



## Sports Wagering House Rules



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### GOLD RUSH GAMING

1. Management reserves the right to limit or refuse any wager. Patron **must be 21 or older** to place a wager with the Sportsbook. Patrons registered with the Ohio Voluntary Exclusion Program are prohibited from play.
2. All wagers must be a **minimum of \$1**.
3. A participant may not wager more than **\$700 (seven hundred dollars)** collectively, in a calendar week.
4. Management may change the minimum/maximum wager at any time, with prior approval from the Ohio Lottery Commission.
5. Wagers may be accepted at other than currently posted terms.
6. Gold Rush Gaming self-service kiosk shall accept wagers only by cash.
7. Payoffs are calculated based on the price a ticket was sold at. For example, a wager of \$120 on an event with a price of -120 would pay \$100. A \$100 wager on an event with a price of +150 would pay \$150.
8. The types of wagers allowed and accepted by Gold Rush Gaming are as follows:
  - (a) Spread wagers;
  - (b) Over-under wagers;
  - (c) Moneyline wagers;
  - (d) Parlay wagers that are based on not more than four component wagers
9. Point spread and total bets default to -110 unless otherwise stated.
10. Changes in odds or prices will be directly reflected within the betting menu on the self-service kiosk.
11. For wagering purposes, stipulations appearing on the Gold Rush Gaming self-service kiosk will always take precedent over House Rules.
12. Tickets go as written. Any voids or changes will be approved at Management's discretion.



13. Gold Rush Gaming is not responsible for any lost, stolen or damaged tickets. An electronic photograph of a bet ticket is acceptable for redemption providing the photograph is legible and all necessary information is captured in the image.
14. All winning tickets are valid for 180 days after the date of the event. Management will retain a record of all relevant results, odds, lines, line changes, and related statistics for a period of 180 days. This will serve as protection for both the patron and Sportsbook in case of obvious human or mechanical error in which Gold Rush Gaming may in its sole discretion, cancel any accepted wager for obvious error or in the case of a change in circumstance that makes grading the wager an impossibility. Obvious error can be defined as a clear mistake in the odds. Such mistakes could include the transposing of two prices on the money line or spread for a favorite and an underdog in a particular game or entering a typo in which you input the wrong price from what it was supposed to be, or as a result of some palpable technological or software error. Gold Rush Gaming will report any cancellations of wager(s) to the Ohio Lottery Commission via our Daily Exception Report
15. Payouts of winning wagers shall be made via redemption terminals located at Type C Host locations, or by submitting winning tickets by mail to the Gold Rush Gaming main office or by dropping winning tickets off at one of the Lottery regional offices for payment to be sent via mail.
16. Winnings are subject to IRS Reporting and Withholding rules, if applicable. Gold Rush Gaming assumes responsibility for paying the .24% federal tax on all wagers.
17. Gold Rush Gaming will attempt to resolve all patron disputes with the patron. Gold Rush Gaming will investigate each patron complaint and provide a response to the patron within ten (10) business days. If the patron is not satisfied by this resolution, it may submit a complaint to the Ohio Lottery Commission to review the matter. A complaint can be submitted in writing to Gold Rush via [Betohio@goldrushgaming.com](mailto:Betohio@goldrushgaming.com).
18. Management reserves the right to add, delete, or change the House Rules and/or payoff odds with the approval of the Ohio Lottery Commission.
19. House Rules only apply to wagers transacted on the self-service kiosk, as applicable.
20. For betting and/or grading purposes, the winner of an event or game is determined on the date of event's conclusion according to house wagering rules and regulations. After the date that the event has concluded Gold Rush does not recognize suspended games, protests, overturned decisions, etc. In the event of a conflicting and/or ambiguous result(s) pertaining to an event or game Gold Rush will recognize the result provided by the official leagues governing body (NFL, NBA, NHL, MLB, UFC, PGA, NCAA, etc.).
21. Overtime is included in all applicable wagers, unless otherwise stated in House Rules or the self-service kiosk. This includes all full game, in-play, and second half wagers, etc.



