

The Rez House Rules

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The Rez House Rules

1. General Rules

- A. Patron must be 21 years of age or older to place a sports wager.
- B. Patrons should familiarize themselves with The Rez House Rules before placing a bet. By placing a bet, the patron acknowledges reading, understanding, and agreeing to The Rez House Rules.
- C. The Rez reserves the right to refuse or limit any wager and delete or limit selections prior to the acceptance of any wagers.
- D. The Rez reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected and subsequently void any wagers placed on the affected events and markets.
- E. It is the patron's responsibility to check ticket(s) for accuracy before leaving the betting window/kiosk. Patron leaving the window/kiosk with the ticket is deemed an acceptance of the wager by both parties.
 - i. Tickets will not be altered or voided prior to the start of an event except at the discretion of management and with the approval of both parties.
 - ii. Once both parties accept a wager, tickets will not be altered or voided after an event officially begins.
 - iii. No wagers shall be rescinded except in compliance with The Rez House Rules or at the sole discretion of management when both parties are in agreement.
 - iv. Tickets will expire 180 days (6 months) from conclusion of the event.
- F. Management will make every effort to ensure the odds displayed on their screen are accurate.
 - i. All statistical and other data displayed on the sportsbook screens, wall boards, scratch sheets, etc. are for the convenience of our patrons only. Maximum care is taken to ensure the accuracy of such information.
 - ii. Computer generated point spreads/odds shall determine winners, losers, ties and payout odds.
 - iii. For the protection of all concerned, management will retain a record of all point spreads and odds in case of technical or human error.
 - iv. Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
- G. The Rez will determine minimum and maximum wagers on all race & sports events.
- H. The Rez reserves the right to void or amend a wager that is a result of an obvious error with a misstated line or misstated odds of a wager or where the terms offered on a wager are substantially different from those available to the general market at the time the wager is placed. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.
- I. The Rez reserves the right to add, change or delete the Race & Sports Book payout ratio limits.

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- J. The Rez is not responsible for lost, stolen, altered, damaged or unreadable tickets. Lost or stolen ticket claims will be paid upon presentation of supporting information or documentation. In the absence of such documentation The Rez reserves the right to wait at least 120 days after the conclusion of the event and/or racing meet to make its decision regarding payment.
- K. The Rez patrons should contact a supervisor or higher with any questions or concerns, or regarding the settlement of any The Rez Sportsbook markets or bets.
 - i. Management will make every reasonable effort to resolve any concerns or disputed settlements.
 - ii. If the Rez patron is not satisfied with how the bet has been settled, the patron may request to discuss the disputed settlement with a Coshatta Tribal Gaming Commission Inspector and may file a formal written complaint with the Commission.
 - iii. Patrons must submit a complaint regarding any unsatisfactory settlement in writing to the Commission no later than 30 days after initially addressing the complaint with The Rez management in order for a formal investigation to be conducted.
- L. The Rez reserves the right to prohibit the following individuals from entering The Rez Sportsbook or participation in any sportsbook wagering activities:
 - i. Any patron on the exclusion list
 - ii. Self-excluded or self-restricted patrons
 - iii. Prohibited Players (refer to page 22)
 - iv. Patrons suspected in syndicate wagering
- M. Excluded or self-excluded patrons will not be entitled to refunds of wagers or any winnings from wagers.
- N. The Rez reserves the right to add, change or delete The Rez House Rules, subject to regulatory approval.
- O. No person may wager or attempt to wager on behalf of another person or entity.
- P. The Rez does not guarantee a field selection on any Future/Proposition wager.

2. Action/Official Results

- A. An abandonment is where a match is halted before the completion of the allocated match time and not played out to conclusion on the same day. Markets which have been determined at the time of abandonment (i.e., the outcome has already been decided) such as “First Team to Score,” “First goal scorer,” etc. will stand. The market must be fully determined for bets to stand.
- B. Basketball, Hockey and Baseball must be played on the date scheduled, to be considered “Action”. If a game is postponed and/or rescheduled to a later date, said game will automatically constitute “No Action”, unless otherwise specified. Game start or conclusion times delayed or extended beyond midnight are not recognized as date changes for wagering purposes.

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- C. Football: in case of abandoned or postponed matches all undecided markets are considered void unless the match continues within the same weekly schedule (please note, that weekly schedule does not mean a timeline of a “week”). For example, for NFL the weekly schedule would be the timeline of Thursday through Wednesday local stadium time.
- D. For Soccer unless otherwise specified, if a match is suspended/postponed and is continued within 48 hours of the previous scheduled start time, then all bets will be considered “Action” and settled with the final result. If the match is not started within 48 hours, then all undecided bets are considered “No Action/Void”, unless stipulated otherwise on guest wagering information sheets or odds display.
- E. Except for Boxing, Mixed Martial Arts (all leagues), and Tennis - Management is not responsible for location changes. If a game or event is moved from the original location, all wagers are “No Action” unless otherwise stipulated.
- F. For wagering purposes, unless otherwise stipulated, matches are official after: All – considered action once the opening bell/buzzer sounds, regardless of the scheduled length of the bout. All fighting “pick the round” proposition wagers are “No Action” (Refunded) if the scheduled length of the bout is changed from the distance displayed by the sportsbook, be it on guest wagering information sheets or odds display.
- G. IGT uses the official governing body to score all events (NFL.com, NBA.com, MLB.com etc.) All results are deemed final once the official agency (official sports body, commission, sanctioning organization, etc.) has posted the result. Subsequent inquiries and changes to official result will not affect the bet settlement after one (1) hour or more of the conclusion of the event.
- H. For betting purposes, the winner of an event or game will be determined on the date and approximate time of the events conclusion according to The Rez House Rules. The Rez does not recognize suspended games, result changes one (1) hour or more after the events conclusion, protests, or overturned decisions, etc.
- I. Minimum play requirements for betting purposes, unless stipulated otherwise on guest wagering information sheets or odds display, games are official after:
 - i. Basketball (NBA): 43 minutes of play.
 - ii. Basketball (college): 35 minutes of play.
 - iii. Basketball (WNBA) – 35 minutes of play.
 - iv. Basketball (International/Olympic) – 35 minutes of play.
 - v. Fighting, Mixed Martial Arts (Professional) - When bell (buzzer etc.) is sounded signifying the start of the opening round, the bout is considered official for betting purposes, regardless of the scheduled length.
 - vi. Baseball (Major league, Minor league, college and amateur): In all nine-inning scheduled games, winners and losers are official after nine (9) innings of play, unless the home team is leading after eight and one-half (8½) innings. Postponed or suspended games must go a minimum of five (5) innings or four and one-half (4½) innings if the home team is ahead (also applies to seven-inning scheduled games). If a game goes past five (5) innings and is subsequently postponed or suspended, the winner is determined by the score after the last full inning of play.

