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SPORTS BETTING 101

Our helpful guide provides tools and resources so you can better understand the FanDuel Sportsbook for a smoother betting experience

For a hard copy, please inquire within at the FanDuel Sportsbook Counter.

HOW TO READ THE ODDS

Odds are the measure of how much you can win per \$100 wager. The - and + next to the odds are used to show the potential payout and whether the wager is more or less likely to win.

While the “-” wagers have a higher chance of paying out and the “+” wagers a lower chance, this is implied probability and does not guarantee a win or loss.

The “-” odds show how much you'd need to bet to win \$100. For example, if you see the odds are -120, that means if you wager \$120, your potential profit is \$100 (plus your original stake).

Dallas Cowboys		-120
MONEYLINE		
Dallas Cowboys @ Washington Commanders		
WAGER	TO WIN	
\$120	\$100	

The “+” odds show the amount of money you'd win if you bet \$100. For example, if you see the odds are +120, that means if you wager \$100, your potential profit is \$120.

Washington Commanders		+120
MONEYLINE		
Dallas Cowboys @ Washington Commanders		
WAGER	TO WIN	
\$100	\$120.00	

FYI: Don't confuse the odds with the point spread. The point spread is a bet type that has two types of “+” and “-”. The “+” and “-” with single or double digits are displayed ABOVE the odds and refer to the points scored in a game. The odds are below the spread and have triple digits or higher.

THE BET TYPES

SPREAD

When you bet the spread, you're betting on a team's margin of victory or defeat. So, if you bet on the favorite (indicated by the "-"), they have to win by more than the number shown. If you bet on the underdog ("+"), they have to win outright or lose by less than the number shown.

Example: If you bet on the Cowboys -4 option; the Cowboys would have to win by more than 4 points for your bet to cover. If you bet on the Washington Commanders +4 option, the Washington Commanders would have to either win outright, or lose by less than 4. If the Cowboys beat the Washington Commanders by exactly 4, then it's a push, meaning all stakes are refunded.

	SPREAD	MONEY	TOTAL
Dallas Cowboys	-4 -110	-190	O 48 -110
@ Washington Commanders	+4 -110	+160	U 48 -110

FYI: .5 points are used so there will not be a tie, or push, where the bet is void and you will get your money back.

MONEYLINE

A moneyline is a bet on which team will win a game outright.

Example: The Cowboys are -190 to beat the Washington Commanders, while the Washington Commanders are +160 to win. If you think the Cowboys will win the game, you would have to wager \$190 to potentially win \$100 (or wager \$19 to win \$10). Conversely, if you think the underdog, Washington Commanders, will win, you would wager \$100 to potentially win \$160 (or wager \$10 to win \$16).

	SPREAD	MONEYLINE	TOTAL
Dallas Cowboys	-4 -110	-190	O 48 -110
@ Washington Commanders	+4 -110	+160	U 48 -110

TOTAL

A total, or over/under, is a bet on the total amount of points scored in a game by both teams combined. A bet on the over means that both teams combined must score more than the number shown, whereas a bet on the under means that they must score less than the number shown.

Example: The Cowboys vs Washington Commanders total is 48 points. If you think the total score of the game will be more than 48, you would bet the over and would have to wager \$110 to potentially win \$100.

	SPREAD	MONEY	TOTAL
Dallas Cowboys	-4 -110	-190	O 48 -110
@ Washington Commanders	+4 -110	+160	U 48 -110

FYI: If the teams combine for the indicated total exactly, then the wager is a push (or tie), meaning all bets are voided and you get your money back.

PROP (OR PROPOSITION)

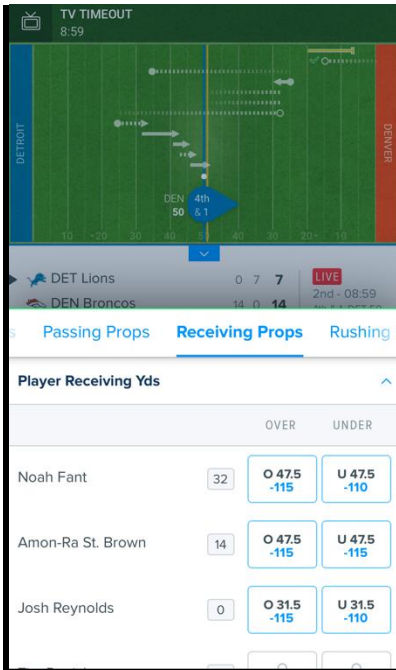
A prop is a bet that isn't tied to the outcome of a game. FanDuel offers both player props and game props.