22. When wagering on the total amount of points scored in a game: Full game, second half, and overtime wagers include all overtime periods unless otherwise stipulated in House Rules or the self-service kiosk.
23. All game segment wagers including but not limited to quarters, halves, periods, must be completed in full, unless otherwise stipulated in House Rules or the self-service kiosk.
24. Gold Rush Gaming shall cancel any wager made by a Voluntary Exclusion Person immediately upon becoming aware of such wager(s) and that the patron is registered in "Voluntarily Excluded Person " program.
25. Gold Rush Gaming abides by the Ohio Lottery Commission's Rules and Operating Procedures and therefore it will not accept any wagers on prohibited events (such as sports betting on any high school sports event, or a video game that is not sanctioned by a sports governing body or equivalent as an electronic competition, or any proposition bets on collegiate sports events); nor accept wagers by any "Voluntary Exclusion Person" (which is defined as any individual whose participation may undermine the integrity of the betting or the sports event, or any person who is prohibited for other good cause, including, but not limited to: any individual placing a wager as an agent or proxy; any person who is an athlete, coach, referee, player, in, or on, any sports event overseen by that person's sports governing body based on publicly available information; a person who holds a position of authority or influence sufficient to exert influence over the participants in a sporting contest, including, but not limited to, coaches, managers, handlers, or athletic trainers; a person with access to certain types of exclusive information on any sports event overseen by that person's sports governing body based on publicly available information, or a person identified by any lists provided by the sports governing body to the Ohio Lottery Commission ("Voluntary Exclusion Person"). Should Gold Rush Gaming learn of any such wager being made by a Voluntary Exclusion Person, Gold Rush Gaming will investigate the matter and report such activity to the Ohio Lottery Commission, and where appropriate, to the sports governing body. Moreover, any such wager made by a Voluntary Exclusion Person will be deemed void and the Ohio Casino Control Commission will be notified for further instruction as to disposition of funds.
26. Individuals can enroll in the Voluntary Exclusion Program to ban themselves from participating in gaming. Gold Rush Gaming will enforce the barring of a patron who is a Voluntary Exclusion Person immediately upon notice should the patron be added to the Voluntary Exclusion Person list after already having a Gold Rush Gaming account or if the patron is not detected upon registration as a Voluntary Exclusion Person. Gold Rush Gaming will bar such patron by providing the patron notification that contains their prohibited status and results of any investigation conducted by Gold Rush Gaming. Gold Rush Gaming will ensure that immediately upon barring the Voluntary Exclusion Person, no new wagers or deposits will be accepted from the patron, until such time as the Voluntary Exclusion Person patron is no longer on the prohibited list and the barring has been lifted. Gold Rush Gaming will ensure that a Voluntary Exclusion Person patron is not prevented from withdrawing any or all of their account balance, and that the reason(s) for barring would not prohibit a Gold Rush Gaming Wagering Account withdrawal.



27. Sporting events that are cancelled or postponed longer than 48 hrs. will be VOID but will retain their wagered cash value for 180 days from the date of the original event date.
28. Tickets that are illegible, altered, counterfeit, incomplete, erroneous, or fails any validation are VOID and hold no value.
29. If Gold Rush Gaming accepts a bet on an event for which the outcome has already been determined, then Gold Rush Gaming reserves the right to deem that bet void.
30. For any questions related to these House Rules, general questions, or complaints, customers may contact Gold Rush Gaming at [inquiries@goldrushgaming.com](mailto:inquiries@goldrushgaming.com). It is the responsibility of Gold Rush Gaming to receive and address patron complaints. If Gold Rush Gaming is unable to resolve the customer dispute in a manner deemed satisfactory to the customer, the customer retains the right to submit a complaint in writing to the Ohio Casino Control Commission at: 100 East Broad Street, 20<sup>th</sup> Floor, Columbus, Ohio 43227

## **FOOTBALL**

### **31. Money Line**

Select the winner of the game. If the Result is a draw at the end of overtime, bets will be void.  
Possible selections: Home Team, Away Team.

### **32. Point Spread**

Select the winner after handicap spread has been applied to the official end result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

### **33. Total Points**

Select whether the total number of points scored in the match will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void. The result is determined based on the total number of points scored by both teams.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

### **34. Total Points – Home Team**

Select whether the total number of points scored in the match by the Home Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

### **35. Total Points – Away Team**

Select whether the total number of points scored in the match by the Away Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.



**36. Odd/Even (incl. OT)**

Select whether the total number of points scored in the match by both teams will be odd or even, including Overtime.

Possible selections: Odd, Even.

**37. 1st Half – Money Line**

Select which team will win the 1<sup>st</sup> Half. If the score at the Half time is draw, all bets will be void.

Possible selections: Home Team, Away Team.

**38. 1st Half - Point Spread**

Select the winner of the first half, after handicap spread has been applied to the 1st Half result. In 2-Way markets, bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

**39. 1st Half - Total Points**

Select whether the total number of points scored in the 1<sup>st</sup> Half will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void. The result is determined based on the total number of points scored by both teams.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**40. 1st Half – Total Points – Home Team**

Select whether the total number of points scored in the 1<sup>st</sup> Half by the Home team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**41. 1st Half – Total Points – Away Team**

Select whether the total number of points scored in the 1<sup>st</sup> Half by the Away team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**42. 1st or 2nd or 3rd or 4th Quarter - Winner**

Select the result of the specified quarter. A draw is possible. Overtime does **not** count for betting on the 4<sup>th</sup> Quarter.

