



SARACEN

SPORTSBOOK

HOUSE RULES

2021/2022 SEASON

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SARACEN CASINO RESORT & SPORTSBOOK

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**GENERAL RULES
&
DISCLAIMERS**



The Saracen Race and Sports Book Rules are part of the Sportsbook Terms & Conditions. The Rules apply to all markets offered and wagers placed on the Saracen Mobile App, Retail Operations, and Website. The General Rules apply to all wagers unless stated otherwise in the Specific Sports Rules. If there is any inconsistency between the General Rules and the Sport Specific Rules, the Sport Specific Rules shall prevail. If there is no Sport Specific Rules the General Rules will apply unless the handouts have specific rules.

Please check your tickets for accuracy before leaving the betting window or kiosk. Leaving the window/kiosk with the ticket is deemed an acceptance of the wager by both parties.

- a. 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.
- b. Once both parties accept a wager, tickets will not be altered or voided after an event officially begins.
- c. Wagers may only be rescinded with the approval of the Arkansas Racing Commission.

The Saracen Race and Sports Book reserves the right to refuse any wager, delete, or limit selections prior to the acceptance of any wager.

Any person under the age of 21 years shall not place wagers with or collect winning wagers from any licensed race book, sports pool or pari-mutuel operator.

The Saracen Sports Book is not responsible for lost, stolen, altered or unreadable tickets. Lost or stolen ticket claims will be paid upon presentation of supporting information or documentation. In the absence of such documentation Saracen 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.

The Saracen Race and Sports Book will determine minimum and maximum wagers on all race and sports events.

The Saracen Race and Sports Book reserves the right to add, change or delete the Race and Sports Book payout ratio limits.

The Saracen Race and Sports Book reserves the right to add, change or delete the Race and Sports Book House Wagering Rules, subject to regulatory approval. Any revision will be binding and effective immediately on the posting of the new rules for the public.

All future wagers are "action" if a winner is officially declared, unless otherwise posted or noted on printed media.

The Saracen Race and Sports Book will accept wagers on currently posted terms unless otherwise posted or noted on printed media.

The Saracen Race and Sports Book assumes absolute responsibility for paying the .25% Federal Excise Tax on race and sports wagers.

Wagering Accounts may be accepted through the Interactive Betting Kiosks.

Management will make every reasonable effort to resolve disputes. Any unresolved dispute arising as a result of wagers accepted by The Saracen Race and Sports Book shall be resolved as set forth by the Arkansas Racing Commission

Management will keep a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the customer and Sports Book in case of an obvious mechanical or human error.

Patrons will be notified of odds or line changes in the following manner:

- a. Posted odds will be changed automatically on the electronic reader boards.
- b. Posted odds will be changed manually on all handwritten race and sports boards.
- c. Non-posted events will be announced verbally within the premises of the Race and Sports Book.
- d. Posted changes will be updated within 10 minutes on the electronic reader boards or the handwritten race and sports boards.
- e. Non-posted printed media will be updated on a weekly basis with the date of the latest issue.

Types of Sporting Events Offered:

- Professional Football
- College Football
- Professional Baseball
- College Baseball
- Professional Basketball
- College Basketball
- Professional Hockey
- College Hockey
- Women's Basketball (WNBA)
- Women's College Basketball
- Canadian Football League (CFL)
- Arena Football
- Boxing
- Mixed Martial Arts (MMA)
- Golf
- Tennis
- Soccer
- World Cup
- Auto Racing
- College Lacrosse
- Rugby
- Motorcycle Racing
- Truck Racing

- Rodeo
- Bull Riding
- Air Racing
- Olympics
- Pro Bowling Tour
- Off-the-board Point spreads and Money lines
- Parlays off-the-board
- Parlay Betting Sheets
- Cross-over sports propositions
- Horse Racing Propositions
- In-Play

PROHIBITED WAGERS

No wagers may be accepted or paid by any book on:

- a. Any amateur sport or athletic event other than;
 1. Olympic sporting or athletic events sanctioned by the International Olympic Committee, subject to limitation by the Chairperson of the Arkansas Racing Commission or the Chairperson's designee in his/her sole and absolute discretion.
 2. Collegiate sporting or athletic events
- b. Any sport or athletic event which the licensee knows or reasonably should know, is being placed by, or on behalf of a coach or participant in that event.
- c. The outcome of any election for any public office

Some markets have different rules, and these will be listed in the Sport Specific Rules. If change of venue is not dealt with then the following shall apply:

- a. Team sports: If the scheduled venue is changed after a wager is placed, all bets are action unless the original away team's facilities are used, in this case wagers will be void. For international matches bets will only be void if the venue is in a different country.
- b. Non-team sports: All bets will stand regardless of new venue.

For betting purposes, the winner of an event or game will be determined on the date of the event's conclusion according to house wagering rules. The Saracen Race & Sports Book does not recognize suspended games, (Exception: see baseball rules) protests, and overturned decisions/results for wagering purposes. Once competition is official, wagers will be paid on the initial results.

On all future event wagers involving a recognized sports organization; i.e. Pro Football, Pro Baseball, etc., the winner as determined by the league commissioner, chairman, or other authoritative officer at the conclusion of said event and will also be declared the winner for betting purposes.

In two-way match-up proposition wagers, specified player, team or animal must start for action or wager is refunded. If any participant "starts" but fails to finish for any reason, the opponent shall be deemed the winner for betting purposes.

Games are official after:

- Football (professional and college): 55 minutes of play
- Basketball (professional): 43 minutes of play
- Basketball (college, etc.): 35 minutes of play.
- Hockey (professional or college): 55 minutes of play
- Baseball: see baseball disclaimer
- Soccer: 90 minutes of play plus any added injury time
- Auto Racing: Race winner will be deemed official for wagering purpose as announced by sanctioning body regardless of laps completed
- Olympics: Games/results are official once there is an award



ceremony for that event

Parlays:

How much can I win?

Parlay payoff limits are based on the events contained in the parlay. Therefore, each parlay is calculated based on the limits for each event in the parlay and may change with each Parlay selection.

Restrictions:

1. Saracen Resort reserves the right to restrict parlays as it deems appropriate.
2. The maximum accumulated winnings for parlays on one calendar day are \$100,000.
3. You may select up to eight legs in a parlay.
4. You may select up to eight leagues in a parlay. Please review the Tennis Rules for the exception.

Parlay Payouts:

When calculating the payouts for a parlay, Saracen Resort uses an exact calculation for all non-parlay card parlays. A maximum payoff limit of 299-1 is paid on parlays "off the board".

Same Game Parlays:

Saracen Resort will usually allow the same game parlays on most events. However, we may limit or not allow same game parlays on specific games/halves at our discretion due to correlation wagers.

Please note Saracen Resort reserves the right to cease wagers on same game parlays if we find this bet option is being abused. The same is true for the first and second half same game parlay wagers.

Ties, Cancelled or No Action Wagers in Parlays:

If one or more legs of the parlay are a push, cancellation, or no action the parlay would be recalculated, and reduced, based on the

remaining legs that have action.

A push, cancellation or no action in a two-team parlay is paid as a straight wager on the remaining leg.

In case of postponement of a leg or legs, parlays will follow the Saracen Resort rules listed for each specific sport.

American Football

Minimum Time for Action:

1. For betting purposes, game results are determined by the final score (including overtime), provided that the game has gone at least 55 minutes.
2. If a game is suspended after 55 minutes and not resumed by 2 a.m. the following day (local time for the event), then regardless of whether the game is completed, the score when the game is halted will determine the betting results.
3. If play is suspended before the completion of 55 minutes and not resumed by 2 a.m. the following day (local time for the event), all bets on the full game will be scored as "no action" and all money refunded. If part of the game has finished (i.e. first quarter, first half, second quarter, or third quarter) those bets will be graded as action providing the entire period has finished.

Additional Rules:

1. Wagers on both full-game and second-half lines include overtime scoring unless specified by Management on handouts or bet description.
2. Bets on fourth-quarter lines DO NOT include overtime scoring.
3. Games played within 8 days of originally scheduled date will still have action, if outside this time frame bets will be void.
4. In Pro and College Football, a two-team teaser resulting in Tie/

Win, Tie/Loss or Tie/Tie is considered a push and all money refunded.

5. The Pro Football "Away Points/Home Points" betting proposition includes all games played in a given Pro Football week which includes all games played from Thursday to Monday.
6. Pro and College Propositions will be graded using the results listed at reputable sites chosen by Management.
7. In Canadian Football, a "single" is defined as any one-point scoring play, excluding PATs (Points After Touchdown).
8. For betting purposes, defensive points do not include PATs (Points After Touchdowns).
9. For any situations not covered by betting rules Management will find or create the fairest rule with the approval of the Arkansas Racing Commission.
10. If the scheduled venue is changed after a wager is placed, all bets are action unless the original away team's venue is used, in this case, wagers will be void.