Player props are tied to an individual player's performance in an event.

Example: Player totals: A set number for points/assists/yards/etc. and you can bet the over or under, e.g. "Noah Fant will have over 48 receiving yards."

Game props are tied to another specific aspect of the game (other than player performance).

Example: Will the game go to overtime? Will the team that scores first win? Is the total score going to be an odd or even number?



PARLAY

A parlay is a bet that combines two or more selections into one larger bet. For a parlay to be successful, each of the individual legs (or selections) must win.

Example: You want to bet the spread for the Cowboys vs Commanders, Lions vs Broncos, and NY Giants vs Chargers games. If you're confident in all your bets, then you can combine them into a parlay for a higher potential payout.

NFL Games	SPREAD	MONEY	TOTAL
Game 1			
DAL Cowboys	-4 -110	-190	O 48 -110
WAS Commanders	+4 -110	+160	U 48 -110
Game 2			
DET Lions	+8 -110	+290	O 42 -110
DEN Broncos	-8 -110	-360	U 42 -110
Game 3			
NY Giants	+10.5 -114	+400	O 44.5 -110
LA Chargers	-10.5 -106	-520	U 44.5 -110

3
Betslip
BALANCE \$271.82

Denver Broncos -8
-110

SPREAD

Detroit Lions @ Denver Broncos

WAGER
\$

TO WIN
\$

Washington Commanders
-110

SPREAD

Dallas Cowboys @ Washington Commanders

WAGER
\$

TO WIN
\$

New York Giants +10.5
-114

SPREAD

New York Giants @ Los Angeles Chargers

WAGER
\$

TO WIN
\$

3 Leg Parlay
+584

WAGER
\$5.00

TO WIN
\$29.21

Place 1 bet for \$5
TO WIN \$29.21

FYI: In the event of a tie in one of the selections in a parlay, that individual leg would be removed from the parlay and the odds would be adjusted accordingly.

SAME GAME PARLAY & SGP+

A Same Game Parlay is a special type of parlay that combines two or more selections from a single game.

FanDuel also offers a SGP+, which lets you add more selections from other games to your Same Game Parlay and Live SGP/SGP+ for all NFL games so you can get in the action even after the game has started.

Example: Think your favorite team is going to dominate their next matchup? Bet on them to win by more than 4 points and the total to go over - all in one parlay. If both of your parlay legs hit, you'll win more than if you placed each bet separately. But if you miss one leg, you'll lose the parlay.

Same Game Parlay

SGP
Same Game Parlay™
+276

Dallas Cowboys @ Washington Commanders

✓
Dallas Cowboys -4.0

SPREAD

✓
Over 48.0

TOTAL MATCH POINTS

\$10.00
TOTAL WAGER

\$27.62
TOTAL PAYOUT

Same Game Parlay+

4 Leg Paylay +1231

2 Same Game Parlay™ bets

- Same Game Parlay™**
Las Vegas Raiders @ Dallas Cowboys
- ✓ **Las Vegas Raiders +7.5**
SPREAD
- ✓ **Over 50.5**
TOTAL MATCH POINTS
- Same Game Parlay™**
Chicago Bears @ Detroit Lions
- ✓ **Detroit Lions +3.5**
SPREAD
- ✓ **Over 42.0**
TOTAL MATCH POINTS

\$10.00 TOTAL WAGER \$133.20 TOTAL PAYOUT

FYI: Keep an eye out for our Popular SGPs where you can make the same bets as your favorite celebrities or bet on trending wagers among FanDuel customers.

LIVE BETS OR IN-GAME BETS

If you're late to a game, you can still get in on the action. Live bets are any bets placed on a live game after it has already started. FanDuel offers odds throughout the game that continuously update as the game progresses.

RUSH
+9 Yards

2 PLAYS
16 YARDS

DET 1st & 10
41

DET Lions 0 7 7 **LIVE**
DEN Broncos 14 0 14
2nd - 11:04
1st & 10, DET 41

Popular TD Scorer Props Passing Props

	SPREAD	MONEY	TOTAL
Detroit Lions	+13.5 -115	+620	O 50.5 -111
Denver Broncos	-13.5 -111	-1100	U 50.5 -115

FYI: Odds are subject to change at any time and often change frequently in real time. Toggle on the “Always accept odds movement”, located on the betslip, to submit bets without confirming changes to odds for quick bet placement. Toggle off to confirm odds changes before bet placement.