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The exception is a case in which the home team scores to tie or take the lead in the bottom half of the inning in which the game is postponed or suspended; the runs do count.

- vii. Football (professional and college): 55 minutes of play.
- viii. Hockey (professional, college): 55 minutes of play.
- ix. Soccer (professional) - 90 minutes of play.
- x. All halftimes (1st half and 2nd half), quarter, period, set, etc. wagering propositions must be played to the conclusion of that portion of play to be considered “Action”, and are independent of the game and other propositions. Soccer 1st half or 2nd half wagers must go at least forty-five (45) minutes to be considered “Action”.
- J. For all sports except Baseball, for Player Proposition bets, the player must play for “Action” or all bets for that player will be considered “No Action/Void”.
- K. For Baseball, the player must start for “Action” or all bets for that player will be considered “No Action/Void”.
- L. If a game is final for betting purposes, all player prop bets are “Action;” however, if the game is suspended/postponed/abandoned before the game is official for betting purposes, all undecided player prop bets for that game will be “No Action/Void.”
- M. Pre-Built Parlay Markets: If any individual leg of the parlay is void (player did not play or for MLB player did not start), the parlay will be graded as “No Action/Void.”
- N. Futures wagers will be graded within one (1) calendar year of the official league start date; in the circumstances of delayed future wagers, including but not limited to division/conference/finals etc., the date change will be considered action if completed within one (1) calendar year of the official league start date.
- O. Both sides must start in any two – way matchup propositions.
- P. Any straight wager deemed “No Action” will be refunded. If a parlay has a leg that is deemed “No Action”, the parlay will reduce by one selection (i.e., 4-team parlay becomes a 3-team parlay, 2-team parlay becomes a straight wager). If a teaser has a leg that is deemed “No Action”, the teaser will reduce by one selection (i.e., 4-team teaser becomes a 3-team teaser, 2-team teaser becomes a refund). **This rule does NOT apply to SGP (Same Game Parlays (Please see SGP rules).)*
- Q. For season long player statistical leader and award futures players must play in at least one regular season game for “Action”.
- R. In the event of a Tie or “Dead Heat”, when two or more participants finish exactly even, the bet amount will be divided by the number of players tied for that placing while the original odds stand.
Example:
A \$100 wager placed on Participant A at +400
Player A and Player B tie for the lead
2-way dead heat:
\$50 is settled as a winner at +400
\$50 is treated as a losing stake
- S. For all sports not listed, General Rules will apply.

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3. Auto Racing, Cycling

- A. All wagers on weekly events and future book wagers on Auto Racing, Cycling are “Action” unless stipulated otherwise on guest wagering information sheets or odds display.
- B. All participants in event match-up or driver propositions must start the race, or that proposition is “No Action” and wager will be refunded.
- C. The winner of Driver Matchups and Race Propositions will be based on the official finish order.
- D. All Auto Race and Cycling wagers are on drivers, cyclists only; not on a team or car, unless stipulated otherwise on guest wagering information sheets or odds display. The official results have an approximate time of 1 ½ to 2 hours to conclude the post-race inspections to have a defined results in our offer.
- E. For NASCAR: results will be considered official for wagering purposes upon conclusion of Post-Race Inspection (approximately 1 ½ to 2 hours) at that time, auto series recognized results and statistics will be used to determine all winners and losers. Subsequent changes will not be recognized.
- F. For F1: race results will be official after F1 provides the results of the race points for all competitors, approximately 30 minutes after the race.
- G. The Field includes any driver who is not listed.
- H. If a specific event is suspended/postponed, then bets will be considered “Action” provided that the event is completed within seventy-two (72) hours.