Highest/Lowest Team Total:

1. Bets on Highest Team Total or Lowest Team Total will stand ("have action") only if games are played on the scheduled dates and at the scheduled sites, as listed on the Saracen Resort App/Website.
2. If teams tie for the highest team total, the winner will be the team with the greatest winning margin (least points scored by the opposition). If the winning margins are also equal, all bets on the tied teams will be graded as winners.
3. If teams tie for the lowest team total, the winner will be the team with the greatest losing margin (most points scored by the opposition). If the losing margins are also equal, all bets on the tied teams will be graded as winners.

College Football Season Wins Rules:

1. Bowl Games and Conference Championship Games are NOT used towards teams' season wins total - Regular Season Games ONLY.
2. Teams must play every scheduled regular-season game for action.

College Football Conference Championship Futures Rules:

1. If the conference has an official championship game, the winner of the championship game is deemed to have won that conference.
2. If the conference has co-champions, the first team picked by the BCS is graded as a winner, and all other teams are losers. If a conference has co-champions, and no team is picked by the BCS, ALL team bets will be graded as "No Action" and refunded.
3. For divisional odds within conferences, the team participating in the conference championship game will be considered to have won that division.

Pro and College Propositions:

1. For all American Football Propositions involving passing statistics for a QB, that QB must have one pass attempt for action.
2. For all American Football Propositions involving rushing attempts/ yards for a QB, that QB must play for action. If the QB plays but has no rushing attempts, then yards for the first attempt will be graded as zero yards (under is the winner), and under will be declared the winner of any Proposition regarding the QB's rushing yards.
3. For all American Football Propositions involving receiving yards on first reception or longest reception for a specific player, that player must play for action. Note that if the player plays, but does not have a catch, his first reception yards and longest reception proposition will be graded as zero yards (under is the winner).
4. For American Football Propositions involving rushing attempts/yards for a RB, that RB must play for action. If the RB plays but has no rushing attempts, then yards for a first attempt and longest rush propositions will be graded as zero yards, and under will be declared the winner of all rushing yardage propositions.
5. If there is a score at exactly the 7:30, 6:30, or 2:00 (etc.) minute mark, then the related propositions on whether there will be a score within that time frame of the game, half or quarter will be graded yes (in other words the score would count).
6. For the first 1st down of game prop on run or pass, the bet is for the first 1st down not achieved through a penalty.
7. For MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. If there is yes/no on MVP and named player is co-

MVP, then yes will be declared the winner and paid at full odds.

8. If two players from the "the field" are co-MVPs, "the field" is graded as the winner and wagers paid one time.
9. All 4th down conversion propositions will be graded based on official box scores found at reputable sites chosen by Management.
10. For multiway (3 or more contestants) propositions regarding MVP, first/last player to catch a pass, first/last player to score a touchdown, first/last player to have an interception, all betting will be all-in (no refunds).
11. For will either team score 2, 3, 4, or 5 unanswered times propositions, extra points, and two-point conversions do not count, and any return, by the opposition, on an extra point or two-point conversion also does not count.
12. For over/under of longest TD in-game, if there are no TD's in the game, then these propositions have no action.
13. For propositions involving an entire team's quarterbacks, only statistics achieved by quarterbacks listed on the team's roster will count. For example, if a running back throws a touchdown pass, that would NOT be counted as a completion/attempt nor a TD pass for that team's quarterbacks.
14. Special Teams and Defensive Touchdowns Propositions:
 - a. The only touchdowns considered to be special teams' touchdowns are on plays where the ball is kicked or punted (these include kickoff returns, punt returns, returns of a fumbled kick return, returns of a fumbled punt return, blocked field goal returns or blocked punt returns).
 - b. A fake field goal or fake punt which results in a touchdown by the team that snapped the ball is an offensive touchdown.
15. For propositions involving a player to "score" a TD, passing for a TD is not considered a score for the player who threw the pass (unless, in very rare instances, the passer catches his own pass). For example, if there is a prop "will any player score 2 TD's in a game", if a player throws for a TD, and runs for a TD, he will be deemed to have one TD, not two.
16. For "the first team penalized for pass interference" props, both defensive and offensive interference counts. However, the penalty must be accepted and enforced on that play to have action. If there are offsetting penalties negating enforcement of interference, then the winner will be determined when an interference penalty is enforced.

17. For “the first team penalized for holding” props, both defensive and offensive holding counts. However, the penalty must be accepted and enforced on that play to have action. If there are offsetting penalties negating enforcement of holding, then the winner will be determined when a holding penalty is enforced.
18. For a team with longest kickoff return proposition, both teams listed must have at least one kick return for action.
19. For a team with longest punt return proposition, both teams listed must have at least one punt return for action.
20. Odd or Even Player Propositions:
 - a. For all Propositions involving odd or even rushing yards, the player must have at least one rushing attempt.
 - b. For all Propositions involving odd or even receiving yards, the player must have at least one reception.
 - c. For grading purposes, zero will be considered an even number. Negative even numbers, -2, -4, -6, etc., will be considered even. Negative odd numbers, -1, -3, -5, etc., will be considered odd.
21. Proposition for a number of different players to score:
 - a. For grading purposes, Touchdowns, 2-point conversions, Field Goals, and PAT’s will be counted.
 - b. Safety will not be counted.
 - c. A return of a PAT for 2 points and a return of a 2-point conversion will be counted.
22. For over/under the distance of a quarterback’s first TD pass, he must throw a TD pass for action.
23. A free-kick after safety is not considered to be a punt for any proposition, regardless of how the free-kick is executed.
24. Football Weekly Propositions
 - a. In weekly propositions, a week number is defined by the schedule listed on NFL.com. For grading purpose, all games in the specific week are included for weekly propositions.
 - b. If any game in the listed week is canceled or postponed, and not completed within 96 hours of its scheduled start time, all weekly

proposition bets will be void (regardless of the outcome in any specific game).

25. To have action on Pro or College Propositions, associated games must be played on the scheduled date and at the scheduled site.
26. For player vs player longer kickoff return, both players listed must have at least one kick return for action. For player vs player longer punt return, both players listed must have at least one punt return for action.
27. A blocked punt will count as a punt for propositions for that team's number of punts (and the number of punts by both teams combined). However, a blocked punt will not count as a punt for any individually named punter's propositions.
28. For propositions regarding what will be the last score of the game (or quarter, half), conversions do not count (only Touchdowns, Field Goals, Safeties will count).
29. For will a specific punter have a punt for a touchback, that punter must have at least one punt for action.
30. For shortest/longest punt by a specific punter, that punter must have at least one punt for action.
31. For total punts by a specific punter, if that punter is active and does not have a punt, then under will be declared the winner.
32. For the longest or shortest successful field goal of game propositions, if there are no successful field goals, then those propositions have no action.

Pro Football Regular Season Player vs Player Matchups:

1. Pro Football regular season player vs player matchup propositions will not include the playoffs.
2. Both players must play week 1 of the regular season for wagers to have action.
3. Passing for a touchdown is not considered scoring a touchdown.

Pro Football Futures:

- For Conference Championship Winner futures, the champion of the respective conference will be the team that reaches the Pro Football Championship from that conference.

Pro Football Regular Season Wins:

- Regular Season Win bets will be graded at the conclusion of the regular season after the team has completed all 16 games, in the event, all games are not played the bets will be refunded.

Athletics

General:

1. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed 1st, 2nd and 3rd respectively for betting purposes.
2. Saracen Resort settles bets based on the classification that is published immediately after the race. Saracen Resort does not recognize results overturned later via protests, doping tests, or other means.

Head to Head Best Finishing Position Propositions:

1. Wagers will have action if both participants compete (have a valid start) in any heat or final. However, if we post a contest subsequent to preliminary heat(s), and one of the listed participants (who qualified for next round) does not compete in any future heat or final, all wagers made after the last completed heat (for the two participants) in that event for that contest will have no action.
2. If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If an athlete beats the listed competitor, bets on "The Field" will be graded as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

Best Finishing Position will be determined by the following:

1. The competitor who advances to the latest round of the competition will be declared the winner.
2. If both contestants are knocked out in the same preliminary round, but compete in the same exact race, starting at the same time, then the better finisher in that race will be declared the winner.
3. If both contestants are knocked out in the same preliminary round, but race in separate races (i.e. compete in different Quarter-Final Heat), then regardless of their time or finish, all wagers will be graded as no action.

4. When two (or more) contestants reach the Finals, then the order of finish in the Final will determine the winner for the "Best Finishing Position" contest.

Multi-Way Wagering on Winner of Event:

- For multi-way futures, betting all events are "ALL-IN" betting - no refunds, unless a stipulation is added that a certain participant must start for action. If such a stipulation is included, then ALL wagers on ALL participants will be void if the stipulated entry does not compete in that specific event. If there is more than one winner, the odds will be divided with the number of winners. However, odds can never be lower than 1.00.