Bet settlement is not always immediate and many of our live markets settle after the game is over.

ODDS BOOSTS

Odds Boosts are available on an impromptu basis. They offer increased odds, on certain bet selections for a higher potential payout.

Example: If the odds were -110 and you wagered \$10, you would potentially win a little over \$9. With the odds boosted to +125, a \$10 wager could win you \$12.50.

⚡ ODDS BOOSTED		WAS	NOW
3-Point FGs Made in the First 3 Minutes of the Suns v Pelicans		-110	+125
WAS			
WAGER	TO WIN		
\$10.00	\$9.09		
NOW			
WAGER	TO WIN		
\$10.00	\$12.50		

ALTERNATE LINES

Alternate lines let you choose your own spread or total.

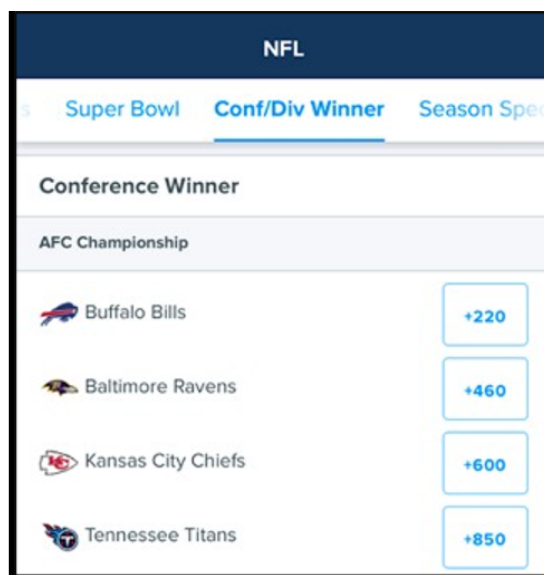
★ DAL Cowboys	
W WAS Commanders	
Bets	Popular
Same Game Parlay™	
1st Half	
Alternate Spread	
Dallas Cowboys (+21.5)	-4000
Dallas Cowboys (+20.5)	-4000
Dallas Cowboys (+19.5)	-3000
Dallas Cowboys (+18.5)	-2400





FYI: The majority of alternate spreads and totals are added to parlays and not normally bet as a straight.

FUTURES

Futures are bets on future events that generally won't occur for weeks or months. These events usually refer to significant league championships but can also refer to divisional or conference outcomes or be specific to a player.

Example: Futures can be wagers on competition or tournament outright (e.g. the Denver Broncos to win the Super Bowl, Novak Djokovic to win Wimbledon, the Los Angeles Lakers to win the Pacific Division, etc.). They can also refer to regular season win totals (e.g. Brooklyn Nets O/U 67.5 Wins), regular season points (e.g. Seattle Kraken O/U 125.5 Points) or player prop futures (e.g. Aaron Rodgers O/U 72.5 Passing TDs for the season).

A screenshot of a betting interface for the NFL. At the top, there's a dark blue header with 'NFL' in white. Below it, three tabs are visible: 'Super Bowl', 'Conf/Div Winner' (which is selected and underlined), and 'Season Spe'. Under the 'Conf/Div Winner' tab, there's a section titled 'Conference Winner'. Below that, a sub-section is titled 'AFC Championship'. This section lists four teams with their logos and corresponding odds in blue boxes: Buffalo Bills (+220), Baltimore Ravens (+460), Kansas City Chiefs (+600), and Tennessee Titans (+850).

NFL	
Super Bowl Conf/Div Winner Season Spe	
Conference Winner	
AFC Championship	
 Buffalo Bills	+220
 Baltimore Ravens	+460
 Kansas City Chiefs	+600
 Tennessee Titans	+850

ROUND ROBIN

A round robin is an easy way to place multiple parlays at once. When you place a round robin, you're placing individual bets on every possible parlay combination within the selected wagers. You don't have to win all the parlays to win the round robin.

To place a round robin, just add 3 or more selections to your betslip and go to the Round Robin tab. Here, you'll see the bets broken down By 2's, By 3's, and so on. These indicate the number of selections in each individual parlay you're placing. Round Robin wagers cannot combine different selections when there are related contingencies.

Example: If you're betting on teams A, B, and C to win outright, you'll have two round robin options available. Your By 2's option includes all possible 2-team parlays for these three wagers (A+B, B+C, and A+C). And your By 3's option includes all possible 3-team parlays on these 3 wagers (A+B+C). If you bet \$30 on the By 2's option, that money will be split evenly among the 2-team parlays (\$10 on each of the 3 wagers).

