

**MGM Grand Detroit
Sports Book
House Rules**

MANAGEMENT RULES

1. Any person under the age of 21 years shall not place wagers with or collect winning wagers from any licensed sports pool or operator.
2. Persons shall place a wager only on their own behalf and shall not wager for any other person.
3. Management will make every reasonable effort to resolve disputes. Any unresolved dispute arising as a result of wagers accepted by the Sport Book shall be resolved as set forth by rules or regulations promulgated by the Michigan Gaming Control Board.

OBVIOUS ERRORS AND RESETTLEMENTS

Obvious Errors

MGM Grand Detroit Sports Book makes every effort to ensure that we do not make any errors in prices offered or wagers accepted. However, if as a result of mechanical, technical, or human error, MGM Grand Detroit Sports Book offers, or a patron places, a wager in Obvious Error, MGM Grand Detroit Sports Book reserves the right to either (i) settle winning wagers at the “correct price,” as reasonably determined by MGM Grand Detroit Sports Book, or (ii) void any wagers placed in Obvious Error. Obvious Errors include, but are not limited to, the following:

- Wagers offered or placed on events after the outcome is already known;
- Wagers offered or placed on markets where incorrect participants are listed;
- Wagers offered or placed on markets where participants are incorrectly designated or listed in the incorrect order (e.g., Home Team listed as Away);
- Wagers offered or placed at odds that are materially different from those available in the general betting market for a given event at the time the wager was placed;
- Wagers offered or placed at odds which reflect an incorrect score situation; or
- Wagers offered or placed at odds being clearly incorrect given the probability of the event occurring (or not occurring) at the time the wager was placed (exclusive of certain special offerings or “odds boosts” advertised as such).

MGM Grand Detroit Sports Book reserves the right, at its own discretion, to declare a wager void, totally or partly, if any of the following circumstances have occurred:

- A wager has been offered, placed, and/or accepted containing an Obvious Error;
- A wager has been offered, placed, and/or accepted on an unapproved sporting event or team;
- A wager is placed and/or accepted while the sportsbook was encountering mechanical, technical, or systemic problems, which would not have been accepted but for that problem;
- A wager or result has been affected (directly or indirectly) by illegal activity; or
- A wager is placed and/or accepted on a market that is voided in its entirety (e.g., for an incomplete or abandoned event).

MGM Grand Detroit Sports Book will report any such voids or resettlements to the Michigan Gaming Control Board within 72 hours.

In addition to the above, MGM Grand Detroit Sports Book shall void wagers as directed by the Michigan Gaming Control Board.

MGM Grand Detroit Sports Book prohibits parlay wagers that include two or more outcomes that are, or could turn out to be, related (e.g., Team X to win 7-0 and Team X to win the game). MGM Grand Detroit Sports Book takes all necessary steps to prevent acceptance of these prohibited parlay wagers. However, if such a parlay wager is placed, MGM Grand Detroit Sports Book reserves the right, solely at its own discretion, to declare void some or all parts of the parlay wager that includes the related outcomes at odds that do not account for the related contingency. This provision does not apply to parlay wagers that are explicitly identified as special offerings.

Re-settlement

Markets are generally settled shortly after the end of the event in question. MGM Grand Detroit Sports Book may settle (or partially-settle) some markets before the official result is declared purely as a customer care benefit. However, MGM Grand Detroit Sports Book reserves the right to amend the settlement of the market if:

- The official result is different than the result on which MGM Grand Detroit Sports Book initially settled the market; or
- The whole market is eventually voided (e.g., for an incomplete or abandoned event).

MGM Grand Detroit Sports Book reserves the right to reverse the settlement of a market if a market is settled in error. MGM Grand Detroit Sports Book reserves the right to take any necessary action, without prior notice and within reasonable limits, to adjust any inaccuracy in a customer's account due to a settlement error, including through the reversal, amendment, or cancellation, of any subsequent transaction. MGM Grand Detroit Sports Book will notify all known customers prior to taking any such unilateral action that would impact their wager or account.

As a result of a market resettlement, MGM Grand Detroit Sports Book may amend an account balance and/or deduct funds from a customer's account.

MGM Grand Detroit Sports Book reserves the right to reverse the settlement of, and take necessary action to correct, a customer-initiated Cash Out of a wager that was affected by a technical, pricing, or settlement error at any time between the original placement of the wager and the Cash Out. That necessary action may include, but is not limited to, resettling the impacted wager at a value that would reflect the proper Cash Out value.

GENERAL SPORTS BOOK RULES

1. The MGM Grand Detroit Sports Book reserves the right to refuse any wager, and/or delete or limit selections, prior to the acceptance of any wager.
2. The MGM Grand Detroit Sports Book will determine minimum and maximum wagers on all sports events.
3. Please check your tickets for accuracy before leaving the betting window. Leaving the window 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 in accordance with rules or regulations promulgated by the Michigan Gaming Control Board.
- 4. MGM Grand Detroit 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 MGM Grand Detroit reserves the right to wait at least one year after the conclusion of the event and/or racing meet to make its decision regarding payment.
- 5. Sports wagering tickets will be honored for one year after the date of the event. Vouchers will be honored for one year after date of issuance. Winning tickets may be mailed in for redemption. Refer to reverse side of wagering ticket for mail-in redemption instructions. MGM Grand Detroit is not responsible for tickets not mailed pursuant to instructions on the reverse side of the ticket.
- 6. Identification information is required to be presented at certain thresholds of wagers and payouts in accordance with State and Federal regulations.
- 7. MGM Grand Detroit Sports Book 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 sports boards.
 - c. Posted changes will be updated in a timely fashion on the electronic reader boards or the handwritten sports boards.
 - d. Non-posted printed media will be updated on a weekly basis with the date of the latest issue.
- 8. MGM Grand Detroit reserves the right to add, change or delete the payout ratio limits.
- 9. MGM Grand Detroit reserve the right to add, change or delete the MGM Grand Detroit Sports Book House Rules, subject to regulatory approval.
- 10. MGM Grand Detroit will not accept the past posting of wagers, in such cases the wager may be cancelled, or where the outcome of the event is already known, in all such cases the wager will be cancelled.
- 11. MGM Grand Detroit will accept wagers on currently posted terms unless otherwise posted or noted on printed media.
- 12. 3.11 Prohibited Wagers
 - a. No wagers may be accepted or paid by any book on:
 - 1. 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. Each licensee shall take reasonable steps to prevent the circumvention of this regulation;
 - 2. The outcome of any election for any public office; and
 - 3. Any event which the Executive Director deems to be contrary to public policy.
- 13. Management will maintain a record of all point spreads, odds, final score and related betting proposition statistics and outcomes to protect both the patron and MGM Grand Detroit in case of obvious mechanical or human error.
- 14. Canceled events that have either not started or have not met the minimum length for an event to be official, will result in straight wagers being cancelled. Parlays that involve a canceled event will reduce to the next lower number of selections.
- 15. All future wagers are "action" as long as a winner is officially declared, unless otherwise posted or noted on printed media.

Types of sporting events offered will be those submitted to and approved by the Michigan Gaming Control Board.