Athlete of the Year Proposition:

1. Any wager made after an official announcement of the winner will be considered void.

Aussie Rules

1. For wagering purposes, winners and losers are determined by the final score (including overtime, if applicable). In the event of a draw (tie) as the result - Moneyline wagers on either team will be graded as half the stake of the ticket wins and half the stake loses.
2. All Aussie Rules matches must go at least 80 minutes to have action, except for pre-season matches that are scheduled to play less time.
3. If an Aussie Rules match is postponed for more than 48 hours from its original starting time, all bets on the match will be void/no action.
4. For Parlays in the case of an event ending in a draw, bets on the Moneyline are considered pushed and the parlay will be recalculated and reduced based on the remaining legs that have action.
5. Australian Rules Brownlow Medal Betting (Event held as player voted "MVP" of the AFL competition):
 - This event is determined on a "win-only" basis. The eligible player who compiles the most votes after the 22-round season will be declared the winner. Any player who was suspended during the season is not eligible to win the award. If that player polls the most votes, the following eligible player is declared the winner. In the event of a tie, both players will be declared the winner. Payouts will be determined as 'half-odds value of the ticket.' A triple tie will result in a payout of one-

third odds of the ticket.

Auto racing events

Postponements:

- If a race or qualifier is postponed for any reason, all wagers will remain valid for 96 hours. If the postponement lasts more than 96 hours, all wagers will be cancelled, and the money refunded.

NASCAR:

Outright Betting:

1. The Field includes any driver who is not listed.
2. If all qualifying drivers are listed, all bets are action if they attempt to qualify. After qualifying is complete the field will be set with the Official Race Lineup and non-qualifiers will be eliminated.
3. The race must be run within one week of the scheduled off time for there to be action.
4. The official NASCAR winner of the race shall be the winner of the race for wagering purposes (this includes all races which are halted prematurely for any reason).

Leader After "X" Laps:

- For settlement purposes, the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap in accordance with the official Leaderboard. In the event of the specified number of laps not being fully completed, all bets will be void.

Driver Matchups:

1. All matchups will be settled as per the official NASCAR results. If one driver fails to complete the race, then the other driver will be declared the winner. Where both drivers fail to complete the race then the number of full laps completed will determine the result. If both drivers fail to complete on the same lap, then the official placing as assigned by the controlling authority will determine the result.
2. Both drivers must start the race (e.g. cross the start line) for bets to be action. If any driver is replaced before the start of the race, then all matchups will be void.
3. If a driver is replaced during the race, then bets will stand on his

replacement.

Props:

1. Race props will be settled on official NASCAR results. (e.g. cautions, caution laps, lead changes, number of leaders, winning car, etc.)
2. If a race is shortened and no official results are posted then all bets will be deemed no action.

Qualifying:

1. Qualifying matchups are based on qualifying times and not the starting lineup. If two or more drivers have an equal qualifying time, then the driver with the higher grid position will be deemed the winner.
2. Bets will be void unless the driver starts the qualifying lap. If any driver fails to start, then the wager is no action.
3. In the event of qualifying not being completed then all qualifying bets will be no action. All props
4. will be settled on official NASCAR results unless otherwise specified.

Future/Season Wagers:

- All prop futures are deemed action when drivers qualify for at least 27 races. Outright Drivers Championship will be deemed as action when a driver has qualified for at least 27 races.

Formula 1:

1. All wagers will be graded as per the FIA.
2. The start of any race is defined as the signal to start the warmup lap. Drivers must start the race for wagers to be considered action.
3. All wagers will be graded at the time of the podium presentation. Subsequent penalties or demotions will not affect the grading of wagers.
4. All qualifying wagers are action once a driver starts qualifying. Drivers must start qualifying for action on qualifying wagers. Subsequent penalties or demotions will not affect the grading of wagers.
5. In race matchups, both drivers must start the race for the wager to be considered "action".

6. For race matchups, in the event neither driver finishes, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of laps, wagers will be graded as no action. Subsequent penalties or demotions will not affect the grading of wagers.
7. Championship wagers will be graded immediately after the final race of the season and will not be affected by any subsequent penalties or demotions.

Indy/CART Racing Rules:

1. Results will be graded as per official results from www.indycar.com.
2. If changes are subsequently made due to appeals or decisions of the governing body unrelated to the original finishing order (i.e. penalties for rules infractions, dangerous driving, etc.) the original results will still be deemed as the official results for grading purposes.
3. Driver must start the race for action. In the case of matchups, both must start for action.
4. In head-to-head matchups, in the event neither driver finishes, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of full laps, wagers will be graded as no action. Subsequent penalties or demotions will not affect the grading of wagers.

Rally Racing:

1. All race bets are settled on the official classification as defined by the official race organizers and will not be affected by any subsequent inquiries.
2. Driver Head-to-Head (H2H) bets: If at least one of the two drivers do not show up at the start then all bets will be void. If both drivers do not classify in the final race rankings, then all bets will be void.
3. Team Head-to-Head (H2H) bets: Bets will be settled on the team with the best-classified car in the official result of the FIA. If both teams have no cars classified, then all bets will be void.

Badminton

Head to Head Matchups:

1. In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void.
2. If a player withdraws from either a singles, doubles or mixed doubles match before it is finished, the bets will be refunded, regardless of when in the match the players resign.

Sets Betting:

1. If a Badminton match is not completed because of a player retirement or disqualification, all Set wagers will be considered void. Such wagers will be cancelled, and the money refunded.
2. Set Winner: This bet refers to the winner of a specific set. The respective set must be completed for bets to stand.
3. Set Betting (Correct Score): The bet refers to the correct final score in sets.

Team Match:

1. All bets stand on the outcome of a team match, even though one or more individual matches should be settled by walk over decisions due to player resignation.
2. If a player is changed in a single or a doubles match, the bets on this individual match will be refunded. All bets on the outcome of a team match will, however, not be affected by any player substitutions or changes in the team line ups.

Delay or Suspension:

1. If a Badminton match is completed, all wagers stand as written. A delay in the start of a match will not affect the standing of wagers, nor will a suspension, if play is resumed, and the match completed.
2. In the event, a match does not go the specified number of sets, and the match is shortened by tournament officials, the leader determined to be official by tournament officials shall be the winner.

Baseball

Settlement of Wagers:

1. Statistics provided by the official score(s) provider or the official website of the relevant competition will be used to settle wagers.

Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

2. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled after a thorough investigation.
3. Saracen Resort does not recognize postponed games (except specific situations), protests or overturned decisions for wagering purposes. If the event is played on the scheduled day, all bets have action. If inclement weather (or similar delay) pushes the start time past midnight local time of the event, but the game is still played, all bets have action.

Definition of different Money line Wagers:

Money line wagers on baseball will be accepted in the following manner:

1. Action - team against team, regardless of the starting pitchers. When listed pitchers are offered and there is a pitching change prior to the game, the Money line will be re-adjusted and wagers will be graded using the opening price for the new pitcher.
2. Listed Pitchers - if both starting pitchers are not as specified at the time of the bet, the wager will be deemed "no action".
3. One Listed Pitcher - this is a wager on or against one specified pitcher, regardless of the other starting pitcher. If the specified pitcher does not start, the wager is "no action".
4. Any Pitcher - if a team uses an opener and a starting pitcher is not specified, "action" on all wagers until a starter is named will be valid including run lines and over/under wagers.

Please Note: Typographical errors in a pitcher's name will not be grounds for wager cancellation.

Treatment of pitching changes

1. When listed pitchers are offered, wagers on total runs, team totals, run lines, and alternate run lines will have no action if a pitching change occurs prior to both listed pitchers throwing at least one pitch.
2. A pitcher is deemed a starter after throwing the first pitch to the opponent's first batter.

Treatment for a date or venue change

1. If an event is not played on its scheduled date all wagers on the event will have no action.
2. If an event venue is changed all wagers on the event will have no action.

Treatment if the event does not come to its natural conclusion

1. If a game is called or suspended, the winner is determined by the score after the last full inning unless the home team 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. The money will be refunded if the home team ties the game and it is then suspended. Events will not carry over to the following day unless otherwise specified.
2. If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.
3. In the case of a suspended playoff game, all wagers are action regardless of the date of completion unless specified on printed media.
4. For wagers on Live Baseball, all rules follow the pre-match rules except in the situation that the game continues within 24 hours. If this occurs all wagers will be "action" when the game resumes.
5. For wagers on Pregame or Live Baseball on a specific inning or a group of innings, those wagers have action if the specific timeframe is completed, regardless of the entire game has concluded.
6. Wagers made prior to the start of a game in the live trading folder will be cancelled if that game is postponed after not starting on its scheduled day.