3 Round Robins

☒

Denver Broncos -8

SPREAD

Detroit Lions @ Denver Broncos

-110

☒

Washington Commanders +4

SPREAD

Dallas Cowboys @ Washington Commanders

-110

☒

New York Giants +10.5

SPREAD

New York Giants @ Los Angeles Chargers

-114

By 2's x3 wagers

+260

WAGER

\$5.00

TO WIN

\$39.06

3 Leg Parlay

+584

WAGER

\$5.00

TO WIN

\$29.20

TEASER

A teaser lets you add or subtract points from a spread or total. A minimum of two teams must be selected for a valid teaser and all selections must cover the spread for the teaser to win. Teaser point values vary by sport.

Example: If you were to subtract +3.5 points from your spreads, you would have longer odds (i.e. a harder chance to win) but a potentially higher payout. If you added points to your spreads, such as +8.5, you would have shorter odds (i.e. a better chance at winning) but a lower potential payout.

3 Teasers

NFL

-

+6 POINTS

+

✓ Denver Broncos

-8 >> -2

SPREAD

Detroit Lions @ Denver Broncos

✓ Washington Commanders

+4 >> +10

SPREAD

Dallas Cowboys @ Washington Commanders

✓ New York Giants

+10.5 >> +16.5

SPREAD

New York Giants @ Los Angeles Chargers

3 Leg Teaser

+140

WAGER \$5.00

TO WIN \$7.00

FYI: In the event of a tie in one of the selections in a teaser, that individual leg would be removed from the teaser and the odds would be adjusted accordingly. In the event of a tie in one leg of a 2-team teaser, two legs in 3-team teaser, etc. with a single leg covering, then the teaser is a push and stakes are refunded.

OTHER TYPES OF BETTING

Straight Betting

A simple straight wager on one selection to win.

Half and Quarter Betting

Half and quarter wagers only involve the score and player performances of a single half or quarter. The overall game score and stats don't count, only what happens during the specified portion of the game. The rules can vary depending on the sport in question but for NFL and NBA Overtime is included in 2nd half wagers.

Total Point Bet

A bet on the combined total number of points at the end of the whole game.

Betting by Sport

NFL

Available Bet Types: Straight Wagers, Player Propositions, Game Propositions, Parlays, Teasers, Live Wagers, Half and Quarter Wagers, Round Robins, Futures, Spread Wagers

Available Teasers

For NCAAAF and NFL, a user can sell points in the range of -7 to -6 (half points included) and buy points between +6 and +7 (half points included)

What you need to know

- At least ten minutes of game time must elapse in the fourth quarter for wagers to have action unless the result of the wager has already been determined.
- If a game starts and then is suspended prior to the above time and is not completed within 24 hours, all bets that are not unequivocally determined will be voided
- Overtime counts for all markets unless stated otherwise.
- Abandoned or postponed games are void unless played within 48 hours
- In the event of a change of venue, all wagers will be void.
- All settlements are based on results and statistics provided by the relevant league's governing body.
- We reserve the right to suspend any or all betting on a game at any time without notice.
- All Outright (Futures) markets include playoffs where applicable.
- For settlement purposes, the player who carries the ball into the end zone or catches the ball in the end zone will be considered the touchdown scorer (i.e. not the Quarterback who passed it).

NBA

Available Bet Types: Straight Wagers, Player Propositions, Game Propositions, Parlays, Teasers, Live Wagers, Half and Quarter Wagers, Round Robins, Futures, Spread Betting

Available Teasers

For NCAA and NBA, a user can sell points in the range of -5 to -4 (half points included) and buy points between +4 and +5 (half points included)

First Basket Markets

Resulted on the first score of the game. Should a player listed not start the game, all wagers on the player selected will be refunded. In the event of a tie at the end of the first quarter, First Basket / First Quarter double wagers are resulted as a loss.

The First Team Basket

Scorer will be resulted on the first scorer from each team; Should a player listed not start the game, all wagers on that player will be refunded (otherwise betting is all-in).

Wire-to-Wire Betting

These markets are offered for a given team to be leading a game at the end of each quarter of that game. In the event of the given selection not leading at the end of any of the four quarters the wager is settled as a loser.