SPORTS BOOK WAGERING RULES:

Minimum length of play

For wagering purposes, unless otherwise stipulated in individual sports wagering rules, games are official after:

1. BASEBALL (all) – five innings of play. If the home team is leading, the game is official after 4 ½ innings (this will include softball). Thereafter, if a game is called or suspended for more than 36 hours, the winner is determined by the score after the last full inning, unless the home team scores to tie or take 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.
2. FOOTBALL (pro and college) – 55 minutes of play, unless an official result is declared by the official governing body before then.
3. BASKETBALL (NBA) – 43 minutes of play; (NCAA and WNBA) – 35 minutes of play.
4. HOCKEY (all) – 55 minutes of play; (Non-US) – 60 minutes of play.
5. GOLF – the results are official for wagering purposes provided that at least one round has been completed by all players in the field and a winner is declared by the tournament's governing body.
6. MOTOR RACING – All wagers will be settled according to the unofficial results reported immediately after the conclusion of the race by the governing organization. Any changes to the finishing order that occurs based on appeals, penalties or scoring malfunctions after the race has concluded, will not be recognized.
7. SOCCER- the full 90 minutes of play plus injury time for 3-way, goal line, and totals.
8. BOXING and MIXED MARTIAL ARTS (all) – the bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length. For a round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round in which case, the final bell signifies the completion of the round and fight.
9. TENNIS – at least one set of the match must be completed.
10. ALL OTHER SPORTS – the conclusion of the scheduled length of play or scheduled time limit.

Other Sports Rules

Wagers and proposition bets are offered to patrons and settled throughout the duration of games and events. Patrons are advised to check the individual sports rules sections (below) for information on how wagers are settled, as Minimum Length of Play rules do not relate to all wagers offered to Patrons.

For events where all participants are not listed and there is not a Field option, all bets are action. If a customer wishes to request MGM Grand Detroit to offer lines on a new participant, then they can do so by requesting at the window. Where possible the MGM Grand Detroit will do so within a reasonable timeframe.

Settlement Rules

MGM Grand Detroit settles markets in accordance with the official rules, statistics and results as declared by the league's governing body, unless specified otherwise in the specific sport's betting rules.

Dead Heat Rule

A dead heat is when two or more selections tie for a given position. In racing events (Motor Racing or Athletics for example), it could be due to both competitors crossing the line at the exact same time and the judge is unable to separate them. In other events, such as Golf, a dead heat occurs when players have scored the exact same score and are therefore classified in a joint position such as joint second place.

In a dead heat for first place, the stake money on a winning selection is divided by the number of winners in a dead heat. The full odds are then paid to the divided stake with the remainder of the money being lost. For example: Kurt Busch and Denny Hamlin have dead heated for first place in a NASCAR race. If you backed either of these drivers, you would be paid half of your stake (MGM Grand Detroit pays out half the stake for both selections).

Therefore:

\$100 on Kurt Busch at +100 = Half Stake \$100 = \$50 at +100 = \$100 returns.

Or

\$100 on Denny Hamlin at +800 = Half stake \$100 = \$50 at +800 = \$450 returns.

Multi-selection Dead Heats

If there is a dead heat between multiple competitors, the following calculation applies:

The number of positions tied for, divided by the number of players tied in that position

For example:

1 Brooks Koepka

T2 Tommy Fleetwood

T2 Tiger Woods

T4 Justin Rose

T4 Jordan Spieth

T4 Rickie Fowler

T4 Dustin Johnson

T4 Rory McIlroy

In this scenario there are two (2) players in a dead heat for second place, and five (5) players in a dead heat for fourth place. If you had picked a player to finish in the Top five, then those who finished tied for second place are both winners. Your full stake would then be paid out at full odds.

However, if you had picked any of the players who finished tied for fourth place then those wagers would be settled differently. There are five (5) players in a dead heat for two (2) positions (fourth and fifth) and therefore you would be paid at 2/5 (two-fifths) of the stake.

For example, if you had \$100 on Dustin Johnson Top 5 Finish at +200, your bet would be settled as follows:

- \$100 on Dustin Johnson = 5 players tied for 2 positions = 2/5 (two-fifths) stake
- 2/5 of \$100 = \$40 at +200 = \$120 returns

Postponed Matches:

For postponed and cancelled matches, the following rules apply unless otherwise stipulated in the individual sports wagering rules. All bets placed prior to the scheduled start time of a match will be cancelled if the match is cancelled or postponed to a different day (local time) then initially scheduled. All bets stand on any match that is delayed prior to the scheduled start time and takes place on the same day (local time). However, if a match that takes place within a fixed date tournament framework e.g. Olympic Games, Tennis

Tournaments, European Championships Finals, World Cup Finals, etc., is postponed all bets will stand (does not apply to non-tennis qualifying matches taking place outside of the fixed date tournament framework).

AUSSIE RULES FOOTBALL RULES

Date/Site Changes

If a match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to the opponent's home ground, in which case all bets will be cancelled. All bets must take place on the scheduled calendar day (at venue) otherwise, all bets on the game will be cancelled.

Minimum Length of Play

If a match is abandoned before the end of normal time, all bets on the match are cancelled, except for those markets which have been unconditionally determined. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

Aussie Rules Football Wagers

All bets shall be settled on official AFL results only.

1. Match Betting
 - a. All bets shall be settled at the end of normal time, unless otherwise stated.
 - b. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played.
 - c. In the event of a 'draw' where no draw option is offered, the Dead Heat Rule will apply and all wagers will be paid at half face value of the ticket.
 - d. For any AFL Finals matches or any other Competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.
 - e. Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e. extra time - an extension of normal time is not included.)
2. Spread and Total
 - a. Bets settled on outcome of the period the markets relate to. If the outcome is exactly equal to the betting line, then bets will be cancelled.
3. Winning Margin
 - a. For Margin betting, the draw option is always offered, although in other betting options where the draw option is not offered, the Dead Heat Rule applies.
4. Quarter/Half Markets
 - a. For bets placed on the specific quarters or halves, the entire period must be played.
 - b. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.
5. 1st Goal Scorer (Game/1st Quarter only)
 - a. If the selected player is not in the starting 22 all wagers on that selection will be cancelled.
6. 1st Quarter 1st Goalscorer
 - a. If the selected player is not in the starting 22 all wagers on that selection will be cancelled. Additionally, should no goal be scored in the 1st quarter then bets will be cancelled.
7. Player to score most goals
 - a. Should the named player take no part in the game, bets on that selection will be cancelled.

8. Player with most disposals
 - a. Should the named player take no part in the game, bets on that selection will be cancelled.
9. Race to X Points
 - a. Wager on which team/player will reach the specified points tally first.
 - b. Should neither team/player reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled
10. AFL Grand Final Winner
 - a. Team to win the post-season AFL playoffs. Should the game be cancelled then all bets will be cancelled.
11. AFL Regular Season Winner
 - a. Team to finish top of the standings at the end of the Regular Season.

BASEBALL RULES

Date/Site Changes

Regular season Baseball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in the MGM Grand Detroit Sports Book.

If a game has been suspended after the game has started, due to a weather delay or other deferral, and resumes within 36 hours after the original start time, all wagers will stand. If a suspended game resumes more than 36 hours after the original start time, and the requirements for Minimum Length of Play have not been satisfied, all wagers will be cancelled except for those that have been unconditionally determined prior to the game's suspension.

Baseball Post Season Rule

In the event of a playoff or postseason tournament game that is suspended after the game has started, all bets will stand through any case of suspension until the game is officially completed as per the relevant governing body. In the event of a date change prior to the event starting, all wagers will be cancelled.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Baseball sports wager rules, wagers on baseball money lines are official after 5 innings of play. If the home team is leading, the game is official after 4 ½ innings (this will include softball). Thereafter, if a game is called or suspended for more than 36 hours, the winner is determined by the score after the last full inning, unless the home team scores to tie or take 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.

For games scheduled to play a full 9 innings, game must go to 9 innings (8 ½ if the home team is ahead) to have action on run lines and totals. For games scheduled to play only 7 innings, game must go to 7 innings (6 ½ if the home team is ahead) to have action on run lines and totals

In specified inning wagers, game must go to full specified innings to be official, unless the home team is leading the bottom half of specified inning prior to completion of specified innings(s). For money line, totals, and run lines, game must go the full specified innings and listed pitchers must start.