Possible selections: Home Team, Draw, Away Team.

**43. 1st or 2nd or 3rd or 4th Quarter – Point Spreads**

Select the winner of the specified quarter (X), after handicap spread has been applied to the quarter result. In 2-Way markets, bets are void in the event of a tie after handicap spread has been applied.

Overtime does not count for betting on the 4th Quarter.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

**44. 1st or 2nd or 3rd or 4th Quarter – Total Points**

Select whether the total number of points scored in the specified Quarter (X) by both teams will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.



Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**45. 1st or 2nd or 3rd or 4th Quarter – Total Points – Home Team**

Select whether the total number of points scored in the specified Quarter (X) by the Home Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**46. 1st or 2nd or 3rd or 4th Quarter – Total Points – Away Team**

Select whether the total number of points scored in the specified Quarter (X) by the Away Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

## **BASKETBALL**

**47. Moneyline**

Select the team that will win the match.

Possible selections: Home Team, Away Team.

**48. Point Spread**

Select the winner after the handicap spread has been applied to the official final result.

Overtime counts.

Possible selections: Home Team (+/- x.x), Away Team (+/- x.x).

**49. Total Points**

Select whether the total number of points scored in the match by both teams will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**50. Totals Home Team**

Select whether the total number of points scored in the match by the Home Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**51. Totals Away Team**

Select whether the total number of points scored in the match by the Away Team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**52. Odd/Even Points**

Select whether the total number of points scored in the game will be odd or even. The result is determined based on the total number of points scored by both teams.

Possible selections: Odd, Even.



**53. Total Points & Money Line**

Select the full-time result and total points scored. Bets must indicate both the full-time winner and total points.

Possible selections: Under x.x points and Home Team, Under x.x points and Draw, Under x.x points and Away Team, Over x.x points and Home Team, Over x.x points and Draw, Over x.x points and Away Team.

**54. 1st Half - Money Line**

Select which team will win the first half. In 2-Way markets, bets will be void if the halftime-score is tied at the end of first half.

Possible selections: Home Team, Away Team.

**55. 1st Half – Winner**

Select the result of the first half including a draw.

Possible selections: Home Team, Draw, Away Team.

**56. 1st Half - Point Spread**

Select the winner of the 1<sup>st</sup> Half, after the handicap spread has been applied to the 1st Half – result.

Possible selections: Home Team (+/- x.x), Away Team (+/- x.x).

**57. 1st Half – Total Points**

Select whether the total number of points scored in the 1st Half by both teams will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**58. 1st Half – Totals Points Home Team**

Select whether the total number of points scored in the 1st Half by the Home team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**59. 1st Half – Total Points Away Team**

Select whether the total number of points scored in the 1st Half by the Away team will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**60. 1st Half – Odd/Even**

Select whether the total number of points scored in the 1st Half by both teams will be odd or even.

Possible selections: Odd, Even.

**61. 1st or 2nd or 3rd or 4th Quarter – Winner/1st or 2nd or 3rd or 4th Quarter – Moneyline (2Way)**

Select which team will win the specified quarter. In 2-way markets, bets will be void if the quarter-score is tied at the end of the quarter.

Overtime does **not** count for betting on the 4<sup>th</sup> Quarter.





Possible selections: Home Team, Away Team.

**62. 1st or 2nd or 3rd or 4th Quarter - Point Spread**

Select the winner of the specified Quarter (X), after the handicap spread has been applied to the official Quarter result.

Overtime does **not** count for betting on the 4<sup>th</sup> Quarter.

Possible selections: Home Team (+/- x.x), Away Team (+/- x.x).

**63. 1st or 2nd or 3rd or 4th Quarter - Total Points**

Select whether the total number of points scored in the specified Quarter (X) by both teams will be over (more than) or under (less than) the specified points value. If a whole number is offered as the specified points value and the total score is equal to this value, bets will be void.

Overtime does not count for betting on the 4<sup>th</sup> Quarter.

Possible selections: Over x.5 points, Under x.5 points. Over x.0 points, Under x.0 points.

**64. 1st or 2nd or 3rd or 4th Quarter - Odd/Even**

Select whether the total number of points scored in the specified Quarter (X) by both teams will be odd or even.

Overtime does not count for betting on the 4<sup>th</sup> Quarter.

Possible selections: Odd, Even.

## **HOCKEY**

**65. Money Line**

Select which team will win the match (Overtime and Penalty shootout are included).

Possible selections: Home Team, Away Team.

**66. Total Goals**

Select the total number of goals scored in the match (Overtime and Penalty shootout are included) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.x goals, Under x.x goals.