4. Baseball

- A. Baseball wagers are accepted in the following manner:
 - i. Action: All bets are action team against team, regardless of the starting pitchers. There are no listed pitchers.
- B. On baseball first (1st) inning wagers, the first (1st) inning must be completed for “Action.”
- C. On baseball first 5 inning Moneyline wagers the game must go 5 complete innings or 4 ½ innings with the home team winning for “Action”.
- D. When wagering on “totals” (over/under), extra innings, etc., are counted in the final score, unless stipulated otherwise.
- E. All settlements are based on the results and statistics provided by the relevant league’s governing body (e.g., Major League Baseball).
- F. Called/suspended games must go a minimum of five (5) innings, or four and one-half (4½) innings if the home team is ahead.
- G. If a game goes past five (5) innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. Except in a case in which the home team scores to tie or take the lead in the bottom half of the inning in which the game is Postponed or Suspended; the runs do count.
- H. When wagering on baseball "Totals" or "Run Lines," the game must go at least the regulation nine (9) innings (eight and one-half (8½) if the home team is ahead) for a

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scheduled nine-inning game. For baseball first five (5) innings “totals” or “run lines”, the game must go five (5) complete innings for “Action”.

- I. For all non-US Professional Leagues and College Baseball and Softball, wagers are “Action” regardless of starting pitchers. “Totals” and “Run Line” wagers are subject to the same game length rules as Professional US Baseball. The bottom team that is listed does not necessarily bat last.
- J. If on the day of the events conclusion no winner is determined, minimum play requirements are not met or if “No Contest” is declared, all wagers on that event will be considered “No Action” for betting purposes and wager will be refunded.
- K. When wagering on Softball “Totals” or “Run Lines”, the game must go at least the regulation seven (7) innings (six and one-half (6 ½) innings if the home team is ahead.)
 - i. If the game goes past regulation innings into extra innings and is subsequently suspended or postponed, it is considered to have “Action” and the winner and loser shall be determined by the score at the time the game is called/suspended, In the case where the home team does not complete their turn at bat in the bottom half of an extra-inning game, the score reverts to the previous full inning of play, unless the home team scores to tie the game, in which then the score will be determined at the point of suspension.
- L. For the World Baseball Classic or any other games that are called due to the “Mercy Rule” (play is terminated when one team is ahead by 10 or more runs after seven (7) innings (6 ½ innings if the home team is winning), “Totals” and “Run Lines” are considered “Action”. Markets will not be voided due to the match being completed early.
- M. Unless odds are quoted for a tie, any market where the result is a tie, those bets will be refunded.
- N. For Professional Baseball regular season wins wagers, please check customer sheets for the minimum required games to be played for “Action”.
- O. In the event that the All-Star Game does not go into extra innings but is decided by a Home Run Derby, the winner of the Home Run Derby will have one (1) run added to its score and this run will count towards the game total. Example of the Home Run Derby scenario: If the score is 3 – 3 after nine (9) innings, the team winning the Home Run Derby will win the game 4 – 3.
- P. Win conditions for the specific microbetting proposition wagers:
 - Pitch Outcome Selections: Hit by pitch is “Ball”. Foul ball is “Strike” (including strike three tip), unless caught which is “In Play”.
 - Batters in half inning: Fewer than three batters in a walkoff is a win for exact = 3.

5. Basketball

- A. All games must be fully completed for full game basketball wagers to be “Action.” NBA must play a minimum of forty-three (43) minutes to be considered “Completed”. College, WNBA and International must play a minimum of thirty-five (35) minutes to be considered “Completed.”

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- B. All first and second half, and quarter wagers must be played to their conclusion to be considered “Action.”
- C. Any part-game wagers are action upon completion of the specified period. For example, a first (1st) quarter wager in a game postponed in the second (2nd) half is action; whereas a third (3rd) quarter wager in a game postponed during the third (3rd) quarter is void.
- D. Overtime is counted in the final score, unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
- E. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.
- F. If a match starts on the scheduled start date and is not completed within twenty-four (24) hours, it will be deemed “No Action.”
- G. For second (2nd) half basketball bets: For any bets in these markets, unless otherwise stated, Overtime will be counted when tallying the score.
- H. For Pre-Season, Summer League and Pro Basketball All-Star games, games are “Action” if the league determines a result, no matter what the rule changes are pertaining to individual games.
- I. For Pro Basketball Regular Season Wins wagers, please check customer sheets for the minimum required games to be played for “Action”.
- J. Win conditions for the specific microbetting proposition wagers:
 - Next Field Goal: Defensive goaltending/basket-interference: Counts as a made FG for the shooting team (method 2P/3P per shot location). Offensive goaltending/basket-interference or offensive foul on the shot: No field goal; play is a turnover/violation—market remains open. Review changes 3↔2 or wipes a basket: Grade to the final ruling. No further field goals in the game: Void.
 - Dead-ball technical FT(s) unrelated to the possession: Do not satisfy “Yes” or resolve the market; possession numbering/outcome continues afterward.

6. Boxing/MMA

- A. In “Fighting,” a full round is defined as one in which the bell (buzzer, etc.) has sounded signifying the conclusion of such round. If a fighter is counted out or the bout officially stopped prior to the bell, that round is not considered a full round for wagering purposes. If a half round (one (1) minute and thirty (30) seconds of a three (3) minute round, two (2) minutes thirty (30) seconds of a five (5) minute round) or other specified time is listed, the official time of the bout’s conclusion, as determined by ring officials, will determine proposition winners and losers.
- B. If a boxing or mixed martial arts fight ends at exactly one (1) minute thirty (30) seconds of a three (3) minute round or two (2) minute thirty (30) seconds of a five (5) minute round, whereas the fight lands exactly on the listed total, over/under wagers will be refunded.
- C. On fighting and mixed martial arts “K.O.” proposition wagers, “K.O.” includes knockout, technical knockout, disqualification, or any other stoppage.