What you need to know

- Should a game be abandoned with more than 5 minutes to play, all wagers will be void unless specific game results have already been predetermined. For example, if the O/U is set at 201.5 and 205 points have already been scored, Over 201.5 will be settled as a winner and under 201.5 is settled as a loser.
- If a game does not start on the scheduled start date and is not completed within 24 hours of the scheduled start time, all wagers will be void except for those on games which have been unconditionally determined.
- The push rule applies for all games where a draw/tie price is not offered.
- Overtime counts for all relevant wagers, like point totals and props on a player's statistics
- Wagers on the outcome of the entire league, unless otherwise stated, include playoffs. Tie-breaks, where applicable, are included in settlement.

MLB

Available Bet Types: Straight Wagers, Proposition Wagers, Parlays, Live Wagers, First 5 Innings, Round Robins, Futures, Spread Betting (Run Line)

Spread Wagering (Run Line)

Spread Wagering (Run Line) in Baseball is a straight wager on the run spread. When making a spread wager, the team you wager on must cover/beat the run spread. This means that the favored team must win by more than the minus spread value. The underdog can win the game, or lose by less than the plus value.

Listed Pitcher(s) Option

When wagering on Baseball, you may choose to apply one of the following methods to each wager:

- *Action:* Team against team regardless of the starting pitcher. Since baseball odds are dependent upon the starting pitchers, all action wagers are subject to odds adjustment if the actual starting pitchers are different from those listed on the board at the time of the wager.
- *One Specified Pitcher:* A wager on or against one specified pitcher, regardless of the other starting pitcher. In the event that the specified listed pitcher does not start, the wager is “No Action,” and it will be refunded. The wager will be subject to an odds adjustment should there be a change in the other listed or starting pitcher.
- *Both Specified Pitchers:* A wager in which both listed pitchers must start the game. If both actual starting pitchers are not the ones listed on the wagering ticket, the wager will be deemed “No Action” and refunded.

Settling bets when a listed pitcher is changed before the game starts:

- Should a listed pitcher change, all bets are live and will not be voided -- except for those specifically chosen in moneyline markets.
- The odds you place your bet on will be the odds you'll get paid out at if it wins.
- Undecided pitchers will be shown as ‘TBD’ so games can be posted earlier.

First 5 inning Wagering

FanDuel provides the option to wager on a result for only the first five innings of a game.

What you need to know

- If a game is shortened, results are official after 5 innings, or 4.5 innings if the home team is winning at the beginning of the bottom of the 5th inning (the “4.5 Innings Rule”).
- If a game gets called, the winner will be determined by the score after the last full inning completed.
- Should a game be shortened due to bad weather or similar, wagers which have already been unequivocally determined will stand. For example, if the O/U is 6.5 runs and there are 7 runs scored already, wagers on Over win and wagers on Under lose.
- Extra innings, where applicable, count for settlement purposes.
- If a game is suspended and finishes the following day (local time), then all wagers will stand. In the case of suspended MLB playoff games, all wagers will stand until the game is completed.
- In the case of a suspended game, the scheduled starting pitchers (the “Listed Pitchers”) must start for wagers to stand. In the event there is a double pitching change, where a pitcher is changed but then reinstated, it will be treated as a normal pitching change.
- All outright wagers include playoffs where applicable.
- A pitcher is deemed to be a starting pitcher after throwing one pitch at the start of the game.
- The scheduled starting pitchers if chosen must start for wagers to stand. In the event there is a double pitching change, where a pitcher is changed but then re-instated, it will be treated as a normal pitching change.

Additional MLB Betting Rules

- Totals: When wagering the total, the game must go 9 innings or 8.5 innings if the home team is ahead. Total markets are considered "Action" and wagers will remain open regardless of player changes. Wagers will be settled at the odds at bet placement.
- Alternate Run Lines: The alternate run-line option allows you to choose what run-line (spread) option you want to wager. The odds will increase or decrease depending on what run-line you choose.

NHL

Available Bet Types: Straight Wagers, Proposition Wagers, Parlays, Live Wagers, Period Wagers, Round Robins, Futures, Double Result

Spread/Puck Line Wagering

Spread/Puck Line Wagering in Ice Hockey is a straight wager on the goal spread. When making a spread wager, the team you wager on must cover/beat the goal spread. This means that the favored team must win by more than the minus spread value. The underdog must win the game, or lose by less than the plus value. Overtime counts.

What you need to know

- Games must go 55 minutes for wagers to stand. If a game is suspended prior to the 55th minute of play wager will be void unless the result of a wager has been clearly determined during the normal course of play.
- Overtime (including any subsequent shootout) counts for all markets unless stated otherwise.
- In the event of a shootout, the winning team will be credited with one goal. This counts for all applicable wagers, like spreads and totals.