**67. Handicap**

Select the winner after handicap has been applied to the official end result (including Overtime and Penalty Shootout).

Overtime and Penalty Shootout counts.

Possible selections: x.x-Handicap for Home Team, x.x-Handicap for Away Team.

Whole goal handicap: a handicap of +/- one or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed will be void if the match ends in a draw after handicap spread has been applied to the teams.

Half goal handicap: a handicap of +/- 0.5 (half of one) or more goals will be given to each of the teams which will be added to the actual number of goals scored. Bets placed cannot end in a draw.

**68. Total Goals & Match Betting**

Select the match winner and total goals scored. Bets must indicate both the match winner



(Overtime and Penalty shootout are included) and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Away Team.

#### 69. **Total Goals Home Team**

Select the total number of goals scored in the match (Overtime and Penalty shootout are included) by the Home Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

#### 70. **Total Goals Away Team**

Select the total number of goals scored in the match (Overtime and Penalty shootout are included) by the Away Team to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

#### 71. **1st or 2nd or 3rd Period – Odd/Even Goals**

Select whether the total number of goals scored in the mentioned period will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

#### 72. **1st or 2nd or 3rd Period – Total Goals**

Select the total number of goals scored in the mentioned period to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Overtime does **not** count for betting on the 3<sup>rd</sup> Period.

Possible selections: Over x.5 goals, Under x.5 goals.

## **BASEBALL**

#### 73. **General Rules**

1. All matches must start on the scheduled date (always at the local time) for the bets to be valid. If a match is suspended or rescheduled before the scheduled start time, all bets will be void.
2. Baseball other than MLB (including minor baseball leagues): All bets (including specific pitcher) will be valid regardless of who is the pitcher of each team. The rule of 8½ innings will apply although in the case of the decision to apply the 'Mercy Rule', all bets will be settled based on the score at that time. The 6½ innings rule will apply to all 7 inning games played.
3. In the '2-Way' markets, the Push rules will apply unless specified otherwise. The amount wagered on single bet will be returned, while on multiple / combined bets (parlays), the selection will be considered as 'Void'.

#### 74. **MLB Bets**

1. It is the client's responsibility to be aware of any pitching changes.
2. Money Line (Action): Team against team, regardless of the pitcher who starts the game. For betting purposes, the pitcher who makes the first throw is considered to be the starting pitcher. When placing bets, pitchers can be specified.
3. A designated pitcher: A bet is made for or against a specified pitcher to be the starting pitcher of one of the teams, regardless of who is the starting pitcher of the opposing team. The listed pitcher



must start the game, otherwise the bet will be void.

4. Both Listed Pitchers must start: A bet that specifies both pitchers start. If any change occurs, the bet will be void.

5. In the event of a change in one of the initial pitchers before the start of the match, the bets may be adjusted to totals and the handicap.

6. Double change of pitchers: When changing a pitcher that appears in the list and is put back for the determination of bets, these will be considered as a normal change of the pitcher.

#### **75. Way to deal with pitcher changes**

1. When the bets are placed in Money Line Action, 5 Innings Money Line and there is a change of starting pitcher, the bets will remain active and bets for total races (over / under), Team totals (over / under), run line (handicap) and alternative run line (alternative handicap) will be considered void.

2. A pitcher is considered official after making the first pitch.

3. For any MLB play-off suspended event, which is completed within 72 hours, all bets will stand and will be determined after the game is completed. If the match is not completed within 72 hours of the suspension, all bets will be void, unless the result has already been determined.

4. If the game venue changes, bets will remain valid as the home team stands as the host. If the home or away team change, bets based on the original event will be void.

#### **76. Rule of the four and a half innings (4½ innings rule)**

Money Line - For bets to stand, there must be at least 5 full innings of play unless the team batting second is leading after 4½ innings, . If the game is called or suspended after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). Please note that suspended games do not carry over (with the exception of MLB play-off games - see specific rule). However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.

#### **77. Rule of six and a half innings (6½ innings rule)**

Total and Run Line betting (for 7 inning games) - The game must go at least 7 full innings (or 6½ innings if the team batting second is ahead) for bets to be valid. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time. Please note that suspended games do not carry over.

#### **78. Rule of eight and a half innings (8½ innings rule)**

Total and Run Line betting - The game must go at least 9 full innings (or 8½ innings if the team batting second is ahead) for bets to be valid. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time. Please note that suspended games do not carry over (with the exception of MLB play-off games - see specific rule).

#### **79. Betting before the start of the game**

1. All bets on the match include extra innings, unless otherwise specified.

2. If the 'Mercy Rule' is applied, all bets will be determined based on the current score.

3. Bet on 'Money line': It will depend on the rule of the 4½ innings.

4. 'Handicap', 'Handicap - 3 Options' and 'Handicap - Alternative': Will depend on the rule of 8½ innings.