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- D. For Pick the Knockout Round wagers, if a fighter doesn't answer the bell for the next round, the previous round will be declared the winner. Knockout includes a technical knockout and disqualifications.
- E. On fighting and mixed martial arts "Decision" proposition wagers, "Decision" means the fight must go to the judge's scorecards to determine a winner, including a technical decision.
- F. On fighting and mixed martial arts "Draw" proposition wagers; "Draw" means fight must go to the judges' scorecards and be declared a draw; including a technical draw. In the event of a draw, wagers on who will win will be "No Action".
- G. All Straight Win wagers will have "Action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All Round, Knockout (K.O.) or Decision proposition wagers are "No Action" if the scheduled length of the bout is changed.
- H. All wagers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight.
- I. For settlement purposes, in case the match is interrupted for any reason in between rounds, e.g., retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round.
- J. In the event of a fight being declared "No Contest", all wagers (including totals) on that fight will be considered "No Action", regardless of when the fight is stopped.
- K. All wagers are "action" as long as the event is final within 48 hours of the original start date.

7. Football

- A. Games must be played at the venue specified for "Action."
- B. In case of abandoned or postponed matches all undecided markets are considered void unless the match continues within the same weekly schedule (please note, that weekly schedule does not mean a timeline of a "week"). For example, for NFL the weekly schedule would be the timeline of Thursday through Wednesday local stadium time.
- C. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
- D. Overtime counts unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any wagers involving specified quarters.
- E. Wagers for all partial-game markets are "Action" upon the completion of the specified period. For example, a first (1st) half wager is "Action" if a game is postponed in the second (2nd) half, whereas a fourth (4th) quarter wager is void if the game is postponed in the fourth (4th) quarter.
- F. Ties will be posted as a "Refund".
- G. For 2nd Half Football Bets: For any bets in these markets, unless otherwise stated, Overtime will be counted when determining how the bets are settled.
- H. Futures/Season Bets: NFL regular season win totals, and matchups are based on teams completing all seventeen (17) regular season games, and for CFL all eighteen (18) regular

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season games. College Football teams must play all scheduled regular season games for “Action.”

- I. When wagering on football regular season win totals (college and professional), teams must play the exact number of games on their schedule for “Action”. If there is a change in opponent, if the team plays the originally scheduled number of games, those bets are still declared as “Action”. For college football regular season wins, conference championship and bowl games do not count towards the win total.
- J. Defensive Tackles and Tackles+Assists markets only count plays made on the defensive plays (i.e. Special Team plays are not included in grading)
- K. For Pro Championship Game proposition wagers, please consult the customer sheets for all rules that govern specific bets.
- L. Win conditions for the specific microbetting propositions wagers:
 - A drive does NOT count unless an offensive snap is made by that team
 - First down Must be achieved by an offensive play. Penalty yards do not count towards a conversion.
 - Penalty yardage is excluded from X+ Yard Play markets. The play must be officially recorded with yards gained to count.

8. Golf

- A. All wagers on weekly golf tournaments/events and future book wagers on golf tournaments/events are “Action,” unless stipulated otherwise on guest wagering information sheets or odds display.
- B. All bets referring to Tournament Performance (Winner, Place, Group Betting, Top Nationality, Individual Final Position, etc.) will be deemed valid as long as thirty-six (36) holes have been completed by the eligible players, and an official result has been declared by the tournament organization.
- C. If a golfer withdraws before the start of a tournament all futures bets will be “Action” unless otherwise specified.
- D. Most holes played, wins Golf matchups. If holes are equal, then low score wins.
- E. If both golfers listed in a “Head-to-Head” match-up are involved in a 3-way (or more) playoff, either golfer involved must win the playoff to win that matchup, or proposition is “No Action” and wager will be refunded.
- F. In "Head-to-Heads" based on the best finishing position in the tournament, in case one player misses the “Cut” then the other player will be settled as the winner. If both participants fail to make the "Cut" the player with the lowest score at the "Cut" will be resulted as the winner.
- G. In the event of a tie or a “Dead Heat” the bet amount is reduced by the number of players tied for that placing while the original odds stand. An example of this would be a \$100 wager placed on Golfer A at +200 to finish in the Top 5. If Golfer A ties with 4 other Golfers for fifth (5th) place the wager will be calculated by dividing the \$100 stake five (5) times per Rules. Calculation: $\$100/5=\20 , $\$20@+200=\40 + divided wager $\$20=\60
- H. Tournament Group Betting: Winning bets must select the player who achieves the highest tournament placing from a selected group. In the event of any player in the group not

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teeing off, bets will be refunded. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead Heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.

- I. Round Leader Markets: Bets will be settled after the specific round has been completed. "Dead Heat" rules apply.

9. Hockey

- A. For wagers that specify "Including Overtime:" In the event of a shootout in Hockey, the winner of the shootout will have one (1) goal added to its score and this goal will count towards the game total, regardless of the number of shootout goals scored. For player yes-no goal scoring props, shootout goals do not count.
- B. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
- C. If "Overtime" includes another period, the first team to score will win the game. This "Overtime" goal scored will be included in the puck line wagers and total wagers that are only specified as "Including Overtime."
- D. For College Hockey wagering purposes, regular season final scores will be determined by the rules of the particular conference. "3 on 3" and shootout results may not count towards the final score.
- E. Wagers for all partial game markets (periods) are "Action" upon the completion of the specified period. For example, a first (1st) period wager is action if a game is postponed in the third (3rd) period, whereas a second (2nd) period wager is void if the game is postponed in the second (2nd) period.
- F. Ties will be refunded unless the market is a three-way market (where odds are quoted for a tie).
- G. Futures/Season Bets: All bets stand on Outright, Conference and Divisional betting regardless of player movement, team movement, team name change or season length.
- H. Hockey player proposition wagers do include "Overtime," but not shootouts unless otherwise specified.
- I. For Pro Hockey Regular Season Point wagers, please check customer sheets for the minimum required games to be played for "Action".