Treatment of Mercy Rule games

Games in which a Mercy Rule is invoked (such as College Baseball) will have all wagers graded based upon the final score at the time of the rule's invocation for both pre-match and live wagering. Game wagers on run lines, totals, team totals, and money line will have action

Treatment for doubleheader games

1. Every effort will be made to denote doubleheader games as G1 and G2(Game 1 and Game 2).

2. A wager made on a game with a G1 or G2 designation will strictly apply to that specific game of the doubleheader.
3. If on a day where a doubleheader is played and neither G1 nor G2 is designated on our site at the time of the wager, the following rules shall apply:
 - a. Any listed pitcher wager, with no G1 or G2 designation, will have action on the game (either first or second of doubleheader) that those listed pitchers start.
 - b. An action wager will have action on the specific game (either first or second) if the listed pitchers on the site start that specific game.
 - c. An action wager will have action on the first game of the doubleheader if the listed pitchers on the site don't face each other in either of the games of the doubleheader.

A minimum time (length of event) needed for action

1. The result of a game is official after 5 innings of play unless the home team is leading after 4.5 innings. When wagering on either run lines, total runs (over/under) or team totals (over/under) the game must go 9 innings (8.5 if the home team is ahead) to have action.
2. Pregame first half baseball bets on Money Line and Spread must go 5 innings for action, or 4.5 innings if a game is ended early and called official with the home team declared the winner.
3. If a game does not go a full five innings, all first-half wagers on the total will have no action.
4. When pitchers are offered for the game, all first-half wagers (5 innings) must list both pitchers. If either listed pitcher does not start, wagers on the first half (5 innings) will have no action.
5. Live first half baseball bets on Money Line must go 5 innings for action, or 4.5 innings if a game is ended early and called official with the home team declared the winner. Live first half baseball bets on the spread and total must go the full 5 innings for action.

Regular Season Wins Props:

1. Baseball regular season win bets will be graded when the team completes 160 games unless the last games could determine the result.

2. For grading purposes, no extra tiebreaker games for wildcard or division will count toward the regular season win total.

Grand Salami (Away Runs vs Home Runs):

1. The Grand Salami will be decided by the total runs scored in all games of the specific league scheduled for that day.
2. All scheduled games must play at least 9 innings (8.5 if the home team is leading) for wagers on the Grand Salami to have action and all games must be started on their scheduled date. The Salami will have action if all scheduled games meet the above requirement, even if there is a game(game) that is suspended after 9 innings are complete. The Salami will be graded the night of that date's games. Runs scored in the re-start of a suspended game on a future date will have no effect on the grading of a Salami wager in the regular season.
3. For the Grand Salami (Away Runs vs Home Runs), the home team runs will be the runs scored by the teams batting 2nd in their first inning. On rare occasions, a team batting second will not be playing at their home stadium. In these instances, the team batting 2nd will still be considered as a home team for this proposition.

Hits, Runs, and Errors (H-R-E)

1. All H-R-E wagers will be graded using the sum of Runs, Hits, and Errors as grading factors.
2. When wagering on baseball H-R-E totals (over/under) or baseball H-R-E spreads, the game must go 9 innings (8.5 if the home team is leading) to have action.
3. If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie in the bottom half of the inning in which case the score is determined at the time the game is called.
4. For all H-R-E wagers, both listed pitchers must start, if pitchers are offered for the game. A pitcher is deemed a starter after throwing the first pitch to the opponent's first batter. If a listed pitcher doesn't start all wagers are no action.

Prop Rules:

1. On any prop, the player(s) must start, and either throw one pitch (if pitcher), or have one plate appearance (if position player) in the designated game for the wager to have action.

2. For which team will score first props, the prop will be decided and graded as soon as either team scores, regardless of the game eventually becoming official. Both listed pitchers must start for action.
3. All props regarding just the outcome of the first inning will be decided and graded at the end of the first inning, regardless of the game eventually becomes official. Both listed pitchers must start for action.
4. On Total Bases Propositions, listed players must start. A batter is only credited for total bases if he hits a single (1 base), a double (2 bases), a triple (3 bases) or a home run (4 bases). A walk, hit by pitch, error, balk, fielder's choice, or passed ball do not count for Total Bases Propositions.
5. Pitcher propositions "Total Runs Allowed" include both earned and unearned runs.
6. Any proposition using the phrase "innings pitched" will be graded using the box score number. A "pick" match-up between these two pitchers for most innings pitched would be graded a tie.
7. For Division Winner wagers, if two teams have the same record after 162 games, the winner of the Division will be 1) the winner of the tiebreaker game, or 2) the team declared the winner by the tiebreaker system for seeding playoff teams.
8. For the Proposition "Player to hit most Home Runs?"; if there is a tie at the conclusion of the regular season, the player with the highest batting average, among those tied, will be declared the sole winner.
9. For proposition "How many no-hitters will there be in the regular-season?"; individual and combined no-hitters will count if the game is completed and lasts at least 8.5 innings.
10. For individual player prop bets to have "Action" that player must start, and the game must go at least 9 innings (8.5 innings if the home team is ahead). Unless the outcome of the prop bet has already been determined and the game becomes official.
11. For head to head player props for a specific game, all wagers will have action if those players start, and the game becomes official.
12. For Correct Score Propositions, Will a Team Score Propositions, Will game go to Extra Innings Propositions and Winning Margin Propositions the game must have a winner and go at least 8.5 innings for action. If the game is suspended, it must be completed by the following day for action.

General Props:

1. For General Props, the result of a game is official after 5 innings of play unless the home team is leading after 4.5 innings.
2. General Props do not require any specific pitcher to start a game.
3. If there are 10 or more games scheduled on a given day, all games or all games but one must go to completion for General Props to have action. No more than one game may be shortened or postponed.
4. If there are 9 or fewer games scheduled on a given day, all of them must go to completion for General Props to have action. No game may be either shortened or postponed.
5. Only the statistics of games declared official will be used for purposes of scoring General Props. If a shortened game is declared official and General Props have action, then statistics of this shortened game will be included regarding grading.
6. For General Props, if a team plays more than one game on a given day (e.g. doubleheader), the statistics of each game will be considered independent.

Futures: Player vs Player Season Props:

- For baseball player vs. player season props, if either or both players start the season on the disabled list, not on the active roster or is sent to the minors, wagers have no action.

Regular Season Baseball Series Wagers:

1. Wagers on baseball series are based on the first three games played of each series.
2. At least two of the first three series games must be played for wagers to have action.
3. If only one of the first three games is postponed or canceled, series wagers stand as written.
4. If two of the first three games are postponed or canceled, all wagers on that series will be graded as No Action and the money refunded.
5. A called game will count toward a series wager provided it is officially declared a regulation game.
6. Pitchers cannot be listed for series wagers; all wagers will have action

regardless of the starting pitchers.

Basketball

Settlement of Wagers

1. Statistics provided by the official score(s) provider or the official website of the relevant competition will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.
2. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled after a thorough investigation.
3. Saracen Resort does not recognize protests or overturned decisions for wagering purposes.

Treatment for date change

- If an event is not played on its scheduled date all wagers on the event will have no action.

Treatment if the event does not come to its natural conclusion

- If play is suspended before the minimum time has been reached and not resumed the same day, all wagers on the event will have no action.

A minimum time (length of event) needed for action

1. All competitions/leagues except the NBA must go at least 35 minutes for action unless otherwise specified.
2. NBA games must go at least 43 minutes to have action.
3. For wagers on periods (quarters and halves), the minimum time is the duration of the period. If the entire game is not completed, wagers on quarters and halves will have action if the relevant period was completed.

Treatment for overtime

1. Any wager on the game or the 2nd half will include any overtime that may occur unless specified.

2. Any wager on the 4th quarter does not include any overtime that may occur.

Regular Season Wins Props:

- A team must play all scheduled games for its regular season wins wagers to have action.

Season or Finals MVP Props:

1. For MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. If there is yes/no wagering on MVP and a named player is a co-MVP, then yes will be declared the winner and paid at full odds.
2. If two players from the "the field" are co-MVPs, "the field" is graded as the winner and wagers paid one time.

Boxing

1. When the bell sounds to begin the first round, the bout will be considered official for betting purposes, regardless of the scheduled length or title.
2. If the number of scheduled rounds in a fight is changed, all wagers made before the change have "action" except round propositions or over/under wagers.
3. A fight is a Technical Draw when a fight ends before an allotted number of rounds. This is usually because of an accidental head-butt or foul.
4. For wagering purposes, a wager on a fighter to win "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, or technical decision.
5. For wagering purposes, a wager on a fighter to win by "KO" wins if the selected fighter wins by KO, TKO, or DQ.
6. Any fight that is deemed "no contest" will have all wagers refunded.
7. 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 fighters will be lost. If the wagering offer includes only the two boxers, with the draw either not offered or offered as a separate proposition, and the match ends in a draw, wagers on either fighter will be refunded.
8. An Over/Under Rounds listed on a fight represents the total number

of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round. Thus, 9½ rounds would be one minute and thirty seconds of the 10th round.