Additional NHL Betting Rules

- **Double Result:** For this wager you are choosing which team will be winning at the end of the 1st period followed by which team will be winning at the end of the 3rd period. So if you select Team A/Draw, your wager would be on Team A to be winning after the 1st period and a draw at the end of the 3rd period.
- **Player Props:** Overtime counts for all player proposition markets. Players must appear on the ice during play for wagers to stand. If the player does not appear on the ice, wagers are voided. Only goals scored in regulation or overtime count for settlement purposes. Shootout goals do not count.
- **Anytime/First Goalscorers:** For the purpose of settlement all skaters who are dressed to play are considered runners. In the event a player does not dress for a game, wagers on that player will be void. Only goals scored in regulation or overtime count for settlement purposes. Shootout goals do not apply for settlement.

TENNIS

Available Bet Types: Straight Wagers, Proposition Wagers, Parlay, Live Wagers, Set Wagers, Round Robins, Futures, Spread Wagers

Game/Set Spread Wagering

Game/Set Spread Wagering is a straight wager on the game/set spread. When making a spread wager, the player you wager on must cover/beat the game/set spread. This means that the favored player must win the game/set by more than the minus spread value. The underdog must win the game/set, or lose by less than the plus value.

What you need to know

- If a player or pairing retires or is disqualified before the conclusion of a match, wagers will be handled in accordance with the Retirement Rules below
- If a tennis match does not take place or if a player is given a walkover, wagers on the event are deemed void.
- Where a player, pairing or team does not participate in a tournament (i.e. they withdraw prior to the start of their first match), all wagers involving that player, pairing or team will be voided.
- A tournament must be completed in full for all wagers relating to the outcome to stand. For the Stage of Elimination and Not to Reach the Final markets, a player must play at least one point during the tournament for wagers to stand.

Additional Tennis Wagering Rules

- Total Games/Handicap related wagers: Unless otherwise stated in the name/heading of a market or selection, totals/handicaps apply to the overall match (rather than to sets or games). For the purposes of these wagers, a tie-break is counted as one game. Forfeited points or games will count for final settlement purposes.
- Games / Alternative Games / Exact Games Won Margin: These wagers depend on the absolute difference in total games won by player A and total games won by player B.
- Aces / Double Fault related wagers: The match must be completed for wagers to stand, except in the case of the first ace or first double fault wagers.

Retirement Rules

ATP/WT/Challenger Tour:

Market Type	What happens to my wager if there is a retirement before end of 1 st Set?		
Match Odds	Both Selections will be voided	All other Markets	Win/Loss (Depending on outcome prior to retirement) All markets without known results will be voided

All Other Tournaments (Such as ITF Challenges, Exhibition Matches etc.):

Market Type	What happens to my wager if there is a retirement before end of 1 st Set?		
Match Odds	Both Selections will be voided	All other Markets	Win/Loss (Depending on outcome prior to retirement) All markets without known results will be voided

GOLF

Available Bet Types: Straight Wagers, Proposition Wagers, Parlays, Live Wagers, Round Robins, Futures, Spread Wagers

Outright Winner Betting

This is the most popular types of wager in Golf. You are wagering on a selection to win the whole tournament. Occasionally players can be tied for places. When this happens, we would implement the **Dead Heat Rule**.

Top 5/10/20 Betting

This is another popular wager type. You are wagering on a selection to finish inside the top 5, 10 or 20 depending on the market you choose. Occasionally players can be tied for places. When this happens, we would implement the Dead Heat Rule.

Dead Heat Rule

Dead heat is a term that describes when two or more selections finish an event tied. If a “dead-heat” between two selections is declared on any event, half the stake is applied to the selection at full odds and the other half is lost. If more than two “dead’-heats” are declared, the stake is proportioned accordingly.

- For example:
 - You bet \$100 at odds of +200 and 2 players tied for the same position.
 - Half the stake is lost -\$50
 - The other half wins and is paid at the same odds. So, \$50 wins at +200
 - If 3 players tie for the same position, then:
 - Two thirds of the stake is lost -\$66.66
 - The remaining third \$33.33 wins at +200

What you need to know

- If a player doesn’t start a tournament, then all wagers on that player are void. But if a player who starts a tournament drops out or is disqualified, that player will be considered to have lost the tournament and wagers on that player will stand.
- If the length of a tournament is shortened (i.e. if the last round is canceled due to weather), all wagers placed after the final round that was played are void.
- Any wager on a player “to qualify” is considered a win if the player qualifies for the tournament in question, regardless of if they finish first in the qualification round or not.
- Wagers on the “victory margin” do not include playoff holes.
- For 3-ball and 2-ball tournaments, wagers will still stand if players play in different groups or pairings than originally listed.
- For 3-ball and 2-ball tournaments in the event of a tie the wagers is deemed to be a loser.