10. Soccer

- A. For all Goal Line, Moneyline, and Total wagers, the score at the end of ninety (90) minutes, plus injury time minutes, will be used to determine winning and losing tickets; extra time and penalty kick shootouts do not count, unless otherwise specified. For all first (1st) half Goal Line, Moneyline and Total wagers, the score at the end of 45 minutes, plus injury minutes, will be used to determine winning and losing wagers.
- B. A wager on a team "To Advance" will include the result of extra time and penalty kick shootouts to determine the winner of the match.

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- C. Wagers will be decided based on the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
- D. All markets are inclusive of regular time totals unless explicitly listed as an Extra Time market (First and Last goal scorer markets are inclusive of Full Time and Extra Time) and will be settled as such.
- E. Extra Time Markets: If there is no ET or the player does not play in ET, those markets will be voided.
- F. For 3-way wagering propositions: Sides must Win, Lose or Draw (each is a separate wagering interest). If the wagering offer on a match includes the Draw as a third option and the match ends in a Draw, wagers on the Draw will be paid, while wagers on both teams will be considered losing propositions. Three-Way wagers will be decided based on the score after ninety (90) minutes of play and any added injury time.
- G. For Player Proposition wagers: Player Must Start for a bet to be action. If a market is created and that player does NOT start the game, the bet is void.
- H. "1st Goalscorer & correct score" – Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals. "Anytime Goalscorer & correct score" – Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals. If the player doesn't start, yet is listed in the goalscorer proposition, such selection would be action since it is a selection and not a market that is tied to a specific player's performance.
- I. Penalty kick shoot-out goals do not count toward player goal totals
- J. Yellow and Red Cards for non-players (already substituted players, managers, players on the bench) are not considered as well as cards shown after the final whistle.
- K. Official league data will be used to determine all statistical wagering propositions, player proposition wagers and future book wagers. This may take up to one (1) hour after the conclusion of the match to be settled.
- L. Corner Markets – Corners awarded but not taken are not considered for betting purposes.
- M. Shots: Any clear attempt by a player to score a goal (on target, off target or blocked).
- N. Shots on Goal / Shots on Target: An attempt by a player which directly results in a goal (regardless of clear intent to score a goal), or a clear attempt by a player to score a goal that clearly would have gone into the net if not for a goalkeeper save or a stop made by the last-man (with the goalkeeper clearly unable to save).
- O. Passes: Attempted pass (successful or unsuccessful) with the clear intention of one player to find a teammate.

11. Tennis

- A. If there is a walkover, retirement, disqualification, or abandonment at any time after the start of the match, the player progressing to the next round will be deemed the winner. All markets that have not already had their result determined will be settled as void. If a match is abandoned before the match has begun, all bets are "No Action".
- B. A Tennis match is deemed to have started with the first serve of the match.

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- C. All weekly tournament/event or future tournament/event wagers on Tennis wagers are “Action” once an event begins, unless stipulated otherwise on kiosks or sportsbook sheets.
- D. If a match is suspended/postponed after the match has started, all full game wagers are “Action” if completed within forty-eight (48) hours.
- E. For partial-match wagering (e.g., game and set betting), wagers are considered “Action” upon the completion of the specified period. For example, first (1st) set wagers are “Action” upon the completion of the first (1st) set.
- F. All Tennis matches are “Action” regardless of a venue change, surface change, court type, or change of scheduling as long as they are fully completed.

12. Olympics

- A. All events will be settled based on the official International Olympic Committee podium results.
- B. Wagering on the Championship Medal Counts will be settled following the final event and according to the podium results.
- C. If an event is postponed during the Olympics, wagers will stand as long as the event is completed prior to the closing ceremony.
- D. For an event with a time limit, the full time of the game must expire for a wager to be considered “Action”.
- E. In Head to Head match, best time/score is the winner.
- F. Medal Winners are considered “Action”, when awarded their medal at the podium.

13. In-Play House Rules

- A. If games do not finish in their entirety, Handicap and Total “In-play” wagers will be refunded.
- B. Once an “In-play” wager is submitted, it will be considered “Action” and will not be voided.
- C. For partial-game wagering, wagers are considered “Action” upon the completion of the specified proposition.

D. Football

- i. Overtime periods count towards the point line, total, and money line for full game wagers, unless otherwise specified.
- ii. Ties will be refunded.
- iii. In case of any delay (rain, darkness ...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- iv. Markets do not consider overtime unless otherwise stated.

E. Basketball

- i. Overtime periods count towards the point line, total, and money line for full game and second half wagers, unless otherwise specified.
- ii. Ties will be refunded.

The Rez House Rules

- iii. If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- iv. If odds were offered with an incorrect match time (more than two (2) minutes), we reserve the right to void betting.
- v. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- vi. In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
- vii. In the event that a match finishes in a tie, but no Overtime is played, all markets are settled according to the result at the end of regular time (except Match Winner incl. OT, which is voided).