9. Results will be graded based on the official result at ringside. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
10. Unless otherwise specified, matches must go within thirty days of the scheduled date for wagers to have action.

Cricket (Including Twenty/20)

General:

1. All wagers will be settled using the official result as declared by the relevant governing body of the match or competition concerned.
2. Change of Venue: If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.
3. If a match is abandoned due to outside interference, bets on the outcome for the total of the game are voided, if no winner is declared from the official site all bets on the winner of the match are voided.
4. If a match is affected by external factors (such as bad weather), we will settle your bet based on the official competition rule (this includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)*).

*Duckworth Lewis method / Jayadevan system: These are systems used to adjust the scores in the event of a rain delay during one-day matches, in order to leave the balance of the match unaltered. The systems use the number of overs each team has still to receive and the number of wickets they have in hand in order to reach an official result.

5. Where no price is quoted for the tie and the official competition rules do not determine a winner then all wagers will be graded cancelled. In competitions where a bowl out or super over determines a winner, then bets will be settled on the official result.

Series Betting:

- If a series is drawn and no draw option was offered, then all bets will be considered a push and refunded.

Test Matches:

1. In case the game did not go at least 4 innings all bets on the outcome for the over/under are voided.
2. In case the game did not go at least 4 innings all bets on the outcome for the winner of the match are settled based on the official announcement
3. Tied Test Match: In the event of a tied test match (i.e. where all innings have been completed and both teams have the same score) all bets on the game will be voided
4. If a three-way Moneyline with the draw as the third betting option is offered, only those bettors who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.
5. If a test match is abandoned or disrupted by outside interference (riot, etc.) all bets on this match are void.

One Day Internationals:

1. In case the game did not go at least the official number of overs, all bets on the outcome for the over/under are voided.
2. In case the game did not go at least the official number of overs, all bets on the outcome for the winner of the match are settled based on the official announcement.
3. In matches where a reserve day is used, all wagers will stand and carry over to the reserve day.

Twenty/20:

1. In case the game did not go at least the official number of overs, all bets on the outcome for the over/under are voided.
2. In case the game did not go at least the official number of overs, all bets on the outcome for the winner of the match are settled based on the official announcement.

Props:

Top Batsman / Bowler Betting:

1. Wagers placed on any player, not in the starting 11 will be deemed void.
2. Players who are in the starting 11 will be deemed to have played even if they have not batted or bowled.
3. For series markets, any player who is in the starting 11 for at least one game will be deemed to have played and wagers will have action.
4. Dead-heat rules apply in the event of a tie.

Individual Player Props:

- Bets on players who are selected for the starting 11 but do not bat, will be deemed to have scored zero runs and those that do not bowl to have taken zero wickets.

Most Boundaries/Fours/Sixes Hit in the Match:

1. Only those scored off the bat will count.
2. Bets will stand provided the first ball has been bowled in each team's first innings.

Batsman/Bowler Match Bets:

1. For bets to stand both batsmen must face at least one ball and both bowlers must bowl at least one ball.
2. Unless specified otherwise batsman match bets will be based on the first innings and bowler match bets will be based on the whole match.

Most Team Sixes:

- The match must reach a natural conclusion for bets to stand. Dead-heat rules apply in the event of a tie.

Batsman Number of 4's:

- For settlement purposes, this is all deliveries from which a batsman is credited with exactly four runs (including All-run/Overthrows).

Make a century (Yes/No):

To make a century bets are for the whole match.

Bets placed on any player, not in the starting 11 are void.

Bets on players who are selected but do not bat will be settled as losers.

Curling

1. Unless otherwise stated, extra ends are always included in the result for betting purposes.
2. A minimum of one stone must be thrown by each team in the sixth end to constitute "action" for wagering purposes in every match.
3. The final score for a match shall be the score reported by tournament organizers. Saracen Resort respects each tournament's scoring rules and rulings regarding conceded matches.
4. Wagers on matches that are postponed or suspended for any reason (such as, but not limited to: deteriorating ice conditions, electrical failure, or scheduling problems) are considered "action" and will be graded once tournament organizers declare the match completed.

Cycling

General:

1. Saracen Resort settles bets based on the classification that is published immediately after the race. Saracen Resort does not recognize results overturned later via protests, doping tests, or other means.
2. For head to head matchups, if there is a race rule that adjusts the time of the competitors due to a fall, puncture, mechanical incident, etc. in the last few kilometers of a race, the rider with the fastest time in the official standings will win the matchup.
3. In single-race matchups between riders, both riders must start and at least one of them complete the race for bets to stand.
4. If a race is postponed due to weather or unforeseen circumstances, all bets will stand if, and only if, the race is started within one week of the original start date.

H2H (Head-to-Head):

- If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If an athlete beats all the competitors, bets on "The Field" will be graded as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

Multi-leg Classification Matchups:

1. In Classifications that are decided over multiple legs/stages (including Overall Classification, King of the Mountains Classification, Points Classification, Young Rider Classification, and Team Classification) the winner will be the competitor that is classified highest at the end of the contest.
2. If neither competitor finishes the contest, then the winner will be the competitor that completed the most stages.
3. If both competitors complete the same number of stages, then the winner will be the competitor that was classified higher after their last completed leg or stage.

Darts

1. When betting on the outright tournament winner, all wagers have action unless a player withdraws prior to the start of the tournament.
2. Match Wagers: The player progressing to the next round will be deemed the winner, providing one of the players has thrown a dart at the start of the first leg. If the first dart is not thrown, all bets will be void.
3. Sets Wagers: The full number of sets required to win the match must be completed. If for any reason the match is awarded to a contestant before the full number of sets are completed, all Sets wagers on the match will be void.

Golf

General:

1. If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be cancelled, and the money refunded.
2. Wagers on a golfer who does not play in the tournament are graded as No Action, and all money refunded.
3. A golfer is deemed to have played once he or she has teed off. In the event of a player withdrawing after having teed off, wagers on that player will be lost.
4. Wagers will be settled using the official tournament and match results (including final match correct score and individual match betting). This includes a match which finishes early, either by agreement of the players or because of injury.

Outright Betting (Tournament Winner):

1. The "Field" includes all players not offered by name.
2. All outright bets are settled on the player winning the trophy. The result of play-offs is considered.
3. If a tournament does not go the specified number of completed holes (usually 72) and is shortened by the tournament officials, the leader at the end of the number of holes specified by the officials will be the winner.
4. If two or more golfers are tied for the lead at the end of regulation play, a sudden-death playoff is normally used to determine the winner of the tournament. In this case, the winner of the playoff is the winner for betting purposes. All other golfers in the playoff will be graded as second-place finishers.
5. In the event of a tie for a finishing position, the tied position will count; for example, if five players tie for eighth place, all five will be considered to have finished eighth.
6. In some tournaments, tournament officials may have the individuals play a specified number of playoff holes to determine the tournament winner. In this case, the golfer with the lowest score after completing the specified number of holes will be declared the winner, and all other golfers in the playoff will be graded as second-place finishers.

Golf Matchups:

1. In head-to-head matchups, both golfers must tee off in order to have action.
2. Players are paired for betting purposes only. The player with the lower score over the entire tournament is the matchup winner.
3. The settlement will be on the player achieving the highest placing at the end of the tournament. If the number of rounds played is reduced, as in the case of bad weather, bets stand providing that a tournament winner is declared.
4. If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after the cut has been made will determine the winner.
5. If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner.

6. If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, the disqualified player will be considered the winner.

To Miss/Make the Cut:

For some tournaments, we may offer prices for players to make the cut (take part in the final rounds) or miss the cut (fail to qualify for the final rounds).

18 Hole Wagering:

The winner will be the player with the lowest score over 18 holes. If scores are equal after 18 holes, all wagers will be canceled. Play-offs do not count.

Finishing Position of a Named Player:

In the event of a tie for a finishing position, the tied position will count, e.g. a tie with 5 other players for 8th place will count as a finishing position of 8.

Individual Player's Round Score:

All bets will be canceled if the player does not complete the round.

Selected Player's Score at the Next Hole:

All bets will be canceled if the player does not complete the nominated hole. Settlement of bets is determined when the player leaves the green.

Group Betting:

1. The winner will be the player with the lowest score at the end of the tournament (or after the cut if all players miss the cut), playoff included.
2. In the event of a tie, the winner will be the player with the lowest score for the final round. If a tie still exists, the odds will be divided by the number of players involved in the tie then multiplied by the stake.
3. If a player does not tee off all bets on that player will be "no action" and money refunded.

Top Points Scorer:

In the event of a tie, the odds will be divided by the number of players involved in the tie then multiplied by the stake.