5. Game Total, Team Totals, 3-Way Totals and Alternative Game Totals - Subject to 8 ½ innings rule except where the total has already gone over (if total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers), or where



the natural conclusion of the game would have meant the outcome of the total quoted would be determined (e.g. MLB game is called), or suspended at 5-5, bets on Game Totals of Over 10 or 10.5 would be settled as winners, with bets on Under 10 or 10.5 being settled as losers, since any natural conclusion to the match would have at least 11 runs. Specifically for MLB Spring Training matches, settlement will be based on 9 innings only, in instances when the natural conclusion rule could apply.

6. Most hits (Home team, Away team, Tie), Total hits (Over/Under), Team total hits (Over/Under): The rule of 8½ innings (8 ½ innings rule) will apply. If, however, the total has already gone Over then it will be settled as a winning bet, while bet on the Under deemed as a losing bet.

7. 4½ innings - Totals: Bets will be settled by the combined total score of both teams in the middle of the 5<sup>th</sup> inning (break between top and bottom inning), unless the score of the match has already reached more than the specified total. In such cases, over bets will be determined as winners, while under bets will be determined as losers.

8. 4½ innings - Handicap: Bets will be settled by the score in the middle of the 5<sup>th</sup> inning (break between top and bottom inning), unless the team that bats at the top of the 5<sup>th</sup> inning is already ahead at the end of 4<sup>th</sup> inning (with any run line applied). In that case, the team batting first will be declared the winner.

9. 3/5/7 Innings Totals - Bets will be settled based on the score after 3/5/7 full innings, unless the Total quoted has already gone over the specified number. In such cases, all bets will be settled as follows, over bets on quoted Total will be settled as “winners”, with under bets on quoted Total being settled as “losers”.

10. 3/5/7 Innings Line - Bets will be settled on the result after the first 3/5/7 innings of a game have been completed, unless the team batting second is already ahead (with any run line applied) at the middle of the relevant inning, or scores to go ahead (with any run line applied) in that inning, in which case the team batting second will be settled as the winner.

#### **80. Money Line**

Select which team will win the match. If any match ends in a draw, including overtime if played, bets on Money Line market are void.

Possible selections: Home Team, Away Team.

#### **81. Run Spread/Handicap/Runline**

Select the winner after handicap spread has been applied to the official end result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

#### **82. Total Runs**

Select the total number of runs scored in the match to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 runs, Under x.5 runs.

#### **83. Total Runs – Home Team**

Select the total number of runs scored in the match by the Home Team to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 runs, Under x.5 runs.



**84. Total Runs – Away Team**

Select the total number of runs scored in the match by the Away Team to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 runs, Under x.5 runs.

**85. Odd/Even Runs**

Select whether the total number of runs including extra innings will be odd or even. The score of both teams will be combined.

Possible selections: Odd, Even.

**86. Odd/Even Runs Home Team**

Select whether the total number of runs of the Home Team will be odd or even including extra innings.

Possible selections: Odd, Even.

**87. Odd/Even Runs Away Team**

Select whether the total number of runs of the Away Team will be odd or even including extra innings.

Possible selections: Odd, Even.

**88. 1st 5 Innings Winner**

Select which team will be in the lead after the first five innings. In 2-Way markets, bets are void in the event of a draw.

Possible selections 3-Way: Home Team, Draw, Away Team.

Possible selections 2-Way: Home Team, Away Team.

**89. 1st 5 Innings Handicap**

Select the winner after handicap spread has been applied to the first 5 Innings result. In 2-Way markets bets are void in the event of a tie after handicap spread has been applied.

Possible selections for 2-Way: x.x-spread for Home Team, x.x-spread for Away Team.

Possible selections for 3-Way: Home Team, Draw, Away Team.

**90. 1st 5 Innings - Total Runs**

Select the total number of runs scored in the first five innings to be over (more than) or under (less than) the given runs value. If a whole number is offered as the given runs value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 runs, Under x.5 runs.

**91. Money Line & Total Runs**

Select the full-time result and total runs scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Under x.5 Runs and Home Team, Under x.5 Runs and Away Team, Over x.5 Runs and Home Team, Over x.5 Runs and Away Team.



## **SOCCER**

### **Settlement**

All markets are settled according to the official result after regular match time (90 minutes) unless otherwise stated in the market description. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout, or golden goal.

If any match is not scheduled to be played for at least 80 minutes or uses any other format than 2 halves up to 40 or 45 minutes each, then all bets on that match will be void.

If a total of 90 minutes is played in regular game time but in a different format, then only Full-time result, Double Chance, Total goals Over/Under, and Handicap markets will be settled according to the result after 90 minutes. Any other remaining markets will be settled as void.