F. Baseball

- i. The event needs to go at least eight-and-a-half “8½” innings for the spread and totals markets to be “action”.
- ii. 1X2: The market will be settled if the match goes at least five (5) innings (four and a half (4.5) if home team is leading) and is considered official.
- iii. Winner (incl. extra innings): The market will be settled if the match goes at least five (5) innings (four and a half (4.5) if home team is leading) and is considered official
- iv. Race to x runs (inc. extra innings): If the match ends before the Xth point is reached (inc. extra innings), this market is considered void (cancelled).
- v. When will the match be decided?: Market will be settled as "Any extra inning" if at the end of regular time (after a full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.
- vi. Will there be overtime?: Market will be settled as "Yes" if at the end of regular time (after full nine (9) Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.

G. Hockey

- i. For “In-play” period wagers, the period must be played to its conclusion to have “Action.”
- ii. All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.
- iii. If a match is interrupted and continued within 48h after initial kick-off all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- iv. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout

Next Scoring Type

- v. Even strength: Goals are considered even strength when every team has the same number of players on the ice.

The Rez House Rules

- vi. Power-play: A goal is considered to be a power-play goal if the team with numerical advantage scores.
- vii. Short-handed: A goal is considered to be a short-handed goal if the team with numerical disadvantage scores.
- viii. Penalty shot: A penalty shot is considered to be a goal if converted.
- ix. Empty net: A goal is considered to be an empty net goal, if the trailing team pulls the goalkeeper for an extra attacker and the leading team scores. In power-play/short-handed and empty net situations, a goal will always be considered as empty net goal for settlement purposes.

H. Soccer

- i. All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only unless otherwise stated.
- ii. If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- iii. Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.
- iv. These rules will be applied on any video assistant referee (VAR) situation.
- v. Markets will be settled based on the goal time announced by TV. If this is not available, the time according to the match clock is considered.
- vi. Goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.
- vii. Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.
- viii. Booking interval markets are settled based on the time the card is shown and not the time the infringement is made.
- ix. Offsides will be settled based on the time when the referee gives the decision.
- x. Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.
- xi. Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.
- xii. For all 5 min/15 min interval markets, related to interval minutes 41-45/31-45, events (goals, corners) in added injury or stoppage time will be accounted for.
- xiii. Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taker is awarded the goal.
- xiv. Penalty: Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count.
- xv. Own Goal: If goal is declared as an own goal.
- xvi. Header: The scorers last touch has to be with the head.

The Rez House Rules

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

I. Tennis

- i. If a player retires or is disqualified from a match before its completion; all wagers placed on match winner will be action.
- ii. In case of default, retirement or walkover of any player, all undecided bets are considered void.
- iii. In case of any delay (rain, darkness ...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- iv. If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- v. In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.
- vi. If a player retires all undecided markets are considered void.
- vii. Every tie-break or Match tie-break counts as 1 game.
- viii. Mini-breaks within tie-breaks or match-tiebreaks are not considered for settlement purposes.
- ix. If any player retires directly after a break point occurs, it will still count as break point for settlement purposes.

14. Wager Information

A. Funding A Wager

- i. Wagers at The Rez may only be funded with cash, table games chips or with funds from a The Rez winning ticket or The Rez voucher. All wagers are placed at The Rez kiosks after cash or a winning ticket or voucher has been inserted.

B. Redeeming a winning bet

- i. All winning bets must be redeemed at The Rez's Cashier's Cage or Main Cashier Cage during normal hours of operation or can be redeemed at a sports betting kiosk to use winnings to place a wager or receive a voucher.

C. Maximum Wager Limit

- i. The maximum wager accepted at the sports betting kiosk is \$500 per wager

D. Cancellation & Voiding Wagers

- i. Although The Rez works to ensure no errors are made in accepting sports betting wagers, due to technical or human error a bet may be accepted that is an obvious error. An obvious error could be one of the following:
 - a. The odds or terms offered are materially different from the general betting market when the bet was placed. In these instances, The Rez reserves the right to correct the odds and pay the winning bet at correct price as determined by The Rez or void any bets placed.
 - b. If an event is offered in error, the scheduled start time is incorrect, or for any other reason The Rez may void these erroneous bets at its discretion and will provide explanation of why the decision to void was made after an investigation.

The Rez House Rules

- c. Any other instances due to system or technical issues will be addressed individually.
- E. Patrons shall verify that all information on their ticket is accurate before leaving the Sportsbook Counter/Kiosk. Unless agreed upon by both parties, and at the discretion of The Rez Sportsbook, no ticket will be altered or voided prior to the start of the event.
- F. All future wagers are “Action” if winner is officially declared, unless otherwise posted or noted on printed media.
- G. The field includes any participant who is not listed.

15.Voids/Cancellations

- A. The Rez reserves the right, at its own discretion, to declare a bet void, totally or partially, if it is obvious that any of the following circumstances have occurred:
 - i. Bets have been offered, placed and/or accepted due to an error.
 - ii. Bets placed while the website was encountering technical problems that would otherwise not have been accepted.
 - iii. We reserve the right to void bets placed on known outcomes or known results.
 - iv. Influence Betting.
 - v. Syndicate Betting.
 - vi. A result has been affected by illegal activity- directly or indirectly.
 - vii. Any erroneous pre-game wagers accepted after the scheduled start time.
 - viii. Any erroneous live-game wagers accepted at an incorrect price due to delayed or failing of the ‘Live’ coverage.
 - ix. Bets that have been found to be placed by a prohibited person or by a person physically located outside of Coshatta Tribal Trust Lands at the time the sports wager is made.