Handball

1. For wagering purposes, winners and losers are determined by the score at the end of normal time. Extra time (an extension of normal time) will not count unless specified.
2. Saracen Resort may offer a so-called three-way line with the draw as the third betting option. In these cases, when the outcome is a draw, only those bettors who wagered on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.
3. If a match is postponed for any reason, all wagers will be cancelled, and money refunded.
4. If a match venue is changed all bets stand.
5. Game props: All game props, including the following markets, will be settled on regulation time only and exclude overtime if played:
 - Team with highest scoring half
 - Highest scoring half
 - Game total odd/even
 - Team total odd/even
 - Winning margin
 - Double result
 - Race to 5/10/15/20 goals
6. Top team goal scorer: Goals scored in 60 minutes and extra-time count, but penalty shoot-out goals do not. Dead-Heat rules apply. If a player takes part in the tournament bets have action.
7. Tournament top goal scorer: Goals scored in 60 minutes and extra-time count, but penalty shoot-out goals do not. Dead-Heat rules apply. If a player takes part in the tournament bets have action.
8. In-Play betting: All markets are based on regulation time for settlement purposes (overtime does not count). In tournaments, if a new market is formed at the end of regulation time, e.g. To Win in Overtime, penalty shootouts count.

Hockey

General:

1. Unless otherwise stated, all wagers include Overtime and Penalty Shoot-Out. If clearly stated and written on ticket some wagers MAY NOT include OT. Please check your ticket carefully.

2. Penalty Shootouts are expressly considered part of overtime. If a Penalty Shootout is contested, the winner will be credited with an extra goal.
3. Minimum time for action: Games must go a minimum of 55 minutes for action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded.
4. Minimum time for action on Periods: The specific period must be played in its entirety for bets to stand. Otherwise, all bets on the period are refunded.
5. Goals in overtime or the shootout do not count toward bets on the 3rd period.
6. "Home Goals vs Away Goals" and Grand Salami: The «Home Goals vs Away Goals» and Grand Salami will be decided by the total goals scored in all games scheduled in the given league for the given day. All scheduled games must play three full periods. If any scheduled game is canceled or stopped before three full periods are played, all wagers on the "Home Goals vs Away Goals" and the Grand Salami will be canceled.
7. Propositions are graded including overtime but not penalty shootouts.
8. Total Player Points: Both goals and assists are included.

Regular Season Wins:

Teams must play at least 81 games for action. This includes overtime and penalty shootouts.

Lacrosse

Minimum Time for Action:

All games must go the full 60 minutes (plus overtime if necessary) for action.

Live Betting General

The following are general rules which govern events in Live categories.

1. All Live lines are for the complete game score.
2. Lines will be offered at bookmaker's discretion. We do not guarantee a line at any point in the game.

3. Saracen Resort reserves the right to cancel any wager made on an obvious palpable error.
4. In addition, Live Betting wagers are decided according to Live Wagering Rules specified for that sport by Saracen Resort.

Mixed Martial Arts

1. Unless otherwise noted, fights must take place within one week of the listed date of the fight or the bout will be graded "no action" and wagers refunded.
2. Venue changes within the same country will not affect the status of pending wagers. Venue changes to a different country will result in a grade of "no action" on all pending wagers.
3. If the number of scheduled rounds in a fight is changed, the following wagers will have action: the fight winner, fighter wins only, and draw options. "Fight totals" & "will go / won't go" will have action if the updated scheduled rounds are more than the total listed on the proposition. Exact round of ending, fighter to win inside distance, win by decision, and goes distance propositions will all be no action if scheduled rounds are changed or human error occurred.
4. Results will be graded based on the official result at ringside.
5. A result may be revised or altered after the initial presentation by the ring announcer. For wagering purposes, results are not official until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.
6. A wager on a fighter "Inside Distance" wins if the selected fighter wins by KO, TKO, DQ, submission, or any other form of stoppage.
7. A wager on a fighter to win by "KO/TKO" wins only if the fighter wins by KO, TKO or corner stoppage. A win by submission is not considered a KO/TKO in MMA.
8. When a "draw" occurs, wagers on both fighters "to win" are refunded.
9. Other proposition wagers are graded according to their specific wording.
10. An "If Wins Only" wager loses when a fight ends in a draw.
11. Any fight that is deemed "no contest" will have all wagers refunded.

12. An over/under listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly two minutes and thirty seconds into a five-minute round. Thus, 2½ rounds would be two minutes and thirty seconds of the 3rd round.
13. If an over/under total lands on the exact half round total in a fight, the wager will be a push. If the phrase "Fight goes 2:30 round X", and the fight ends at exactly that second of that round, then "Fight goes" will be graded the winner.
14. In round distance wagering, if a fighter fails to answer the bell for the start of any round, the fight officially ended in the last round fought.
15. In total wagering, if a fighter does not answer the bell to start a round where the fight has gone the exact distance listed on the total, the UNDER is the winner.
16. For wagers that state "will a fighter win in round x", that fighter must finish the fight in round x to win the prop.
17. Any fight involving an extra round or "sudden victory" round, this round will be included for wagering purposes.

Rugby (Rugby League, Super League, and Rugby Union)

1. For wagering purposes, winners and losers are determined by the final score (including overtime, if applicable). In the event of a draw (tie) as the result - Moneyline wagers on either team will be graded as half face value of the ticket. Half the bet is paid off at the quoted price, and half the bet loses.
2. All Rugby matches must go at least 80 minutes to have action, except for pre-season matches that are scheduled to play less time.
3. If a Rugby match is postponed for more than 48 hours from its original starting time, all bets on the match will be void/no action and the stake will be returned.
4. For Parlays in the case of an event ending in a draw, bets on the Money line are considered pushed and the parlay will be recalculated and reduced based on the remaining legs that have action.
5. Saracen Resort may offer a so-called three-way line with the draw as the third betting option. In these cases, when the outcome is a draw, only those bettors who bet on the draw will be paid as winners; those who wagered on either team or contestant to win will lose their stake.

Scoring Margin Props:

Wagers on scoring margin props are for Regulation time only and will not include any overtime or Golden Points.

Snooker/Pool/Billiards

1. Matchup betting is based upon correctly selecting the player who officially wins the match. In the event of a match starting – with the break for the first frame - but not being completed for whatever reason, the player progressing to the next round (or being declared the winner of the competition/championship) will be deemed the winner. In the event of a match not starting at all, all bets are refunded.
2. Frame betting is based upon correctly selecting the final score of a snooker match. In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.
3. For multi-way markets of the type “Odds to win the Championship” wagers on a non-starting player will be graded as a refund.
4. For Snooker matches that contain multiple sessions, Saracen Resort may offer odds at the start of each session. All wagers placed on Snooker matches are graded based on the outcome of the entire match, not on the outcome of an individual session.

Soccer

1. Soccer kickoff dates and times displayed are an indication only and are not guaranteed to be correct. If a match does not start as scheduled and does not start the same day (local time of the match site) then wagers on the match will have no action and be refunded.

The exception being any wager on whether a team advances in a cup competition, or raises the cup, will have action regardless of a suspended or postponed match

2. 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 lost.
3. Wagers will be decided on games with two halves scheduled for 45 minutes each and any time the referee adds to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts. Occasionally, tournaments, friendlies, or other matches may have time frames different than two 45-minute halves. If

Saracen Resort does not announce this special playing time before the start of the game, all bets will be considered void and stakes returned. If in a game scheduled for two halves of 45 minutes each, a referee ends the game with an official result with time different than 2 halves of 45 minutes each, wagers will still have action. If a referee declares a game abandoned for any reason, wagers will be void and stakes returned.

4. Handicap Betting: Soccer games may have either a *Single Handicap* or a *Double Handicap*.
 - *Single Handicap*: This bet type is like a bet on the spread in football.
 - *Double Handicap*: This bet type splits a wager into two bets, each with the same Moneyline, but at a different single handicap.
5. Over/Under: A match must reach full time for wagers on the total number of goals scored in the match to be valid. This wager is 90 minutes plus stoppage time unless specifically stated.
6. Should there be a dispute over a proposition (examples include but are not limited to: name of the first goal scorer; time of a goal) wagers will be settled and paid based on the reports of the sporting media.
7. Wagers on the first half of a soccer match include 45 minutes of play plus any stoppage time added by the referee at the end of the first half. If the first half is not completed, wagers shall be void and stakes returned.
8. Wagers on the second half of a soccer match include 45 minutes of play plus any stoppage time added by the referee at the end of the second half. Extra periods, golden goals, and shootouts are not included in second half wagering. Goals scored in the first half do not count toward the second half wager. The match must reach full time for second half wagers to stand.
9. Bets on teams to qualify or to advance to the next round of a competition:
 - Bets are paid out on 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. Extra time and penalty shootouts are always included for betting purposes.
 - In a one-leg match, all bets have action once the match kicks off. If the referee abandons a one-leg match (for reasons including, but not limited to: crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be paid based on decisions of the relevant governing body. Bets will stand while the

governing body considers the circumstances of the abandonment and determines what remedy is to be taken (including, but not limited to forfeiture, resumption of play later, or a replay). If a team is disqualified before the match kicks off, all bets are void. If the rules prescribe a replay for a drawn match, all bets stand for the replay.