Particular youth matches ending after 80 minutes must not be indicated on the terminal.

For all card and booking points bets, any cards given to players not on the field or to management as well as cards given after the final whistle do not count towards the point totals and settlement of this bet.

### **Abandoned/Postponed Information**

All bets on abandoned or postponed matches will be void unless the match is re-scheduled and played within the next 24 hours. In this case, bets will stand. If a winning market has already been determined prior to abandonment (e.g., over 0.5 goals, halftime result etc.), all bets on these markets stand.

Interrupted or postponed matches, which do take place within a tournament, the bets will stand provided the match is completed before the end of the competition.

### **92. Fulltime Result**

Select which team will win the match.

Possible selections: Home Team, Draw, Away Team.

### **93. Double Chance**

Select what will be the final result of the match in one of the two specified outcomes.

Possible selections:

Home Team or Draw (1X) – if the final result is either a home win or draw, bets on this selection are winners.

Draw or Away Team (X2) – if the final result is either a draw or away win, bets on this selection are winners.

Home or Away Team (12) – if the final result is either a home or away win, bets on this selection are winners.

### **94. Handicap**

Select the winner, after the quoted handicap has been applied to the official final result.

Possible selections: Home Team, Draw, Away Team.

### **95. Both Teams To Score**

Select whether or not both teams will score in regular match time.

Possible selections: Yes, No.

### **96. Total Goals**

Select whether the total number of goals scored by both teams in the regular time of the match will be over (more than) or under (less than) the quoted value. If a whole number is offered as the quoted value and the total score is equal to this value, bets will be void.



Possible selections: Over x.5 goals, Under x.5 goals. Over x.0 goals, Under x.0 goals.

**97. Total Home Team**

Select the total number of goals scored by the Home Team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

**98. Total Away Team**

Select the total number of goals scored by the Away Team in the match in regular time to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 goals, Under x.5 goals.

**99. Odd or Even goals**

Select whether the total number of goals in regular match time will be odd or even.

Possible selections: Odd, Even.

**100. Odd or Even Goals – Home Team**

Select whether the total number of home team goals in regular match time will be odd or even.

Possible selections: Odd, Even.

*Settlement*

No home team goal will be settled as even.

**101. Odd or Even Goals – Away Team**

Select whether the total number of away team goals in regular match time will be odd or even.

Possible selections: Odd, Even.

*Settlement*

No away team goal will be settled as even

**102. Total Goals & Match Betting**

Select the full-time result and total goals scored. Bets must indicate both the full-time winner and total goals.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

**103. Matchbet & Both Teams to Score**

Select the full-time result and if both teams score. Bets must indicate both.

Possible selections: Home Team & Yes, Home Team & No, Draw & Yes, Draw & No, Away Team & Yes, Away Team & No.

**104. Both Teams to Score & Total Goals**

A combined bet whether both teams will score and what will be total number of goals in the match.

Possible selections: Yes & Over x.x goals, Yes & Under x.x goals, No & Over x.x goals, No & Under x.x goals.

**105. 1st Half - Result**

Select which team will win the first half.



Possible selections: Home Team, Draw, Away Team.

**106. 1st Half – Total Goals**

Select the total number of goals scored in the first half to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void. The score of both teams will be combined.

Possible selections: Over x.5 goals, Under x.5 goals.

**107. 1st Half - Totals & 1st Half Result**

Select the half-time result and total goals scored in the first half. Bets must indicate both.

Possible selections: Under x.5 goals and Home Team, Under x.5 goals and Draw, Under x.5 goals and Away Team, Over x.5 goals and Home Team, Over x.5 goals and Draw, Over x.5 goals and Away Team.

**108. 1st Half - Matchbet & Both Teams to Score**

Select the half-time result and if both teams score in the first half. Bets must indicate both.

Possible selections: Home Team & Yes, Home Team & No, Draw & Yes, Draw & No, Away Team & Yes, Away Team & No.

## **FIGHTS**

### **MMA**

**109. Fight Winner**

Select which fighter will win.

Possible selections: Fighter 1, Fighter 2.

**110. Total Rounds Over/Under**

Select the total number of rounds completed to be over (more than) or under (less than) the given value.

Possible selections: Over x.5, Under x.5

### **Boxing**

**111. Bout Betting**

Select which fighter will win the bout.

Possible selections: Fighter 1, Draw, Fighter 2.

**112. Draw No Bet**

Select which fighter will win the bout. In the event of a draw all bets are void.

Possible selections: Fighter 1, Fighter 2.

**113. Total Round Over/Under**

Select the total number of rounds completed to be over (more than) or under (less than) the given value.

