



FANDUEL
SPORTSBOOK

HOW TO BET GUIDE

TYPES OF BETTING

STRAIGHT BETTING:

A simple straight wager on one selection to win.

MONEYLINE:

A money line wager is a wager on a specific team or player to win the stated occurrence. The most common money line wager type is on a team or player to win a game but you can also place moneyline wagers on teams/players to win Quarters

SPREAD BETTING:

Spread Betting is a wager on the point, goal or run spread. When making a spread wager, the team you wager on must cover/beat the 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.

PROPOSITION BETTING:

A proposition wager or “Prop Bet” is a wager on a specific aspect of an event. FanDuel offers Player Props and Game Props.

LIVE BETTING:

For most events, wagering is still available even after a game begins. You can usually place most types of wagers right up until the last whistle, referred to as live or in-game wagers. The odds for live wagers continually update as the game progresses.

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.

FUTURES:

Futures are wagers on long term events which generally won't have a result for many weeks or even months. The most popular type of futures wager is placed on the outright market which basically means, who will win a league's championship? FanDuel also offer many other markets outside of the championship, usually including divisional and conference wagering. The odds on futures change as the event gets closer and more is known about the teams. Very often odds will also be updated as the tournament or league progresses.

PARLAYS:

A Parlay is a wager which combines several legs in a wager where the winnings from each selection roll onto the next. For a Parlay to be successful, all individual legs in the Parlay need to be winning selections. In the event of a tie in one of your selections in a parlay, the parlay is reduced to the next lowest number of teams. For example, if you have a 4 team parlay and one of the selections is a tie (only on 2 way markets), the leg would be considered a “push”. In this instance, the 4 team parlay would then become a 3 team parlay and would be settled at reduced odds to reflect a winning 3 team parlay.

ROUND ROBINS:

A round robin is a simple way to place multiple parlays at once. When you place a round robin wager, you’re placing individual wagers on every possible parlay combination within the selected wagers. All of the selections in the round robin do not have to win for you to have returns from the total stake.

To place a round robin, just add three or more selections to your bet slip and go to the “Round Robin” tab. Here, you’ll see the wager broken down By 2’s, By 3’s, and so on. These indicate the number of teams in each individual parlay you’re placing.

For 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 wager \$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).

Available Teasers: We offer 6, 6.5 and 7 point teasers for NFL and 6.5, 7 and 7.5 point teasers on College Football. In Basketball, we offer 4, 4.5 and 5 point teasers on both NBA and College Basketball. A teaser allows the player to add points on an underdog’s point spread or subtract points from a favorite. A minimum of two teams must be selected for a valid teaser and all selections must cover the spread for the teaser to win.

In the event of one or more legs being a push that leg(s) is discounted from the wager and if the other legs cover their spreads the teaser will pay accordingly e.g. if you have a three team / six point teaser and one leg pushes while the others cover then the teaser will be paid out as a two team teaser. In the event of a push on one leg in a two team teaser, two legs in a three team teaser etc. with the single leg covering then the teaser is considered a push and stakes are refunded.

FOOTBALL

AVAILABLE BET TYPES:

Straight Wagers, Player Propositions, Game Propositions, Parlays, Teasers, Live Wagers, Half and Quarter Wagers, Round Robins, Futures, Spread, Totals.

AVAILABLE TEASERS:

We offer 6, 6.5 and 7 point teasers for NFL and 6.5, 7 and 7.5 point teasers on College Football.

WHAT YOU NEED TO KNOW

- At least ten minutes of match time must elapse in the fourth quarter for wagers to have action, unless the result of the wager has already been determined.

- Overtime counts for all markets unless stated otherwise.
- Abandoned or postponed games are void unless played within the same scheduling week.
- 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 QB who passed it).

BASKETBALL

AVAILABLE BET TYPES:

Straight Wagers, Player Propositions, Game Propositions, Parlays, Teasers, Live Wagers, Half and Quarter Wagers, Round Robins, Futures, Spread Betting, Totals.

