULES:

1. FBLV will pay full track odds on all Pari-Mutuel wagers.
2. Cancellations after you leave the wagering counter may be accepted at the discretion of management only.
3. Payoffs over \$50,000 may be delayed for 24 hours after the next banking day.
4. All Pari-Mutuel tickets are good for one year from the conclusion of the event date.
5. In the case of a scratch (non-starter), the host track's current "No Action"/refund rules and policies and/or consolation payouts applicable to each wager type, shall apply.
6. All other FBLV Race Book House Wagering Rules apply, unless stipulated otherwise on guest wagering information sheets.
7. Lost ticket claims may be accepted on Pari-Mutuel wagers at the discretion of management only.
8. In the event of a dispute, the decision of the Nevada State Gaming Control Board is final.

NON-PARI-MUTUEL ("HOUSE", "LIVE BROADCAST") WAGERING RULES:

1. House wagering payout limits on all Live Broadcast (simulcast) horse races unless stipulated otherwise on guest wagering information sheets are:
  - (A) Straight wagers (win, place and show) full track odds on the first \$50.  
 Payout limit on the remaining wager balance is.....  
 WIN            20/1  
 PLACE         8/1  
  
 SHOW         4/1
  - (B) Parlay payout limits  
 WIN            100/1

PLACE 50/1

SHOW 25/1

Note: Each horse in a parlay is computed at track mutuels not to exceed a limit of 20/1 to win, 8/1 to place and 4/1 to show.

- (C) Daily Double, Exacta and Quinella payout limits are 150/1; with the exception of harness, dog tracks and off tracks, which are 100/1.
  - (D) Pick 3 (Daily Triple) and Trifecta payouts limits are 500/1.
  - (E) All other Exotic wagers not listed above, including Pick Six, Pick Four, Superfecta, etc. are 2000/1.
2. FBLV may offer a House Quinella. House Quinella payoffs are determined by multiplying the win mutuel of the 1<sup>st</sup> place finisher times one-half the place mutuel of the 2<sup>nd</sup> place finisher; unless an entry or field horse run 1<sup>st</sup> and 2<sup>nd</sup>. In such cases, the payoffs are determined by multiplying the win mutuel of the 1<sup>st</sup> place finisher times one half the show mutuel of the 3<sup>rd</sup> place finisher.
- (A) In Quinella wagering, entries and field horses go as one. Quinella wagers may be accepted on a six (6) horse field or more provided there are at least six (6) separate betting interests. If a field of six (6) horses or more is reduced to five (5) betting interests or less, Quinella wagers will be considered "No Action" and the wager will be refunded. In the event a three (3) horse entry or field finishes 1-2-3, the Quinella will be paid from the entry or field to the horse finishing fourth (4<sup>th</sup>). The Quinella payout will be computed on the mutuels of the entry or field, and the 4<sup>th</sup> place finisher.
3. House wagering payout limits on all non-pari-mutuel Harness, Dog Tracks and Off Tracks (non-simulcast) unless stipulated otherwise on guest wagering information sheets are:
- (A) Straight wagers (win, place and show) Full track odds on the first \$20 wagered across the board. The remaining wagers balance to be paid at:
    - WIN 20/1
    - PLACE 8/1
    - SHOW 4/1
  - (B) Harness, Dog Track and Off Track (non-simulcast) Exotic payout limits:
    - Daily Double 100/1
    - Quinellas 100/1
    - Exactas 100/1

Trifecta	500/1
Pick 3	500/1

- (C) All other Exotic wagers not listed above, including Pick Six, Pick Four, Superfecta, etc. are 2000/1.
4. In the event of a scratch (horse is officially withdrawn or is officially declared a non-starter), straight wagers are refunded; in a two horse parlay the wager becomes a straight wager, a four horse parlay is reduced to a three horse parlay, etc. A scratch in a Daily Double, Pick 3, Quinella, Exacta, or Trifecta, etc. constitutes "No Action" and money is refunded. When a scratch involves part of an entry or field, action goes on the remaining portion of the entry or field.
  5. In the event that there is no winner at the track on a designated Trifecta, Superfecta, Daily Doubles, Pick 3, Pick 4, Pick 6, etc. wager, FBLV will honor those wagers that have correctly selected the order of finish or winning combination. Payouts will be based upon House Wagering payout limits. FBLV recognizes consolation payouts applicable to each wager type, up to full house limits.
  6. In all future wagering, the winner as determined by the track at the conclusion of said event, will also be declared the winner for wagering purposes.
  7. Wagering tickets are void after one year from the date of event. Winning tickets may be mailed in for redemption. See the reverse side of the bet ticket for mail-in collection instructions and address.