Possible selections: Over x.5 rounds, Under x.5 rounds.





### *Settlement*

Should a whole round instead of half a round be quoted, the halfway point is deemed to be 1 minute for a 2 minute round, 1 minute and 30 second for a 3 minute round, and 2 minutes and 30 seconds for a 5 minute round.

## 114. Method of Victory

Select how which fighter will win the bout.

Possible selections: Fighter 1 by Decision/Technical Decision, Fighter 1 KO/TKO/DQ, Fighter 2 by Decision/Technical Decision, Fighter 2 KO/TKO/DQ, Draw.

### *Settlement*

KO – A Fight will be considered a Knockout (KO) should the boxer fail to make the 10 count.

Technical Knockout (TKO) - A Fight will be considered a TKO should the referee or Corner stop the fight unless the fight is decided by the judges' scorecards or is ruled a 'no contest'. All retirements from the Corner including 'throwing in the towel' or 'retiring the boxer' will be considered a TKO.

Disqualification (DQ) - A fight will be deemed a DQ should the referee stop the fight before a KO/TKO or judges' decision because of persistent rules violations. The disqualified boxer loses the fight.

Decision/ Technical Decision – A fight will be considered a Decision or Technical Decision should the judges' scorecards determine the fight winner at any point in the fight, so long as the fight is not scored a draw, majority draw, or unanimous draw.

Draw – If the fight is scored a Draw.

Technical Draw - If the referee stops the fight for any reason other than KO/TKO or DQ. If the fight is deemed a 'technical draw' within the first four rounds, bets will be void.

In the event of a 'No Contest', all bets are void.

## TENNIS

## 115. General Rules

### *Settlement*

A match must be completed for all bets to stand, unless a market has already been determined before the match reached its full result. In this case, for determined markets (e.g., Winner of the 1st Set), all bets on these markets will stand.

If the total number of sets to be played is changed, match bets will stand, but bets on Correct Score, Total Sets and Total Points will be void. In the event of a change of surface for a match (e.g., outdoor tournament moving a match indoors due to bad weather), all bets will stand.

In the event of a result not being attainable, all unsettled bets will be void.

### *Abandoned/Postponed Information*

If a match is postponed or re-scheduled, the bets will stand provided the match is completed before the end of the competition.

All prematch and inplay markets that have been decided at the time of interruption, disqualification or abandonment will be settled according to the result at time of interruption, disqualification or abandonment. All bets on Total Games where the value (e.g., 15,5) has already been reached will be settled. All bets on markets with undecided results will be void.

**Davis Cup or Fed Cup:** Interrupted or postponed matches will be declared invalid if not resumed and completed within 48 hours.

**Round Robin Tournaments:** Interrupted or postponed matches will be declared invalid if not resumed and completed within 48 hours.

**Retirement/Disqualification of a player:** It does not matter when the player retires/is



disqualified, all bets on undecided markets will be void.

**Walkover:** All bets are void.

#### 116. Match Betting

Select which player will win the match.

Possible selections: Player 1, Player 2.

#### 117. Game Handicap

Select the winner after handicap games have been applied to the total games of each player according to the official end result.

Possible selections 2-Way: x.5-Handicap for Player 1, x.5-Handicap for Player 2.

Possible selections 3-Way: Player 1, Draw, Player 2.

#### 118. Total Games

Select the total number of games played in the match to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

#### 119. Total Sets

Select how many sets will be played in the match.

Possible selections (Best of 3): 2, 3.

Possible selections (Best of 5): 3, 4, 5.

#### 120. Winner Set X

Select which player will win the specified Set (X).

Possible selections: Player 1, Player 2.

#### 121. Xth Set – Total Games

Select the total number of games played in the specified set (X) to be over (more than) or under (less than) the given value. If a whole number is offered as the given value and the total score is equal to this value, bets will be void.

Possible selections: Over x.5 games, Under x.5 games.

## AUTO RACING

#### 122. General Rules

##### *Settlement*

The podium presentation (or similar ceremony) will count as the result. Any subsequent changes to the official result will not affect the settlement of the bets.

Only drivers who start the formation lap or are present on the grid or ready to start from the pit lane are deemed to have participated in the race. Any non-runners will be settled as void.

Official rules of the governing body will apply when more participants than expected finish in a position, e.g., two drivers tied for third in the drivers' championship.

##### *Abandoned/Postponed Information*

If an event is abandoned and no official result is declared, bets are void.

If a race is abandoned and an official result is declared, bets will be settled according to the official



result, even if the race is shorter than originally notified.

Changes to the times, dates or format of any practice/qualifying/race session will not affect settlement provided the event takes place within 30 days of originally scheduled date and at the same circuit. Otherwise, bets are void.