Baseball Mercy Rule

If the game ends by the relevant league's mercy rule, then all wagers will be settled according to the results at the time the mercy rule is applied (this will include softball).

Baseball Wager Types

Patrons should be aware of the following wager types when placing wagers on baseball – action, one specified pitcher and listed pitchers. Patrons may choose either of these options when placing wagers on the money line. Wagers placed on run lines and totals require listed pitchers to start for action.

1. Action – this wager type puts team against team, regardless of the starting pitcher.
 - a. If either team's scheduled starting pitcher changes (and does not start the game) after a wager is placed, the wager will stand at the opening price of the adjusted line.
 - b. College and Softball wagers are action regardless of wager type.
2. One Specified Pitcher – A wager on or against one specified pitcher, regardless of the other starting pitcher.
 - a. Specified pitcher must start, or wager is deemed “no action” and wager is cancelled.
 - b. If the opposing pitcher does not start, the wager stands at the opening price of the adjusted line.
3. Listed Pitchers – A wager that specifies the starting pitchers for both teams or either team. The name(s) of the listed pitcher(s) who are relevant for the wager will be included in the market name. If one or both starting pitchers listed on the wager does not start, the wager is canceled.
4. For wagering purposes, each team's Starting Pitcher is defined as the pitcher who throws the initial pitch in his respective half of the first inning. Any subsequent change in pitcher is irrelevant to any standing wager.

Baseball Wagers

Baseball wagers are accepted in the following manner:

1. Total Runs (Over/Under) – A wager on whether the total number of runs scored in a game is over or under a specified number.
 - a. Extra innings are counted in final score.
 - b. Wager must meet the minimum length of play as specified above.
 - c. If the minimum length of play is not met all wagers will be cancelled, even those that have been unconditionally determined.
2. Run Line – A wager in which the bettor “takes” or “lays” a specified number of runs. The team wagered must “cover” the run line for the wager to be deemed a winner.
 - a. Extra innings are counted in final score.
 - b. Wager must meet the minimum length of play as specified above.
3. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Extra innings are counted in final score.
 - b. Money line wagers may be made as Action, One Specified Pitcher and Listed Pitchers subject to the rules above.
 - c. Wager must meet the minimum length of play as specified above.
4. Team to score first - Settled on the first score of the game.
 - a. Bets stand even if game is not completed. Extra Innings count.
5. Team to score last - Settled on the last team to score.

- a. Game must go 8 ½ innings for bets to stand in 9 inning games, or 6 ½ innings in 7 inning games for bets to stand.
- 6. Highest Scoring Inning - Bet on which inning will produce the most runs.
 - a. Dead heat rules apply.
 - b. Game must go 8 ½ innings for bets to stand in 9 inning games, or 6 ½ innings in 7 inning games for bets to stand.
 - c. Ninth inning wagers do not include extra innings unless otherwise stated.
- 7. Innings
 - a. Wagers on any specified inning will be decided on the basis of runs scored in that specified inning only. All specified innings must be played to their completion (except for the 9th inning when applicable) or the wager will be cancelled. Once a specified inning is completed, that specified inning wager will stand regardless of the length of the remainder of the game. Ninth inning markets do not include extra innings unless otherwise stated.
- 8. Scoreless Inning
 - a. Scoreless Inning markets do not include extra innings.
- 9. First 1/3/5/7 Inning Markets
 - a. Specified number of innings must be completed for bets to stand.
- 10. Race to x runs - Winner being the team who reaches the specified points tally first.
 - a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
- 11. **Baseball Daily Specials**
 - a. The number of games scheduled at the time of bet placement is specified in the market name. Wagers will be cancelled if any of the listed number of games fails to meet the Minimum Length of Play requirements on the scheduled date.

Baseball Proposition Rules

Various unique wagers may be offered from time to time. When wagering proposition bets, the game must go 9 innings (8 ½ innings if the home team is ahead) to have action, or action has occurred as the outcome of the wager is already known. If a game is suspended after 9 innings (8 ½ innings if the home team is ahead), the final score is determined after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the score is determined by the score at the time the game is called. For the above, if a game is scheduled for only 7 innings, then game must go 7 innings (6 ½ if the home team is ahead).

All baseball propositions are considered action regardless of any pitching changes.

Baseball Player Propositions

Players that are the subject of a player prop wager must start for the wager to have action. Specifically, wagers on a position player's performance will be considered action once the player has had a plate appearance. Further, wagers on a pitcher's performance will be considered action once that pitcher has thrown a pitch for their team. For any player v. player propositions, both players must start the game and have an official appearance as set forth above for the wager to have action. Further, these player v. player wagers will be deemed official once at least one of the players has left the game, regardless of the ultimate outcome and/or completion of the game. Except as specified above, all games must be played and considered an official game by MLB for bets to have action.

For MLB in-play props, MGM Grand Detroit Sportsbook will cancel wagers if a bet is placed on a market for a player who is subsequently taken out of the game before they are able to accrue more stats. For a wager on a batting market for position player, this would be where the player does not make a subsequent plate appearance after the bet was placed. For a wager on a pitching market for a pitcher (or a batting market for a pitcher in the case of National League pitchers), this would be where the pitcher does not throw another pitch after the bet was placed.

Batter v. Batter Most on Base

Settled using the total number of walks, intentional walks, Hit by Pitch, and hits credited to the batters during their plate appearance. This market does not include dropped third strikes, reach on errors, fielder's choice, and catcher's interference.

Batter v. Batter Most Walks

Settled based on which batter records the most walks in their at-bats in a game. This does include intentional walks.

Batter v. Batter Most Hits

Settled based on which batter records the most hits in their at-bats in a game. If a player reaches base due to an error, that will not count as a hit for that player.

Batter v. Batter Most Home Runs

Settled based on which batter records the most home runs in their at-bats in a game. Inside the Park Home Runs do count for this market.

Batter v. Batter Most Total Bases

Settled based on which batter records the most total bases in their at-bats in a game. Total Bases only include what the player hits for (singles, doubles, triples, and home runs).

Batter v. Batter Most Extra Base Hits

Settled based on which batter records the most amount of doubles, triples, or home runs in a game.

Pitcher v. Pitcher Most Strikeouts

Settled based on which pitcher records the most amount of strikeouts in the game. Dropped third strikes count towards the pitcher's total strikeouts.

Pitcher v. Pitcher Fewest Walks

Settled based on which pitcher records the least amount of walks in a game. This does include intentional walks.

Pitcher v. Pitcher Fewest Hits

Settled based on which pitcher concedes the least amount of hits in a game. If a player reaches base due to an error, that would not count as a hit conceded by that pitcher.

Pitcher v. Pitcher Fewest Home Runs

Settled based on which pitcher concedes the least home runs in a game. Inside the Park Home Runs do count for this market.

Pitcher v. Pitcher Fewest Total Bases

Settled based on which pitcher concedes the least Total Bases in a game. Total Bases only include what the player hits for (singles, doubles, triples, home runs). Walks, errors, fielder's choice, and dropped third

strikes do not count towards this market.

Pitcher v. Pitcher Fewest On Base

Settled based on which pitcher has the least amount of players on base in a game. Hits, walks, intentional walks, and hit by pitch count for this market. Errors, dropped third strikes, fielder's choice, and catcher's interference do not count towards this market.

Pitcher v. Pitcher Fewest Extra Base Hits

Settled based on which pitcher concedes the least Extra Base Hits in a game. These only include doubles, triples, or home runs in a game.