16. Calculating Parlay Payout *(This does NOT apply to SGP payouts(Please see SGP rules).)*

- A. STRAIGHT BETS PAY 10-11 unless posted or specified otherwise on printed media. In the event of a tie in a straight wager, wager is considered “no action” and money is refunded.
- B. All parlays are based on a TRUE ODDS format. This is calculated by multiplying the decimal amount wagered.
PARLAY ODDS (-110)
2 TEAMS 2.64 - 1
3 TEAMS 5.95 - 1
4 TEAMS 12.28 - 1
5 TEAMS 24.35 - 1
6 TEAMS 47.41 - 1
7 TEAMS 91.42 - 1
8 TEAMS 175.44 – 1

The Rez House Rules

Negative odds (odds with minus sign) are converted in following way; divide 100 with the odd value (for -110 value is 110) and then add 1 to the result.

Example: $1+(100/110) = 1.91$

Odds equivalent to one dollar

American odds	Decimal odds
-105	1.952
-110	1.909
-120	1.833
-130	1.769
-140	1.714
-150	1.667

If the odds are positive (odds with a plus sign) the formula is as follows (divide positive odd value with 100 and then add 1 to the result.

Example: $(+110/100) + 1 = 2.100$

American odds	Decimal odds
+105	2.050
+110	2.100
+120	2.200
+130	2.300
+140	2.400
+150	2.500

A maximum payoff limit of 299-1 is paid on parlays “off the board”. In the event of a tie or “no action,” parlay is reduced to next lower number of parlays. Acceptance of all parlays is at the discretion of management.

The Rez House Rules

Calculating Teaser Payout

Football Teaser

Teams	6	6.5	7
2	-135	-142	-155
3	140	130	120
4	240	200	180
5	380	330	280
6	500	450	400
7	800	700	600
8	1000	900	800

Basketball Teaser

Teams	5	5.5	6
2	-120	-125	-140
3	140	135	120
4	200	190	180
5	350	300	280
6	500	450	400
7	700	650	600
8	1000	900	800

17. Same Game Parlays (SGP)

- A Same Game Parlay (SGP) is a special type of Parlay that links two or more non main market selections (legs) from a single game.
- If any leg of the Same Game Parlay wager is made void or settles as a push, then the whole wager is a void or a push.
- If any leg of the Same Game Parlay wager is made void or settles as a push, then the whole wager is a void or a push.
- If any leg of the Same Game Parlay wager is made void or settles as a push, then the whole wager is a void or a push.
- If any leg of the Same Game Parlay wager is made void or settles as a push, then the whole wager is a void or a push.

18. Same Game Parlay Plus (SGP+)

- A Same Game Parlay Plus (SGP+) is a parlay that combines multiple Same Game Parlays (SGPs) or combines an SGP with a Parlay (Traditional Parlay) or combines an SGP with a straight wager selection.

The Rez House Rules

- ii. Regular Same Game Parlay rules apply to the legs of a Same Game Parlay Plus. See Same Game Parlay (SGP) Rules.
- iii. Parlay rules apply to the Parlay (Traditional Parlay) legs of a Same Game Parlay Plus. See Parlay (Traditional Parlay) and Teaser Rules.
- iv. If a Same Game Parlay leg of a Same Game Parlay Plus is void, then all the legs in that SGP will be voided. The remaining selections in the SGP+ wager will remain active and will be calculated at either the listed Same Game Parlay odds of the other selections or true odds where relevant.
- v. Maximum payout of odds of two hundred ninety-nine to one (299-1) apply and supersede the true odds of a Same Game Parlay Plus.
- vi. The total maximum number of selections in a Same Game Parlay Plus is 8. The maximum number of selections in a Same Game Parlay Plus are subject to change at The Rez Sportsbooks discretion.

19. Lost Ticket Policy

- A. The Rez is not responsible for lost or stolen tickets. If the rightful owner of a lost ticket can be confirmed by The Rez Sportsbook, a payment may be processed.

20. Parlays & Teasers

A. Parlays

- i. All parlay bets placed are subject to The Rez House Rules that apply to each individual sport that relates to any leg of any parlay bet.
- ii. Off-the-board maximum off the board parlay Payoff Limit/Cap is 299/1

B. Teasers

- i. In the case of any of the selections resulting in a tie the selection will be treated as a push and the teaser will reduce to the next leg.

21. Mobile Wagering Accounts

- A. Account holder must be at least 21 years of age.
- B. The Rez posted House Rules and regulations are applicable to Mobile Wagering Accounts. House Rules are available to view in the Support area of Mobile Wagering App.
- C. For an individual account, the patron must personally appear and provide The Rez with valid proof of identification and social security number or complete the online identity verification process prior to activating an account.
- D. Mobile Wagering Account transactions through the Mobile Wagering App cannot be accepted from any individual who does not have a valid Mobile Wagering Account in good standing.
- E. Management reserves the right to refuse any application.