SOCCKER

Available Bet Types: Proposition Wagers, Spread, Total Goals, Parlays, Futures, Round Robins

Since Betting (3-way)

Since draws are more common in soccer, most soccer markets offer 3-way spreads. When making a Soccer Spread wager, the team you wager on must cover/beat the goal spread. This means that the favored team must win by more than the outlined number of goals or the underdog will receive that number of goals as a head start. If you wager on the spread draw, you are wagering that the game will end in a draw when the spread value is applied to home team. (The home team is displayed first)

Home vs. Away Display

Home and Away teams are listed differently in soccer. The Home team is always listed first, or above, the Away team is listed second, or below.

What you need to know

- Unless otherwise stated, all soccer wagers apply to the full length of the match i.e. 90 mins (plus stoppage time).
- 'Extra-Time' wagers apply to 30 minutes of play according to the match officials, plus any added injury or stoppage time. However, penalty shoot-outs are not included. In 'Extra-Time' markets, wagers apply to the result during the extra-time period only. For the purposes of this market the score shall be deemed to be 0-0 at the start of the extra-time period.
- If the referee ends the match with over 90% of the game completed, all wagers will be settled based on the end results.
- If a match has not started by 11:59pm (local time) on the day it was scheduled and has not been rescheduled within the next three days, then all wagers will be void.
- If a team is disqualified, thrown out or otherwise removed from a league before the relevant season has started then all wagers involving that team will be made void.
- For 'Time of First Goal' wagers (i.e. 'First Goal Odds' markets), the first half is deemed to last until the whistle for half time regardless of injury time.
- For 'Total Goals' wagers, you are wagering on the combined total number of goals at the end of the whole game.
- For 'Anytime Goalscore' markets, if one or more of the players do not participate in the game, then they will be deemed non-runners and the original price will be reduced by the price of the said player(s) and settled according to the performance of the remaining selection(s).

Motorsports

Available Bet Types: Straight Wagers, Proposition Wagers, Parlays, Round Robins, Futures

What you need to know

- The signal to commence the warmup lap is considered the start of the race. If a driver is not on the grid or ready to start from the pit lane when the signal is given, all wagers on that driver are void.
- If a race is abandoned and no presentation position or official result is declared, all wagers on that race will be void except for wagers that have been unconditionally determined.
- Wagers will be settled on the result of the podium presentation regardless of any subsequent disqualifications.
- If the scheduled venue is changed after a wager is placed, all wagers will be void.
- On 'head-to-head' wagers (i.e. match wagers) the driver who finishes ahead or completes the most number of laps is deemed to be the winner, but both drivers must start for wagers to count.
- On safety car "Yes/No" wagers, a virtual safety car will not count as a safety car.
- If a driver switches race teams during race week or a driver not originally listed enters the field, these changes will be factored into the wagering, and any wagers submitted prior to these changes will be re-settled at the updated price.

Formula 1 "first retirement" wagers

- All wagers on drivers who do not start the formation lap will be voided.
- The first retirement will be settled on the number lap on which the driver retired.
- If 2 or more drivers retire on the same lap, then dead heat rules will apply regardless of the time that the drivers retired.

NASCAR Specific Wagering Rules

- Wagers on any drivers who do not qualify for the race will be voided
- The race must be run within 24 hours of the scheduled time for wagers to count
- All prop futures are deemed action when drivers qualify for at least 27 races. Outright Drivers Championship will be deemed as action when driver has qualified for at least 27 races.

- Head to head wagers:
 - If one driver fails to complete the race then the other driver will be declared the winner.
 - If both drivers fail to complete the race then the number of full laps completed will determine the results.
 - If both drivers failing to complete the race on the same lap then the official placing will be determined by the official NASCAR result.
 - Both drivers must start the race (e.g. cross the start line) for wagers to count.
 - If any driver is replaced before the start of the race then all matchups will be void.

MMA/ BOXING

Available Bet Types: Round Wagering, Proposition Wagers, Parlays, Live Wagering, Future Fights (If available)

BOXING

Round Wagering

For this type of wager, you are wagering on a boxer to win the fight outright in this particular round e.g. the fight is finished during the chosen round.