Player Total Bases

Total bases for a player are recorded through hits. They do not include walks, Hit by Pitch, bases advanced as a runner, reach on errors, or fielder's choice.

Player Singles/Doubles/Triples/Homeruns

Wager will be graded based on the number of the selected specific outcome that a player records in the designated period.

Outcome of First Pitch (Listed Pitcher)

Settled based on the result of the first pitch thrown by the listed pitcher. BetMGM will cancel wagers if there is a change to the listed pitcher before the first thrown pitch. For settlement purposes, batted balls that result in the plate appearance ending (ex: hits/outs) do not count as strikes. If a pitcher or batter violation results in an automatic ball or strike, then the market is settled based on the outcome of the violation. Hit by pitch and pitch outs are settled as a "Ball." The "In-Play" selection includes any type of hit (single, double, etc.) and any batted ball that results in an out(s) being recorded.

MLB All Star Game

All game markets will be settled after 9 innings of play, apart from the Moneyline market and those markets that specifically address events in a potential tiebreaker scenario. Any player statistic (e.g., Home Runs, Total Bases, RBI's, Runs Scored, etc.) accumulated during a potential Home Run Derby tiebreaker scenario will not be considered for settlement, unless specifically stated otherwise.

Baseball Result of Plate Appearance Props

Listed players must record at least one plate appearance for bets to stand (failing which, in each case, bets on this market will be cancelled). In the event that a player is substituted out of the game between plate appearances, bets on plate appearances that have already occurred will stand. However, bets on future plate appearance markets will be cancelled. For settlement purposes, a fielder's choice, catcher's interference, or hit by pitch will be settled as "other". A batter who reaches first base after a dropped third strike, will be settled as "strikeout". Should a batter be unable to complete a plate appearance due to injury, ejection or other reasons, then all bets will be cancelled. All markets are settled in accordance with official box score statistics declared by MLB as the governing body.

Baseball Regular Season Series Propositions

Regular season series propositions are offered for all 3, 4 or 5 Game Series with the outcome of all games played counting towards settlement. Series must go a minimum of 3 games for action regardless

of games scheduled and/or canceled. A called game will count towards a series wager if declared an official game by the league. All wagers are action regardless of Starting Pitchers or pitcher changes.

Baseball Playoff Series Propositions

For Playoff Series Winner propositions, the team that advances to the next round is deemed the winner. Wagers for all other markets are cancelled if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Baseball Grand Salami Propositions

Grand Salami proposition is determined by the total runs scored in all MLB games scheduled for that day. There are no listed pitchers, so all bets are action. Wager applies to all scheduled games and games must go 9 innings (8 ½ if home team is leading). If any game is cancelled or stopped before the completion of 8 ½ innings, all wagers on the Grand Salami will be cancelled. Grand Salami will not be offered when 7 inning games are scheduled.

Home Run Derby Markets

Calculation of total home runs for Home Run Derby wagers includes home runs achieved during swing-offs.

College World Series

Games must be played on scheduled date for action. All teams face double elimination. Teams listed second do not necessarily bat last.

Baseball Futures

Baseball season long futures are unique wagers that will be offered from time-to-time. For all season long and future propositions, all wagers stand regardless of team re-location, change to a team name, season length or play-off format unless stated otherwise in the market. For awards, the official decision made by the governing body on the day the award winner is announced will be final. Any subsequent changes at a later date will not count for betting purposes. For season long player totals, player's team must play in a minimum of 159 games for wagers to have action, except for those wagers that have been unconditionally determined.

Baseball Championship and Pennant Futures

If there is a change to the post-season structure, whereby a Championship Series is not possible, or called early, Pennant betting will be settled on the team that advances to the World Series from that league.

Baseball Futures List

MLB Divisional Odds

Wager on which team will win an MLB division.

MLB Pennant Odds

Wager on which team will win the pennant in either the American League or National League of MLB.

MLB World Series Odds

Wager on which team will win the World Series.

MLB Cy Young Winner

Wager on which pitcher wins the Cy Young Award in either the American League or National League of MLB.

MLB MVP Winner

Wager on which player will win the MVP award in either the American League or National League of MLB.

MLB Regular Season Wins

Wager on the number of regular season wins by a listed team in MLB. A minimum of 159 games must be played for action, except for those wagers that have been unconditionally determined.

Head to Head Regular Season Wins

Wager on the number of regular seasons wins made by one team vs. another team. A minimum of 159 games must be played by each team for action, except for those wagers that have been unconditionally determined.

Most Home Runs Hit

Wager on which player hits the most home runs in the regular season.

Highest Season Long Batting Average

Wager on the highest season long batting average by a particular player as declared by MLB.

Most RBI's in Season

Wager on which player has the most Runs Batted In during the regular season.

Most Pitching Victories

Wager on which player is awarded the most wins during the regular season.

Regular Season Team Total Wins O/U

Wager on the total regular season wins made by a team.

Regular Season Team Win Percentage

Wager on the percentage of wins by a team during the regular season.

Head to Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team.

Regular Season Player Totals O/U

Wager on the number of regular season Total Home Runs, Runs, Hits, Stolen Bases, Strikeouts, Saves by a named player.

Regular Season Player Averages

Wager on the average number of regular season Total Home Runs, Runs, Hits, Stolen Bases,

Strikeouts, Saves by a named player. To qualify for hitting propositions, a player must have at least 3.1 plate appearances per game.

Division of Winning Team

Wager on which division the winner originates from.

League of Winning Team

Wager on which league (American League or National League) the winner originates from.

State of Winning Team

Wager on which state the winner originates from.

Name the Finalists

Wager on which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome

Wager on which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

#1 Seed

Wager on which team will be the #1 seed in a specified league (American League or National League) at the end of the regular season.

To Win/Lose 100+ Games

Wager on whether a named team will win or lose 100 or more regular season games.

Double Chance

Wager on whether either of the two named teams will be declared the winner for the named market.

MLB Division Finishing Position

Wager on the exact position a named team will finish within their division.

MLB Rookie of the Year Winner

Wager on which player will win the Rookie of the Year award in either the American League or National League of MLB.

Most Stolen Bases in Season

Wager on which player has the most Stolen Bases during the regular season.

Playoff Series Props:

Series Winner

Wager on which team will advance to the next round. Should no series take place, bets will be cancelled.

Series Correct Score

Wager on the exact score of games within the series. Should the series be shortened from its original length, then bets would be cancelled.

Total Games

Wager on how many games will take place in the series.

NCAA World Series Winner

Wager on which team will win the College World Series.

BASKETBALL RULES

Date/Site Changes

Regular season Basketball games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in the MGM Grand Detroit Sports Book.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Basketball sports wager rules, NBA results are official after 43 minutes of play. NCAA and WNBA are official after 35 minutes of play.

Big 3, 3x3, the Basketball Tournament, other basketball events

Wagers will be settled based on official event rules. In the event of a game starting but not being completed for any reason, all wagers on the game are cancelled, except for those markets which have been unconditionally determined.

Basketball Wagers

Basketball wagers are accepted in the following manner:

1. Point Spread – A wager in which a bettor “takes” or “lays” a specified number of points. The team wagered must “cover” the point line for the wager to be deemed a winner.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
2. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must win the game for the wager to be deemed a winner.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
3. Total Points (over/under) – A wager on whether the total number of points scored in a game is over or under a specified number.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
4. First Half – Wagers on the first half will be decided by the score at the end of the first half.
 - a. If a game does not go the entire first half, all first half wagers will be cancelled.
 - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
5. Second Half (halftime) – Wagers on the second half will be decided based on points scored in the second half.
 - a. If the entire second half is not played to its completion, all Second Half wagers will be cancelled.