- In a two-leg match, all bets have action once the second leg kicks off, provided that the first leg has not been ruled a forfeit. If the first leg is ruled a forfeit, all bets on teams 'to qualify' or 'to advance' are void. If the second leg is abandoned, all bets remain valid and will be paid based on decisions of the relevant governing body.
- 10. For proposition bets concerning the total number of goals on a specific day in a specific league/competition, the exact number of matches must be played on that day and wagers will be decided based on two halves of 45 minutes each and any time the referee adds to compensate for injuries and other stoppages. Goals scored in periods of extra time or penalty shootouts do not count.
- 11. For proposition bets concerning home vs away goals on a specific day in a specific league/competition, the exact number of matches must be played on that day and wagers will be decided based on two halves of 45 minutes each and any time the referee adds to compensate for injuries and other stoppages. Goals scored in periods of extra time or penalty shootouts do not count.
- 12. For proposition bets concerning home vs away goals for a given League or competition on a given day, the team listed on top in a neutral field game (denoted by "(n)") will be considered the home team.

13. Player Proposition:

- A proposition bet concerning if a player will score one or more goals, or not score, in a specific match includes regulation time (plus injury time) only. Own goals do not count.
- Player to Score at Any time and Hat-Trick propositions concerning a specific match: For wagers to have "Action" the player must start the match (in the starting XI). Wagers on any player who does not start the match will be cancelled.
- First and the Last Player to Score propositions concerning a specific match: For wagers to have "Action" the player must take part in the match (in the starting XI or substituted in). Wagers on any player who does not take part in the match will be cancelled.
- First Player to Score propositions concerning a specific match: Wagers

on players substituted in after the first goal is scored will be cancelled.

- Every effort will be made to quote First or Last Player to Score odds for all possible participants. However, if there is a goal scorer whose odds are not listed, all customer wagers will still have action (as long as they meet the criteria above).

14. Bookings Propositions:

- For grading purposes, both yellow and red cards are included in Bookings Propositions. Yellow cards count as 1 point and red cards count as 2 points.
- Two yellow cards shown to the same player leading to an automatic red card will count as 3 points: 1 point for the 1st yellow card and 2 points for the red card. The 2nd yellow card will not be counted.
- For grading purposes, yellow or red cards shown to any "non-player" (player on the bench, manager, coach or other staff) do not count for Bookings Propositions.
- Yellow or red cards shown during periods of extra time are not included. Only yellow and red cards were shown during regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included.
- Yellow and red cards shown during the half time break are counted for 2nd half and full-time Bookings Propositions.

15. Corner Kick Proposition: For grading purposes, Corner Kicks which happen in periods of extra time are not included. Only Corner Kicks which take place during regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included. If a corner is awarded and not taken it will not be counted towards grading.

16. Offsides Proposition: For grading purposes, Offsides which happen in periods of extra time are not included. Only Offsides which take place during regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included.

17. Exact Score, Total number of Goals, Team Number of Goals, Both Teams to Score, Double Chance and any Handicap Propositions: For grading purposes, only goals in regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included.

18. Head to Head Last Longer Propositions:

- Winner will be decided on who advances further in the tournament. In a Head to Head between two teams that reach the final, the winner of the final will be graded as a team to advance further.
 - If two teams go out in same round or both in the group stage, then Head to Head proposition between these teams will be graded as no action, regardless of the time or date of their respective games or regardless of their standing in the group.
19. In any match with a forfeit, all wagers will have no action, regardless of how the governing body of that league scores a forfeit.
 20. For proposition wagers on which team will score first, only goals in regulation time or any added injury time will count. If there are zero goals in regulation/injury time, then all wagers on this proposition will have no action and be refunded.
 21. For halftime/fulltime score propositions, only goals in regulation time or any added injury time will count. If the match does not go full time, then all wagers on this proposition will be refunded.
 22. For correct score propositions, only goals in regulation time or any added injury time will count. If the score is 0-0 in Full Time, then no goals or an exact score of 0-0 will be declared the winner.
 23. A Clean Sheet will be defined as a team not allowing a goal in regulation or added injury time only. Any goals allowed in Extra Time or Penalty shootouts will not affect this wager.
 24. For “will a team have a clean sheet and win” propositions, the team must have a clean sheet (as defined above) and be ahead at the end of regulation/injury time. If the team is not ahead at the end of regulation/injury time, then the related proposition will be graded NO.
 25. Any discipline (yellow card, red card, sending off, penalty) that occurs after the whistle that ends regulation time will not count toward related propositions for that match.
 26. At times (in the Champion’s League or other major competitions) we may offer the proposition “will both Team A and Team B win on a given day.” Wagers on this proposition will be graded based on Full Time (extra time and shootouts are not included). If either team does not win in Full Time, then NO bets will be graded as winners and YES bets will lose.

For action, both games must reach Full Time. If either game is suspended before full time is reached, and not completed the same day, (local time of

the match site) wagers on the outcome of this proposition are considered void and all stakes shall be returned.

27. Entire Tournament Propositions

Entire Tournament Propositions (for example World Cup or EURO): For grading purposes, the following propositions which are related to the activity over the entire tournament (and not individual games) will include extra time, but not penalty shoot-outs:

- Total goals in the entire tournament by individuals,
 - Who will score more goals matchups between individuals
 - Total goals scored by each country over the entire tournament
 - Who will score more goals matchups between countries
 - Will a hat trick be scored in any game of the tournament
 - Total Tournament Corners: All Teams
1. Bookings: Please note that unlike individual game rules, if a player receives a yellow or red card after the final whistle of regulation, these cards will count toward proposition for entire tournament total. Red and Yellow cards received during extra time or during penalty shoot-outs also will count toward the entire tournament total.
 2. In the case of a tie for the "Top goal scorer" proposition, the most number of assists from a player will be used as the first tiebreaker. If there is still a tie, then the least minutes played will be used as the second tiebreaker.
 3. For all "Who will score more goals" matchups, both players must play in the first game of their respective team for bets to have action.
 4. For all propositions concerning an individual player's over/under goals for the entire tournament, that player must play in his team's first game of the tournament for bets to have action.
 5. When wagering on the total number of red cards in a tournament or competition, red cards shown to a player as a result of the second yellow card will be included in the grading of the wager.

Soccer Rules for Live Betting

1. Unless otherwise specified, Live Betting wagers on the outcome of a match will be decided based on two halves of 45 minutes each and any

time the referee adds to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts. Occasionally, tournaments, friendlies, or other matches may have time frames different than two 45-minute halves. If Saracen Resort does not announce this special playing time before the start of the game, all bets will be considered void and stakes returned. If in a game scheduled for two halves of 45 minutes each, a referee ends the game with an official result with what appears to be a time different than 2 halves of 45 minutes each, wagers will have action. If a referee declares a game abandoned for any reason, wagers will be void and stakes returned.

2. If a match is suspended before full time is reached, and not completed the same day, (local time of the match site) Live Betting wagers on the outcome of the match are considered void and all stakes shall be returned. The exception to this is the 1st half. If the 1st half is completed, and the game is abandoned during the 2nd half before full time is reached, wagers relating to only the 1st half will have action.
3. For grading purposes, Live Soccer 1X2 (Money Line), Total Goals and Team Total Goal lines displayed include all goals scored in the match. Unless otherwise specified, wagers placed on Live Soccer 1X2, Total Goals, and Team Total Goals will be settled using the Regulation Time score, regardless of the score when the wager is sent in.
4. When wagering on corner kicks, a corner must be taken to count towards grading. If a corner kick is awarded and not taken it will not be counted.
5. For grading purposes, when placing a Live Soccer Handicap wager, the handicap and price displayed are for the match from the point the wager is accepted. Goals/Corners/Bookings scored previously (i.e. current score) are ignored for a Live Handicap wager. Unless otherwise specified, all Live Soccer Handicap wagers will be settled based on the goals scored in the remainder of the match during Regulation Time. All goals/corners/bookings scored before the wager is accepted are not included.
6. When wagering on a live Soccer event, the current score and red card information are considered part of the line. If this information is incorrect, the line is deemed to be incorrect. Any other information, such as timers, is displayed for information purposes only. It is the responsibility of the client to verify that such details are accurate before placing their bets.
7. Saracen Resort reserves the right to cancel any wager made on an obvious "bad" line.