### 123. Race Winner

Select the winner of the race. Bets are settled according to the podium ceremony. Subsequent changes to the result will not affect the settlement. Dead Heat Rule applies.

Possible selections: All drivers who participate in the race.

### 124. Qualifying Winner

Select the Qualifying Winner. Winner will be the driver who has the fastest timed lap in the last qualifying session. Any subsequent adjustments to grid positions will not count.

If two or more drivers have the same time, the ruling of the official body will count.

Possible selections: All drivers who participate in the qualifying.

### 125. Head to Head

Predict which driver of those listed will achieve the better position in the race/qualifying/season.

#### *Qualifying:*

Bets will be void, if at least one of the two Drivers/Riders/Constructors does not start a lap. Note, any driver electing not to set a time in a qualifying session after progressing from a previous session (e.g., Q1, Q2, Q3 in Formula 1) will be sorted by rank against his opponent.

#### *Race:*

Bets are void if either participant does not start the Race. The warm-up lap counts as part of the race.

If either or both participants do not finish the race, the participant who finishes more laps is the winner. If both participants do not finish the race but complete the same number of laps, bets will be void.

#### *Season:*

Bets are void if either participant does not start any races.

Official rules of the governing body will apply if participants are level on points.

## **GOLF**

### 126. General Rules

Once a player has teed off, he is deemed to have participated in the tournament.

#### *Settlement*

In the case of a player withdrawing after having teed off, bets on outright, match and group betting are lost.

Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

### 127. Outright Winner

Select which player/team will win a tournament. Playoffs count.

Possible selections: All teams/players who participate in the tournament.

#### *Settlement*

All bets will be settled according to the official result after the last hole of the tournament.

Subsequent changes in any manner will not affect the settlement.

If there is more than one winner, Dead Heat Rule applies.



If a team/player does not participate in the tournament, all outright bets on this team/player are void.

The time declared on terminals must not accord with the planned end of the competition.

**128. 3balls**

Select which player will achieve the lowest score over eighteen holes. In case of a 3ball being re-arranged, bets will be settled in the original group. In the case of a non-participant, the 3ball will be void. In the case of a tie, Dead Heat Rule will apply.

**129. 2balls**

Select which player will achieve the lowest score over eighteen holes. In the case of a 2ball being re-arranged, bets will be settled on the original pairing. In the case of a non-participant, the 2ball will be void. A tie is possible.

## **CYCLING**

**130. Stage Winner**

Select the winner of the stage.

## **OLYMPICS**

**131. General Rules**

Games rules apply to both the summer and winter Olympics. They can also be applied to other multi-event championships, such as the Commonwealth Games.

An individual sports rules take precedence over these rules in the event of any ambiguity or contradiction.

*Abandoned/Postponed Information*

If any event/match is postponed, bets will stand providing the event is rescheduled to take place before the closing ceremony.

*Settlement*

Bet settlement is based on the result at the time of the podium presentation or medal ceremony.

Any subsequent disqualifications or alterations, for whatever reason, will be disregarded.

All bets will be "all in", compete or not, unless otherwise stated.

In the event of more than one medal being awarded for the same position, Dead Heat Rules apply.

Betting on the championship medal table will be settled according to the published list, following the final event. Any subsequent disqualifications or alterations will not be included.



## OTHER SPORT EVENTS

Any other sporting event to be offered by Gold Rush Gaming is subject to Ohio Casino Control Commission approval and the Gold Rush Gaming House Rules will be updated and revised upon approval of such sporting event/other event.

## PARLAY WAGERING

126. All off the board parlays are paid according to the true odds calculation. Here is how to calculate the true odds payout of a parlay:

- a. For parlay legs with a minus price, begin with  $100/(\text{price}+100)$
- b. For parlay legs with a plus price, begin with  $(100 + \text{price})/100$
- c. Add 1 to each number
- d. Multiply the numbers
- e. Subtract 1 to get your profit per unit wagered
- f. Example: 4 team parlay with odds of -350, -110, +120, +245

$$(100/350) + 1 = 1.286$$

$$(100/110) + 1 = 1.909$$

$$(120/100) + 1 = 2.2$$

$$(245/100) + 1 = 3.45$$

$$(1.2857*1.9090*2.2*3.45) - 1 = 17.6289$$

For a parlay with these prices, a \$100 wager would profit \$1,762.89

127. Maximum off-the-board parlay payout is 1000-1.

128. Any "TIE", "PUSH", or "NO ACTION" on any leg reduces the parlay to the next lowest payout level.

129. Any "TIE", "PUSH", or "NO ACTION" on either leg of a two-leg parlay turns the wager into a straight bet.

130. Any rule(s) present on the Gold Rush Gaming self-service kiosk will take precedent over House Rules.