- b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.
- 6. Quarters – Wagers on any specified quarter will be decided based on points scored in that specified quarter only.
 - a. All specified quarters must be played to their completion or the wager will be cancelled.
 - b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
 - c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
- 7. Scoreless Quarter
 - a. Scoreless Quarter markets do not include overtime.
- 8. Team to score first - Settled on the first score of the game.
 - a. Bets stand even if game is not completed.
 - b. Overtime counts.
- 9. Team to score last - Settled on the last team to score.
 - a. Game must be completed.
 - b. Overtime counts.
- 10. Highest Scoring Quarter - Bet on which quarter will produce the most points.
 - a. Dead heat rules apply.
 - b. Game must be completed for bets to stand.
 - c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
- 11. Race to X Statistic - – Wager on which team/player will reach the specified statistic first.
 - a. Should neither team/player reach the specified statistic, and a ‘Neither’ option is not offered, then bets on that market will be cancelled. In the event of a wagering tie, the straight wager is considered “no action” and wager is cancelled. Parlays reduce to the next lowest amount of selections. Wagers are cancelled on a player who does not take part in the match or who comes on as a substitute after the specified statistic has been recorded.
- 12. First Field Goal/Assist/Rebound/Block/etc.
 - a. Wager on which player will score the first stated statistic in a basketball match. Wagers are cancelled on a player who does not take part in the match or who comes on as a substitute after the first stated statistic has been recorded. If a player not listed is deemed the winner, then all bets stand. Field goals scored in own basket do not count for first field goal scorer bets and are ignored for settlement purposes.
- 13. In the event of a wagering tie, the straight wager is considered “no action” and wager is cancelled. Parlays reduce to the next lowest amount of selections.
- 14. Buzzer Beater Markets**
 - a. A wager on if a shot will be successfully made at the end of the game from either team and said shot put the team ahead in the game, with 2 seconds or fewer on the clock. The team who makes the shot must either be losing, or the game is tied the moment before the shot goes in. Only second half and overtime periods are counted in this market. The market will be settled according to ESPN play-by-play data. This can be a 2-point or 3-point attempt. Settled at the end of the game. Postponed/Cancelled match rules apply.

Basketball Propositions

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, overtime does count for settlement of wagers.

Basketball Player Propositions

Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be cancelled.

Basketball Futures

Basketball season long futures are unique wagers that will be offered from time to time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Unless stated otherwise in the market, team(s) must play in all their scheduled regular season games for wagers to have action. If team(s) do not compete in all scheduled games, then wagers will be cancelled except for those wagers which have been unconditionally determined. For awards, the official decision made by the governing body on the day the award winner is announced will be final. Any subsequent changes at a later date will not count for betting purposes.

Basketball Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record, then ties will be broken using the governing body's official rules to determine an outright winner.

If no tie option was made available for any match bet wager, wagers will be a push should the teams tie, and stakes refunded.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post-season structure, whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NBA Finals from that Conference. NCAA Conference Tournament Winner will be determined by the team winning the Championship game regardless of any post-season suspension.

For Playoff Series Winner, the team that advances to the next round is deemed the winner.

Wagers for all other markets (futures, propositions, total points over a season, etc.) are cancelled if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Basketball Grand Salami Proposition

The Basketball Grand Salami will be decided by adding up all the scores for the games scheduled for that particular day. All games must be completed for action. Points scored in overtime are included.

NBA Draft

All markets will be settled in accordance with official information available on NBA.com.

Wagers on Over/Under draft position are settled based on when a team selects that player. Should a player go undrafted, Over/Under markets will be settled by assigning the next number after the last player drafted.

Round in which player is drafted wagers will be cancelled should a player go undrafted, unless 'undrafted' is an option offered in the betting market.

MGM Grand Detroit Sports Book will cancel all wagers on a player who subsequently withdraws their eligibility for that year's draft. Should a player who is not listed in any market be the winning selection, all bets on that market stand. All markets involving listed players are offered with others available on request.

Wagers on which team will draft a player are settled on the team who officially draft that player as listed on NBA.com. Any previous or subsequent trades will not be taken into consideration for settlement.

International players are defined as any player who played for a non-US team in the previous season, and not by their country of birth. Eg. A US-national who played for Real Madrid in Spain will be deemed an International player.

NBA Draft Lottery

All markets will be settled in accordance with official information available on NBA.com.

Markets are settled on which team is assigned the relevant pick on the day of the Draft Lottery. Any subsequent trades or forfeiture of draft picks after the Lottery will not be taken into consideration for settlement.

Basketball Futures List

Division of Winning Team

Wager on which division the winner originates from.

Conference of Winning Team

Wager on which conference the winner originates from.

State of Winning Team

Wager on which state the winner originates from.

Name the Finalists

Wager on which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome

Wager on which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

Double Chance

Wager on whether either of the two named teams will be declared the winner for the named market.

Head to Head Regular Season Wins

Wager on the number of regular season wins made by two separate teams.

Regular Season Team Total Wins O/U

Wager on the number of regular season wins made by two separate teams.

NBA Divisional Odds

Wager on which team will win the division.

NBA Division Finishing Position

Wager on the exact position a named team will finish within their division.

NBA Conference Odds

Wager on which team will win the conference.

NBA Championship Odds

Wager on which team will win the Championship.

NBA Regular Season Award Winners (MVP, Rookie of the Year, Most Improved)

Wager on which player will win the MVP, Rookie of the Year, Most Improved titles.

NBA Regular Season Wins

Wager on how many regular seasons wins are achieved by a team.

NBA #1 Seed

Wager on which team will be the #1 seed in a specified conference (Eastern Conference or Western Conference) at the end of the regular season.

NBA Regular Season Team Win Percentage

Wager on how many regular season wins are achieved by a team.

NBA Head to Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team.

NBA Regular Season Player Totals O/U

Wager on the number of regular season Points, Rebounds, Assists, Steals, Blocks by a named player.

NBA Regular Season Player Averages

Wager on the average number of regular season Points, Rebounds, Assists, Steals, Blocks by a named player. To qualify a player must have played in 70% of their team's games.

NCAA Tournament Winner

Wager on which team wins the NCAA Tournament.

NCAA Tournament Regional Winner

Wager on which team wins the NCAA Tournament Region.

NCAA Conference Tournament Winner

Wager on which teams win the NCAA Conference.

NCAA Tournament Wins

Wager on how many wins a team will have in the NCAA Tournament.

College Basketball Head to Head Tournament Wins

Wager on which team will have more wins in the NCAA Tournament.

NCAA Conference Wins

Wager on how many wins a team will have in their NCAA Conference Tournament.

In the event of a wagering tie, the straight wager is considered "no actions" and the wager is cancelled. Parlays reduce to the next lowest amount of selections.

College Basketball Conference Regular Season Winner

Wager on which team wins the College Basketball Conference in the regular season. If multiple teams are deemed co-regular season champions, bets will be settled based on the team who is awarded the top seed in the conference tournament.

Basketball Wager Example

The following is the method of calculating straight wagers, determination of payment and buy point pricing.

1. Basketball point line and total wagers pay 10/11 (-110). Wager \$11 to win \$10; total return is \$21 unless otherwise specified.
2. Half points may be purchased at the sole discretion of management.
 - a. Each half point cost an additional 10 cents.
3. Money Lines indicate the line price. For example, -130 means 10/13. Wager \$13 to win \$10; total return is \$23. +120 means 12/10. Wager \$10 to win \$12; total return is \$22.
4. In the event of a wagering tie, the straight wager is considered "no action" and wager is cancelled. Parlays reduce to the next lowest amount of selections.
- 5.