AVAILABLE TEASERS:

In NBA and College Basketball we offer 4, 4.5 and 5 point teasers.

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 Over/Under (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.

BASEBALL

AVAILABLE BET TYPES:

Straight Wagers, Proposition Wagers, Parlays, Live Wagers, First 5 Innings, Round Robins, Futures, Spread Betting (Run Line), Totals.

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 a Baseball moneyline, you may choose to apply one of the following methods to each wager:

- o **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.
- o **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.
- o **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.

FIRST FIVE 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 and Run Lines:** When wagering the total, the game must go 9 innings or 8.5 innings if the home team is ahead. Both listed pitchers must start the game or the wager is refunded. All totals and run line wagers are placed as listed pitchers.
- **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.

HOCKEY

AVAILABLE WAGER TYPES:

Straight Wagers, Proposition Wagers, Parlays, Live Wagers, Period Wagers, Round Robins, Futures, Double Result, Totals.

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.

TOTAL GOALS WAGERING:

For this market, you are wagering on the combines total number of goals at the end of the whole game.

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 WAGERING 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 WAGER TYPES:

Straight wagers, Proposition eagers, Parlay, Live Wagers, Set wagering, Round Robin, Futures, Spread wagering.

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 is disqualified before the conclusion of the match, the remaining player/pairing will be deemed the winner and will also be deemed to have won all remaining points/games/sets that would have followed.
- 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/WTA/Challenger Tour:

Market Type	What happens to my wager if there is a retirement before end of 1st 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 Challenger, Exhibition Matches etc.):

Market Type	What happens to my wager if there is a retirement before end of 1st 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 WAGER TYPES:

Straight wagers, Proposition wagers, Parlays, Live Wagers, Round Robins, Futures, Spread wagering.

OUTRIGHT BETTING:

This is the most popular type 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:

A dead heat in wagering is when two or more participants tie for a position in an event. This will only affect wagers placed on golfers who 'place', as the winner will be decided by a playoff if necessary.

THE CALCULATION IS AS FOLLOWS:

Your original stake is divided by the number of competitors involved in the dead heat and multiplied by the full odds.

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. A victory margin is a wager on how many strokes a golfer will win by.
- 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.

SOCCER

AVAILABLE BET TYPES:

Moneyline, Proposition wagers, Spread, Total Goals, Parlays, Futures, Round Robins.

MONEYLINE (3-WAY): Since draws are more common in soccer, moneyline wagering is 3-way and includes a draw option. Moneyline wagering, where a draw option is offered, is 90 minute betting (plus stoppage time).

SPREAD BETTING (3-WAY):

Since draws are more common in soccer, most soccer markets offer 3-way wagering. 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 team displayed first)

TOTAL GOALS WAGERING:

For this market, you are wagering on the combined total number of goals at the end of the whole game.

WHAT YOU NEED TO KNOW:

- Home and Away teams are listed differently than American sports. The Home team is always listed first.
- 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 extra-time and 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.
- "Anytime Score" 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).

AUTO RACING

AVAILABLE WAGERS TYPES:

Straight wagers, Proposition Wagers, Parlays, Round Robins, Futures.

WHAT YOU NEED TO KNOW:

- The signal to commence the warm up 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 (this is wagering on whether a safety car will be sent out during a race), 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 one week 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:
 - o If one driver fails to complete the race then the other driver will be declared the winner.
 - o If both drivers fail to complete the race then the number of full laps completed will determine the results.
 - o If both drivers failing to complete the race on the same lap then the official placing will be determined by the official NASCAR result.
 - o Both drivers must start the race (e.g. cross the start line) for wagers to count.
 - o If any driver is replaced before the start of the race then all matchups will be void.

BOXING

AVAILABLE WAGER TYPES:

Moneyline, Round Wagering, Proposition wagers, Parlays, Live Wagering, Future Fights (If available)

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 de-

creased 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. Will The Fight Go the Distance is a wager on whether the fight will go the full amount of scheduled rounds.

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 a 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.

GAMBLING PROBLEM? CALL 1-800-GAMBLER