The Rez House Rules

- F. Management reserves the right to suspend an account for reasons it deems sufficient.
- G. Management reserves the right to terminate and settle the account balance with the patron for reasons it deems sufficient.
- H. Management shall keep all wagering account information and transactions confidential except from the patron, affiliates or as a result of any state and/or federal law or legally sufficient subpoena or other court document that require the book to provide any and all information related to any and all accounts. Certain transaction information may be disclosed to the Coshatta Tribal Gaming Commission (i.e., requested as part of an official investigation.)
- I. Only the person named and identified as the account holder for an individual account can conduct transactions on the account. No agents or representatives will be permitted to access the account. For a business entity account the designated individual(s) of the business entity may conduct transactions and be permitted access to the account.
- J. Mobile Wagering Account transactions are accepted through the Mobile Wagering App.
- K. Wagers placed through the Mobile Wagering App are binding when the patron verifies and confirms purchase of wager displayed on the screen.
- L. Wagers will not be accepted if they exceed the balance in the account.
- M. Mobile Wagering Account withdrawals and subsequent deposits made at The Rez Cashier's Cage or Main Cashier Cage during business hours must be signed and authorized by the account holder.
- N. Patrons may also deposit and withdraw funds using the Casino pre-paid debit card when associated with the patrons The Rez Mobile Wagering Account.
- O. Mobile Wagering Account winnings are subject to IRS reporting and/or withholdings.
- P. Wagers placed through the Mobile Wagering App are the sole responsibility of the account holder. Management is not responsible for unauthorized access to the account.
- Q. History of transactions placed through the Mobile Wagering App will be available for a minimum of sixty (60) days in the wagers and statement pages.
- R. If a patron does not place any wagers for 365 days consecutively, the account will be suspended from play and classified as dormant. To reactivate the account, the patron must appear in person at any location which is available for account opening to re-validate the patron's identity. Management may close the dormant account at our own discretion at any time.
- S. Unless otherwise stated, all rules apply to both wagers made in person and to wagers made using the Mobile Wagering App.
- T. For wagers made through the Mobile Wagering App, the terms of the wager are displayed before the patron taps "Place Bet," which action is deemed an acceptance of the wager terms by the patron. The acceptance of the wager request is displayed in a confirmation message on patron's mobile device and can be reviewed in the My Wagers section of the Mobile Wagering App at any time.
- U. Payment of winning wagers will be made when The Rez confirms and posts results. Winning wagers will be applied directly to the patron's Mobile Wagering Account.

The Rez House Rules

- V. Wagers may only be accepted from within the Coushatta Casino Resort property or Coushatta Tribal Trust Lands. Wagers placed outside of Coushatta Tribal Trust Lands will be deemed void and non-refundable.
- W. Changes will automatically be updated within the Mobile Wagering App. Any changes on bet selections will require the patron's acceptance of the revised change before the patron's wager can be confirmed.
- X. Mobile Wagering Accounts are subject to an audit at the discretion of management at any time. If it is determined that account balances are inaccurate or in error as a result of posting errors, late decision adjustments, modifications mandated by notifications or decisions of the Coushatta Tribal Gaming Commission or other system errors, the Mobile Wagering Account will be adjusted to reflect the findings of the audit. An account may also be adjusted as a result of the resolution of a patron dispute. In the event an adjustment would result in a negative balance in the account, all activity in the account will be suspended until agreement on the adjustment is reached between the account holder and system operator. If the account holder disagrees with any adjustment to their account made by the system operator pursuant to this section, the account holder may submit a formal written complaint to the Coushatta Tribal Gaming Commission detailing the reason they disagree with the adjustment. A complaint must be submitted in writing to the Commission by the account holder within thirty (30) days of being notified of the adjustment or becoming aware of the adjustment.
- Y. Mobile Wagering Account rules and regulations are subject to change by Management at any time.
- Z. Due to possible delays or inaccuracies, the LIVE scoreboard may not be reflective of actual LIVE scores and therefore should not be solely relied upon in determining whether to place a bet or not.

22. Prohibited Players

- A. Persons under 21 years old.
- B. Persons placing a wager as an agent or proxy.
- C. Any person who is an athlete, coach, referee or player in or on any sports event overseen by that person's sport's governing body.
- D. Any person who holds a position of authority or influence to persuade the participants in a sporting contest, including, but not limited to coaches, managers, handlers, or athletic trainers.
- E. Any person with access to certain types of exclusive information on any sports event overseen by that person's sport's governing body based on publicly available information or based on a list provided to the Coushatta Tribal Gaming Commission by a sport's governing body.
- F. Any person suspected to be involved in ML (Money Laundering) activity. The Rez Sportsbook reserves the right to report such individuals to the appropriate agencies.
- G. Wagers placed by prohibited players will be deemed void and non-refundable.

The Rez House Rules

23. Patron Questions and Complaints

- A. The Rez is responsible for receiving and addressing any patron disputes involving a placed wager, or the way in which a bet or market type has been settled,
- B. The Rez will attempt to resolve any disputes with the patron, however if a resolution cannot be reached the sportsbook will notify a Coshatta Tribal Gaming Inspector for further review.
- C. Patron questions can be sent to Customerserviceteam@ccrla.com, or patrons may call 800-584-7263. All requests will receive a response within ten (10) business days.

24. Acceptance of Disclosed Terms and Liabilities

- A. Patrons hereby accept that by using these services, there is a risk that patrons may, as well as winning money, lose money. Patrons agree that use of these services is at the patron's own risk and The Rez, Coshatta Casino Resort, Coshatta Tribe of Louisiana and affiliated parties accept no responsibility and shall not be liable for any consequences that are alleged to have occurred through the patron's use, or misuse, of the services.
- B. The Rez, Coshatta Casino Resort, Coshatta Tribe of Louisiana and affiliated parties are not liable for any failure of equipment/software and or loss by any act of God, power failure, and/or disputes that may affect the placing of wagers/bets.
- C. The Rez, Coshatta Casino Resort, Coshatta Tribe of Louisiana and affiliated parties reserve the right to cancel or suspend the services without incurring any liability.
- D. Patrons agree that these house rules have been read and accepted prior to the submission of any wagers.
- E. The sports and/or markets listed in these House Rules may not be currently available in the patron's jurisdiction, therefore will not be available for wagering.