Boxing Rules

Date/Site Changes

For confirmed fights if a contest is postponed and rescheduled to take place within 48 hours of the original start time, all bets on that contest will stand. If the contest does not take place within 48 hours, all bets will be cancelled. If a rescheduled fight takes place in a country different from the original country, all bets will be cancelled. If a fight is rescheduled and takes place in a different venue but in the same country, all bets stand.

Future Fights and Unconfirmed Bouts

The one exception to the 48-hour date/site change rule, is fights that have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. Where we offer prices on fights that have not been announced or had a date set, bets will stand until the fight does take place or can be cancelled on request once we are reasonably satisfied the fight will not take place.

Once a fight has been reclassified under the correct event and date, it is then subject to the 48-hour date/site change rule as normal.

Boxing General Rules

Boxing wagers are accepted in the following manner:

The official start of the fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the official governing body immediately after the end of the fight, with the exception of a Technical Draw (the rules for which are set out in the

'Technical Decision/Technical Draw section below). Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.

Contestant Replaced: If one of the contestants is replaced by a substitute, bets on the original bout will be cancelled.

Fight Outcomes: No Contest - In the event of a 'no contest' being declared, all bets will be made cancelled, with the exception of selections where the outcome has already been determined.

Failure to Come Out for a Round: When a boxer fails to answer the bell for the next round bets will be settled on their opponent having won the bout in the previous round.

Tournament Betting: In Tournament Boxing, any fighter starting the tournament, who then withdraws from the event will be settled as a loser.

Technical Decision/Technical Draw:

If a fight is scheduled for more than four rounds and, after four rounds, an accidental injury occurs (e.g. a clash of heads causing a cut) the fight will be deemed to have resulted in a Technical Decision in favor of the boxer who is ahead on the scorecards at the time the fight is stopped (and all markets on the fight will stand). If the judges score the fight even at this point the result will be a Technical Draw and bets on the fight will stand with all bets on draw being deemed winners.

If the accidental injury occurs during the first 4 rounds and a Technical Draw is returned in the ring, all bets are cancelled with the exception of markets where the outcome has already been determined.

If an intentional foul causes an injury and the injury results in the fight being stopped after the start of Round 5, the injured boxer will be deemed to have won by Technical Decision if he is ahead on the scorecards. The fight will result in a 'Technical Draw' if the injured boxer is behind or even on the scorecards (and, for settlement purposes, the result of the fight will be deemed to be a draw).

Boxing Wagers

Fight Result:

Fight Result (3-Way): If the fight ends in a draw all bets on either fighter to win will be settled as losers.

Fight Result (2-Way): – If the fight ends in a draw all bets on this market will be cancelled.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled.

In fights where the scheduled number of rounds changes, all bets will stand.

Individual Round Betting, Round Group Betting:

Betting on the round in which the fight result will be determined. If a fight is stopped before the full number of rounds have been completed bets will be settled on the round in which the fight was stopped. If a boxer is disqualified or a winner declared by Technical Decision bets will be settled on the round in which the fight was stopped.

Technical Draw declared after the start of Round 5 will be settled as draw.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled.

Bets to win "On Points" will only be deemed winners if the full number of rounds are completed.

When a boxer fails to answer the bell for the next round, bets will be settled on their opponent having won the bout in the previous round.

In fights where the scheduled number of rounds changes, all bets will be cancelled.

When will the fight be won?

Betting on the round in which the fight result will be determined. If a fight is stopped before the full number of rounds have been completed, bets will be settled on the round in which the fight was stopped.

If a boxer is disqualified or a winner is declared by Technical Decision/Technical Draw (after the start of Round 5), bets will be settled on the round in which the fight was stopped.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled. When a boxer fails to answer the bell for the next round, bets will be settled on their opponent having won the bout in the previous round.

Bets "To go the distance" will only be deemed winners if the full number of rounds are completed.

In fights where the scheduled number of rounds changes, all bets will be cancelled.

Final Judgment:

If the fight is decided by Technical Decision bets will stand. A Decision is on scorecard points between the 3 judges.

Split Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third judge scores the other fighter as the winner.

Majority Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third indicates neither fighter won (i.e. draw).

Unanimous Decision: When all 3 judges have the same fighter as the winner.

All bets will be settled as losers if the fight ends in a draw, or the fight ends in a KO/TKO or DQ.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled.

In fights where the scheduled number of rounds changes, all bets will stand.

Total Rounds:

Bets will be settled on the exact time that the fight is completed. Where a half is stated, this is defined by the halfway point of the round. For example, 1 minute 30 seconds into a 3-minute round or 1 minute into a 2-minute round. For settlement purposes this halfway point will define the half for over/under betting. For example, for a bet on "Over 8.5 rounds" to be a winner, the fight must last beyond 1 minute and 30 (3-minute rounds) seconds in round 9.

Where a full round is stated, bets will be settled on the round the fight ends. For example, a bet on 3rd Round or later that ends in round 3 would be a winner.

If a boxer is disqualified or the fight is decided by a Technical Decision/Technical Draw (after the start of Round 5), bets will be settled on the round in which the fight was stopped.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled with the exception of markets where the outcome has already been determined.

In fights where the scheduled number of rounds changes, all bets will be cancelled.

Method of Victory:

KO/TKO/DQ (KO: When a fighter fails to stand up after a 10 count. TKO: When the bout is stopped by the referee, or one fighter retires. Disqualification: When the bout is stopped, and the referee declares one or both fighters as disqualified.)

On Points / Technical Decision: When the bout is decided by the judge's scorecards at the conclusion of the scheduled number of rounds. Technical Decision: When the bout is stopped by a cut/injury not caused by a punch and decided by the judge's scorecards before the scheduled number of rounds is completed.

Draw: When the judges' scorecards are a draw or when a Technical Draw is declared after the start of Round 5.

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled.

In fights where the scheduled number of rounds changes, all bets will stand.

Knockdown/Referee's Counts:

For settlement purposes, a knockdown is defined as a fighter being KO'd/ receiving a mandatory eight count (anything deemed a slip by the referee will not count).

Should a fight be declared a 'Technical Draw' in the ring during the first 4 rounds then all bets are cancelled with the exception of markets where the outcome has already been determined.

In fights where the scheduled number of rounds changes, all bets will stand.

Gone in 60 Seconds:

The fight must be officially won by the boxer in question inside the first 60 seconds of Round 1.

In fights where the scheduled number of rounds changes, all bets will stand.

Down but Not Out:

A boxer must be knocked down and given a mandatory eight count and subsequently win the fight. In fights where the scheduled number of rounds changes, all bets will stand.

Fight to go the distance (Will the Fight Go the Full X Rounds):

Bets on Yes will be settled as winners should all the scheduled rounds be completed. If a Technical Decision or Technical Draw is recorded via the Judges' scorecards before the scheduled number of rounds, then the fight will not have been considered to have gone the distance.

In fights where the scheduled number of rounds changes, all bets will be cancelled.

Bowling Rules

Date/Site Changes

Event must take place with 7 days of the advertised date in the listed city for bets to stand. Should the venue change, but remain in the same city, then all bets stand.

Minimum Length of Play

If an event does not conclude after the first frame begins, then all bets will be cancelled.

Bowling Wagers

Event Winner

Bets will be settled on the original classification by the governing body, regardless of any subsequent disqualifications or enquiries. If a competitor does take part in an event, then bets placed on that competitor or team will stand.

CYCLING RULES

Date/Site Changes

Cycling Tours must take place in the calendar year they are scheduled, or bets will be cancelled. Tour must take place in the same country(s), but not restricted to specific cities or venues. Individual events must take place on scheduled day, or bets will be cancelled. However, if an event in the Olympics or World Championships is postponed, then bets will stand so long as the event is rescheduled to take place before the closing ceremony.