Round Wagering Rules

- Subject to the following rule, should, for any reason, the scheduled number of rounds be changed before the commencement of the contest, all round by round wagers will stand.
- Notwithstanding the above rule, should, for any reason, the scheduled number of rounds be decreased before the commencement of the contest, all round by round wagers on the dropped rounds will be void. Wagers on all the remaining rounds will stand.
- Where a contest finishes before the completion of the scheduled number of rounds and, for any reason, the winner is decided by the judges' scorecards (technical decision/technical draw) then all round wagers will be deemed losers.
- Where a contest finishes before the scheduled number of rounds due to an accidental injury and the winner is not determined by the judges' scorecards, all wagers will be void.

- For Will the Fight Go the Distance (or similarly titled) markets, should the scheduled number of rounds change, this market will be made void.

Method of Victory

You are wagering on your selection and the method they will win the fight.

Technical Decision/ Draw Information

- If a fight is scheduled for more than four rounds and, after four rounds, an accidental foul occurs which causes an injury (further to which the referee stops the fight), the fight will be deemed to have resulted in a technical decision in favor of the boxer who is ahead on the scorecards at the time the fight is stopped (and all markets on the fight will stand).
- If the accidental injury / technical decision occurs during the first 4 rounds, all wagers will be made void UNLESS the result of the relevant market has already been unequivocally determined or if the judges' scorecards are used to determine an official winner at ringside.
- If an intentional foul causes an injury and the injury results in the fight being stopped in a later round: (i) the injured boxer will be deemed to have won by technical decision if he is ahead on the scorecards and (ii) the fight will result in a 'technical draw' if the injured boxer is behind or even on the scorecards (and, for settlement purposes, the result of the fight will be deemed to be a draw).
- For wagering purposes wagering on rounds or group of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a technical decision before the end of the fight all wagers will be settled as a win by decision. Round wagers will be deemed losers.

What else you need to know

- Results will be based on the official result at ringside with the exception of a technical draw, which can be defined as accidental injury or foul. (the rules for which are set out in the "Technical Decision / Draw" section below).
- Results are not official for wagering purposes until verified by officials at the fighting venue. Should an official or unofficial sanctioning body overturn a fight decision based on an appeal, suspension, lawsuit, drug testing result or any other fighter sanction, this will not be recognized for wagering purposes and the wager will stand.
- Should a contest be postponed, wagers will stand if the rescheduled event occurs within 48 hours. Otherwise, all wagers in relation to the contest will be void.

- In the event of a 'no contest' being declared, all wagers will be made void, with the exception of selections where the outcome has already been unequivocally determined.
- Should there be a substitution for one of the boxers, wagers on the original contest will be void.
- Should there be a change in the manner in which a contest is advertised (e.g. a contest changes from a title fight to a non-title fight) wagers will stand. Match wagering markets where no draw selection is offered will be made void if the match ends in a draw.
- In fights where the scheduled number of rounds changes, all wagers will stand unless the rounds for specific wagers get cancelled. For example, if a fight gets changed from a 12 to a 10 round fight, wagers on rounds 11 and 12 will be void.

MMA

Round Wagering

For this type of wager, you are wagering on a fighter to win the fight outright in this particular round e.g. the fight is finished during the chosen round.

- Should a contest be postponed, wagers will stand if the rescheduled event occurs within 48 hours. Otherwise, all wagers in relation to the contest will be void.
- Stakes may be refunded before the original contest if requested. In the event of a 'no contest' being declared, all wagers will be made void.
- Should there be a substitution for one of the fighters, wagers on the original contest will be void.

Method of Victory Wagering in MMA

- For the purposes of this market, a KO includes the following:
 - referee stoppage while either fighter is, or both fighters are, standing;
 - referee stoppage while either fighter is, or both fighters are, on the canvas;
 - stoppage by doctor
 - stoppage by a fighter's corner/team; and
 - a fighter retires due to injury.
- For the purposes of this market, a submission includes the following:
 - referee stoppage due to tap-out;

- referee stoppage due to technical submission; and
- a fighter's verbal submission (including a verbal submission which is made due to strikes).
- In the event of a disqualification or a 'no contest' being declared, this market will be void.

Additional MMA Rules

- Quickest Fight of the Night - This market is settled on the official times which are made available on www.ufc.com and the winner shall be settled according to whichever fight finishes in the least amount of time.
- Dead heat rules apply if two fights finish after the same amount of time.

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