8. Saracen Resort does not guarantee that odds will be offered at any specific time during the match.
9. When a team name is followed by "ET only" this is for the 30-minute extratime period and any time the referee adds to compensate for injuries and other stoppages. It does not include penalty shootouts.
10. When a team name is followed by "PEN" this is for penalty shootouts only.
11. When wagering on penalty kicks, only the first 10 penalty kicks will be counted in determining the result on the total. All penalty kicks will be counted when determining the result on the handicap.
12. Wagers will not be accepted when wagering is suspended for goals, penalties, dangerous free kicks, corner kicks, or similar game-changing situations.

Summer Olympics

1. For multi-way futures betting, all events are ACTION betting - no refunds.
2. If an athlete/team has a yes/no (2-way) price to win the gold medal, then that athlete/team must start the competition for action.
3. For Match-Up betting between two athletes / 2 Countries, in any event, both athletes /countries must start event for action.
4. For over/under on a country's total medals within a sport, the total is for both the men's and women's competitions within that area. Events are official after the original medal ceremony. Any subsequent changes to those results do not count.
5. For props on individual athletes, the competitor must start the first event they are scheduled to participate for action.
6. Weightlifting: At least one of the participants must complete the entire event (posting results in both Snatch and Clean & Jerk) for the bet to stand.

H2H (Head-to-Head):

If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If an athlete beats all the competitors, bets on "The Field" will be graded as winners. If the

competitor ties for 1st place, wagers on the matchups will be refunded.

Table Tennis

1. In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void.
2. Set Betting (Correct Score) refers to the correct final score in sets.
3. Set Winner refers to the winner of a specific set. The respective set must be completed for bets to stand.
4. In the case of team matches, in the event of a matchup between players being played twice, only the first result counts.

Teaser

What is a teaser?

- A teaser is a special parlay in which the bettor gets a favorable point adjustment. Teasers are available in football and basketball and may include sides and totals.
- The payout for a teaser depends on the sport, the number of teams used, and the size of the point adjustment. To find the payout for a particular teaser, use the charts on this page.

Standard Teaser Rules:

1. A tie or "no action" in a standard teaser of three or more teams reduces the teaser to the next lowest number; for example, a four teamer with a tie becomes a three teamer.
2. In NFL, College Football, NBA, WNBA and College Basketball, a two-team teaser resulting in Tie/Win, Tie/Loss or Tie/Tie is considered a push and all wagers refunded. In addition, no action in one leg of a two-team teaser will result in no action for the teaser and all money refunded.
3. In Arena Football, any teaser with a tie is considered a loss.
4. Teasers are not allowed on "alternate spreads" or "alternate totals" for any sports.
5. If any part of a Teaser was made on an obviously "bad" line or after an event has started, Saracen Resort reserves the right to cancel the

complete Teaser.

6. Saracen Resort reserves the right to determine the base spread to be used for any teaser.
7. Due to correlation, all correlated NCAA Football same game Teasers on games where the difference between the size of the spread and the size of the total is less than 28 will be cancelled from the account.

Tennis

Retirement or Disqualification:

Head to Head Matchups:

One full set must be completed for Money line wagers to stand. If less than 1 set is completed, all Money line wagers will be considered void. The winner of the match is the participant declared the victor by the umpire of the match.

First Set Betting:

If the first set is not completed because of a player retirement or disqualification, all bets on the match will be considered void. Such wagers will be cancelled, and the money refunded. If the first set in a match is completed, the wagers are graded and will stand on that line.

Sets Betting:

If a tennis match is not completed because of a player retirement or disqualification, all Set betting wagers will be considered void. Such wagers will be cancelled, and the money refunded.

Handicap and Total Games Betting:

If a tennis match is not completed because of a player retirement or disqualification, all Handicap and Total Games bets will be considered void, regardless of the score of the match. Such wagers will be cancelled, and the money refunded.

Proposition Betting:

If a tennis match is not completed because of a player retirement or disqualification, all proposition wagers will be considered void. Such wagers will be cancelled, and the money refunded, with some exceptions pertaining to propositions that require the completion of an individual set.

The time of the match will be taken from the official tournament's website. Rain delays are not included in the official time of the match.

1. Proposition betting for "Who will Last Longer":

- Both players must start the tournament for bets to have action. If both players are eliminated in the same round, bets will be graded no action and all money refunded.
- If both players in the Last Longer proposition reach the final, the winner of the final match will be declared the winner of the proposition.

2. Yes/No Player to win Proposition:

- If a wager is posted before the tournament starts, the player must play the one point in the tournament to have action.
- If a wager is posted after the tournament has begun, the player must start his/her next scheduled match for that wager to have action.

3. Over/Under Season Rankings Props

For these props to have action, the player listed must start the Australian Open. If they do not partake in their scheduled 1st round match in the Australian Open, their ranking prop will be cancelled. Once they have started the Australian Open then these props are considered "all in." If a player is injured during the season, these props will still be graded taking their end of year ATP or WTA ranking. Also, wagering on the under of 3.5 Ranking means that a player finishing the year ranked 1,2 or 3 would be considered a winner. Any rank over 3.5 (4, 5, 6, etc.) would be graded as a loss.

4. Season Grand Slam Propositions

"Will Novak Djokovic win a Grand Slam in 2020" props are considered "all in." If a player is injured and unable to play, the wagers still have action.

5. Higher End of year ranking Head-to-Head Propositions

For these props to have action, both players must start round 1 of the Australian Open. If they do not partake in their scheduled 1st round match, their ranking prop will be cancelled, and the money refunded. Once they have started the Australian Open, these props are considered "All in" and the prop will be graded based on each player's end of season ATP/WTA singles ranking. The player with the better end of year ranking will be graded as the winner. For example, Novak Djokovic ends the year ranked 25th in the ATP rankings and Andy Murray ends the year ranked 15th, Andy Murray would be graded as the winner as he has the higher ranking at the

conclusion of the season.

Team Total Betting:

If a match ends with a player retirement, the team total bets for each individual player will be voided and graded as no action. A match must be completed for team total bets to be graded as action.

If one of the players does not start the match or tournament, all team total bets associated with that match will be graded as no action.

Delay or Suspension:

If a tennis match is completed, without retirement or disqualification, all wagers stand as written. A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as play is resumed, and the match completed.

Pro Set:

Futures Betting:

All futures bets have action. Should a player withdraw before a tournament begins, or retire during a tournament, bets on that player to win the tournament lose. This is a wager where we add event months in advance prior to the tournament starting, known as a futures pool.

Parlays:

When placing a Parlay in Tennis, each round within the same tournament is treated as a separate league.

Change of Venue or Playing Surface:

All bets stand regardless of any change of venue, court surface, changing from indoors to outdoors and vice versa.

Davis and Federation Cup:

Davis Cup or Federation Cup wagers on the "Tie" are for that country to advance to the next round. Note that each Tie consists of five rubbers ("matches"). The winner of the Tie is the nation that wins three or more of the five rubbers in the Tie.

In the event, a match does not go the specified number of sets, and the match is shortened by tournament officials, the leader determined to be

official by tournament officials shall be the winner.

Live Betting (All pre-game rules apply to live wagering in addition to):

1. The next point must be played for wagers to have action. If either player retires before the next point is played, all wagers taken since the last point are refunded.
2. If the first set is not completed, all bets on the outcome of the match (spread, money line, next set and total) will be void. All bets on a specific game will stand, provided that game was completed in its entirety.
3. Individual Sets Betting: If the stated set is not completed, all live wagers will be voided.
4. Handicap and Total Games Betting: If a tennis match is not completed because of a player retirement or disqualification, all live wagers on Handicap and Total Games will be voided. The wagers will be cancelled and the money refunded.
5. When betting on an individual game, only the score of that specific game is taken into consideration to determine the winner of the game. If the stated game is not completed, all live wagers on the game will be voided.
6. If any subsequent games are not played, bets on those specific games will be void.

Volleyball

1. For the full Match period, lines for both Spread and Total use the set score for the match (generally best of 5 sets is played in a Volleyball match).
2. For Specific sets, lines for both Spread and Total use the points score for that set (generally sets in Volleyball are played to 25 or 15 points).
3. If a match is suspended before full time is reached, and not completed the same day, wagers on the outcome of the match are considered void and all stakes shall be returned.
4. For match and set wagering, the actual number of points played in a set will not affect how wagers are graded. For example, sets played to 21 points or 25 points are graded based on the winner of the set.
5. In case of a "Home and Away" format bets on the Away match do not

include the "Golden Set".

Winter Sports

General rules

If an event is being postponed for more than 48 hours from its original starting time, all bets on the event will be void/"no action" and the stake returned to your account. If the event is interrupted without an official result, the stakes will be refunded unless the event is being resumed within 48 hours of the original starting time. If a shortened/interrupted event is declared official within 48 hours the official results will then be used for grading and all bets stand.