Minimum Length of Play

All scheduled stages must take place otherwise bets will be deemed cancelled, except for those that had already been determined.

Cycling Wagers

1. Podium positions count
 - a. Official results (provided by the UCI) of all outright or individual stage bets will be settled as per the prize or podium presentation.
 - b. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

2. Race & Stage Winner
 - a. All outright winner or stage winner bets on an individual rider will be cancelled if that rider fails to start the competition or stage. However bets will stand if the rider withdraws once the competition or stage has started.
3. King of the Mountains, Green Jersey, Young Rider & other categories
 - a. Bets on these competitions will be settled as per the official final result on the last day of the tour.
 - b. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.
4. Match Betting - Stage and General Classification
 - a. At least one of the riders or teams must complete the stage or race for match bets to stand. Furthermore, all of the riders or teams must start the stage or race for bets to stand.
 - b. If no riders finish the race or stage, then bets are cancelled.

FOOTBALL RULES

Date/Site Changes

Football games and any games/events not specifically listed must be held within one week of the originally scheduled date and at the scheduled venue when the bet was placed to be considered action unless otherwise noted or on printed media in the MGM Grand Detroit Sports Book.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Football sports wager rules, Pro and College Football results are official after 55 minutes of play, unless an official result is declared by the official governing body before then. MGM Grand Detroit does not recognize suspended games (after they have met the minimum time or length requirement specified in the specific sports rules), protests, or overturned decisions for wagering purposes.

Football Wager Rules

Football wagers are accepted in the following manner:

1. Point Spread – A wager in which a bettor “takes” or “lays” a specified number of points. The team wagered must “cover” the point line for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
2. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must win the game for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
3. Total Points (over/under) – A wager on whether the total number of points scored in a game is over or under a specified number.
 - a. Overtime periods are counted in the final score.
4. First Half – Wagers on the first half will be decided by the score at the end of the first half.
 - a. If a game does not go the entire first half, all first half wagers will be cancelled.
 - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
5. Second Half (post halftime) – Wagers on the second half will be decided based on points scored in the second half.

- a. If the entire second half is not played to its completion, all Second Half wagers will be cancelled.
 - b. Overtime periods are counted in the Second Half score and considered official regardless of the length or suspension of the overtime period.
6. Quarters – Wagers on any specified quarter will be decided based on points scored in that specified quarter only.
 - a. All specified quarters must be played to their completion or the wager will be cancelled.
 - b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
 - c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
 7. Scoreless Quarters
 - a. Scoreless Quarter markets do not include overtime.
 8. Team to Score First– Settled on the first score of the game.
 - a. Bets stand even if game is not completed.
 - b. Overtime counts.
 9. Team to score last - Settled on the last team to score.
 - a. Game must be completed.
 - b. Overtime counts.
 10. Highest Scoring Quarter – Wager on which quarter will produce the most points.
 - a. Dead heat rules apply.
 - b. Game must be completed for bets to stand.
 - c. Fourth quarter wagers do not include overtime periods unless otherwise stated.
 11. Race to X points – Wager on which team will reach the specified points tally first.
 - a. Should neither team reach the total, and a ‘Neither’ option is not offered, then bets on that market will be cancelled.
 12. Touchdown Scorers: These rules apply for any market based on a player or team Touchdown Scorer.
 - a. In the event of an abandoned game bets stand on scores that have taken place already. Overtime counts for these markets.
 - b. The touchdown scorer is the player who scores a touchdown by advancing the ball into the opponent's end zone (i.e. not the passing player).
 - c. Bets are cancelled on players that do not play at least one snap.
 - d. Touchdown scorers are offered with the option of others on request. If a player not listed is deemed the winner, all bets stand.
 13. Halftime/Full Time (excluding overtime): Wager is settled on the result of the game at both halftime and full time. Regulation time only.
 14. Winning Margin: Wager on the number of points that a team will win by. Overtime counts.
 15. In the event of a wagering tie, the straight wager is considered “no action” and wager is cancelled. Parlays reduce to the next lowest number of teams.
 16. Correct Score: The final score of the game or specified period. Overtime is included for full game correct score markets.

Football Proposition Rules

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, overtime does count for settlement of wagers.

Football Game Propositions

1. All time-based propositions will be settled as per the official scoring time listed on the official league source box scores. Scores exactly on the quoted time count as 'Yes' for settlement. For example, a score with exactly 02:00 on the clock will be settled as 'Yes' on the 'Will there be a score in the final 2 minutes?' proposition bet.
2. Any turnover proposition does not include a 'Turnover on Downs' and only includes Fumbles and Interceptions.
3. All penalty propositions are based upon accepted penalties only. Declined or offsetting penalties are not included for settlement purposes.
4. Coach challenge propositions only include a challenge initiated by the coach throwing a red flag. Proposition does not include booth reviews.
5. 4th Down Conversion propositions do not include 1st downs awarded by penalty.
6. Sacks propositions are settled as per the official league source. Includes 0.5 sacks awarded, however for propositions such as 'Player to record a sack in the game', the player must record at least one total sack (1.0) for 'Yes' to be settled the winner.

Football Player Propositions

For all player props, unless stated otherwise, the player(s) must play at least one snap for bets to have action. Wagers will be cancelled where the player(s) are listed as inactive. For Quarterback markets only, the player(s) must start the game for bets to have action. Passing yardage props are settled as per gross passing yards.

NFL Draft

All markets will be settled in accordance with official information available on nfl.com. A player's positional assignment will be determined by nfl.com.

Wagers on Over/Under draft position are settled based on when a team selects that player. Should a player go undrafted, Over/Under markets will be settled by assigning the next number after the last player drafted.

Round in which player is drafted wagers will be cancelled should a player go undrafted, unless 'undrafted' is an option offered in the betting market.

MGM Grand Detroit Sports Book will cancel all wagers on a player who subsequently withdraws their eligibility for that year's draft. Should a player who is not listed in any market be the winning selection, all bets on that market stand. All markets involving listed players are offered with others available on request.

Wagers on which team will draft a player are settled on the team who officially draft that player as listed on nfl.com. Any previous or subsequent trades will not be taken into consideration for settlement.

Mr. Irrelevant is the term associated with the last player drafted in the final round.

Football Futures

Football season long futures are unique wagers that will be offered from time-to-time. For all season-long match bets and division betting, all bets stand regardless of team relocation, or a change to a team name, season length or playoff format. Unless stated otherwise, Team(s) must play in all their scheduled regular season games for bets to have action. For awards, the official decision made by the governing body on the day the award winner is announced will be final. Any subsequent changes at a later date will not count for betting purposes.

MGM Grand Detroit Sportsbook will rely on official results and statistics from the official governing body to settle all future wagers. MGM Grand Detroit Sportsbook will count any forfeited match as a game played where an official result was declared as a completed game for purposes of all future wagers.

Football Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same regular season win record, then ties will be broken using the governing organization's official rules to determine outright winner.

Conference Winner will be settled on team's performance in the playoffs. Regular season records do not count. If there is a change to the post-season structure, whereby a Conference Championship is not possible, or called early, Conference Winner will be settled on the team that advances to the Pro Football Championship from that Conference.

Football Player Futures

For all player vs. player match bets, both players must play at least one snap in the regular season for bets to have action.

Player Season Specials

Bet on season performances for named individual players – Total Passing Yards, Rushing Yards, Receiving Yards, Tackles, Sacks, Interceptions, Catches, Passer Rating etc. Player must play at least one snap of the regular season for bets on their individual performances to stand, else bets are cancelled. Wagers are also available on who will achieve the most for each statistic.

Football Futures List

Pro Football Divisional Odds

Wager on which team will win the division.

Pro Football Conference Odds

Wager on which team will win the conference.

Pro Football Championship Odds

Wager on which team will win the season-long championship.

Big Game MVP

Wager on which player will win the MVP in the game.

Pro Football Regular Season Wins

Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

College Football Championship
Wager on which team will win the championship.

College Football Conference
Wager on which team will win the Conference.

College Football Heisman Winner
Wager on which team will win the Heisman Trophy.

College Football Regular Season Wins
Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

Division of Winning Team
Wager on which division the winner originates from.

Conference of Winning Team
Wager on which conference the winner originates from

State of Winning Team
Wager on which state the winner originates from

Name the Finalists
Wager on which two teams will meet in the Championship Game. Should no game take place, all bets are cancelled.

Exact Outcome
Wager on which team will win, and who will they beat in the championship game. Should no game take place, all bets are cancelled.

#1 Seed
Wager on which team will be the #1 seed in a specified conference (NFC or AFC) at the end of the regular season. Team must play all regular season games for the wager to have action.

Pro Football Division Finishing Position
Wager on the exact position a named team will finish within their division. Team must play all regular season games for the wager to have action.

Pro Football Awards
Wager on which player will win the named Award – AP MVP, Offensive Rookie of the Year, Defensive Rookie of the Year, Offensive Player of the Year, Defensive Player of the Year, Comeback Player of the Year, Coach of the Year.

Pro Football Regular Season Wins
Wager on the number of regular season wins made by a team. Team must play all regular season games for the wager to have action.

Head to Head Regular Season Team Wins

Wager on the number of regular seasons wins made by one team vs. another team. Team must play all regular season games for the wager to have action.

Team Season Specials

Wager on team specific specials – total yards gained, total TDs scored, exact total wins, record after x games etc. Team must play all regular season games for the wager to have action.

Football Wager Example

The following is the method of calculating straight wagers and the determination of payment. Buying points for football may carry additional premiums for pricing:

1. Football point line and total wagers pay 10/11 (-110). Wager \$11 to win \$10; total return is \$21 unless otherwise specified.
2. Half points may be purchased at the sole discretion of management.
 - a. Each half point costs 10 cents
 - b. Each half point on or off three or seven costs an additional 20 cents. For example, a half point purchased from -3 ½ -110 to -3 costs an extra 30 cents for the wager (-3 -140).
3. Money Lines indicate the line price. For example, -130 means 10/13. Wager \$13 to win \$10; total return is \$23. +120 means 12/10. Wager \$10 to win \$12; total return is \$22.
4. In the event of a wagering tie, a straight wager is considered “no action” and wager is cancelled. Parlays reduce to the next lower number of teams, unless otherwise specified on parlay card.

FORMULA 1 Rules

Date/Site Changes

Markets will be settled according to official FIA results at the time of the podium presentation regardless of any changes to the times, format, and dates of practice, qualifying and/or race sessions if the associated race takes place within 72 hours of the scheduled date/time.

Minimum Length of Play

Unless otherwise stated, the result at the time of the podium presentation will be the outcome for all markets. All drivers that start the race are considered as runners for all markets.

Formula 1 Wagers

Formula 1 wagers are accepted in the following manner:

1. Championship Betting
 - a. Bets will stand on all drivers and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the FIA. Season match bets will be cancelled if either named team/driver fails to take any further part in the season following the bet being placed. Official FIA rankings will determine settlement where points totals are identical.
2. Driver Head-to-Head (H2H)
 - a. Race and Sprint: If at least one of the two drivers do not show up at the start, then all bets will be cancelled. If one or both drivers do not classify, then the driver who has completed

- more laps is the winner. If both drivers do not classify and have the same number of completed laps, then all bets will be cancelled. During or after the race until the time of the podium presentation disqualified drivers will be considered as 'not classified' with 0 laps. Drivers who do not start the race are understood to be classified as "DNS" in the official race result, then all bets will be cancelled.
- b. Free Practice and Qualifying: If at least one of the two drivers either does not start his session or does not finish his individual session with an official lap time then all bets will be cancelled.
3. Fastest Qualifier
 - a. The driver achieving the fastest official qualifying time, in the specified qualifying session, is the winner. Any subsequent demotions do not count for settlement purposes. Official FIA placings count if times are identical. Position corrections after the winning ceremony do not affect the official FIA Qualifying results.
 4. Team Head-to-Head (H2H)
 - a. Race and Sprint: Bets will be settled based on the team with the best classified car in the official FIA result. If neither team has cars classified, then the team with the car that completed the most laps is the winner. If neither team has cars classified, and the best cars in both teams have completed the same number of laps, then all bets will be cancelled. If at least one of the two teams start with less than two drivers, then all bets will be cancelled. Drivers who do not start the race are classified as "DNS" in the official race result, then all bets will be cancelled. During or after the race (and until the time of the podium presentation) disqualified drivers will be considered as 'not classified' with 0 laps.
 - b. Free Practice and Qualifying: If at least one driver does not start his session or does not finish his individual session with an official lap time, then all bets will be cancelled.
 5. To Be Classified
 - a. The official FIA classification will be used when settling this market. Drivers who complete 90% of the number of laps completed by the race winner will be classified by FIA, and will be classified as winners in "to be classified" betting. Drivers who do not start the race are classified as "DNS" in the official race result, then all bets will be cancelled.
 6. Number of Race Leaders
 - a. The driver who is in the car occupying the forward most grid position, normally pole position, at the start of the race counts as a race leader. After the race has started, any other driver who completes a lap in first place counts as a race leader.
 7. Finish in The Points / On the Podium
 - a. Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.
 8. Finishing Position
 - a. This does not include the qualifying stage. Bets on a driver's finishing position in a race will be settled according to the official classifications, or order of retirement if appropriate. If the named driver fails to start either the Warm-Up lap or the race, the principle "All Bets Stand" rule applies to all bets if not mentioned otherwise directly in bet heading.
 9. Will driver X record points in the race?
 - a. If a driver does not start the race, all bets for this driver become cancelled. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will be resulted as "no points".
 10. Will both drivers of team X record points in the race?
 - a. For bets to be determined, both drivers must start the race. Drivers who do not start the race are classified as "DNS" in the official race results. During or after race disqualified drivers will be resulted as "no points".
 11. How many cars from team X will achieve a position in the end classification?
 - a. For bets to be determined, both cars must start the race. Cars that do not start the race are

classified as "DNS" in the official race results or those that do not qualify for the race. Disqualified drivers will be considered as 'not classified'.

GOLF

Date/Site Changes

In the event of a Golf tournament being postponed, rearranged or moved to a different course, all bets will stand unless otherwise noted in the specific sports rules section or on printed media in the MGM Grand Detroit Sports Book.

Minimum Length of Play

In the event of a tournament being shortened or otherwise affected due to weather conditions, all bets other than those placed after the last completed round will stand provided at least 36 holes have been played and a trophy has been awarded. Those placed after the last completed round will be cancelled. This does not apply when a tournament is played over more than one course and in this instance all players must have played the same rotation, otherwise all bets will be cancelled.

If a golfer withdraws between rounds of a tournament, all bets on that golfer placed between when the golfer last played and when the golfer withdrew will be cancelled.

Golf Wagers

Golf wagers are accepted in the following manner:

1. Match-ups – A wager on one or more specified golfer(s) versus one or more other specified golfer(s)
 - a. All golfers in the match-up must tee off to start the tournament and/or specified round for action.
 - b. The golfer with the best score according to the rule of the specific tournament wins the match-up (with equal rounds and/or holes played).
 - c. If one golfer continues play after his opponent has missed the cut (MC), withdrawn (WD), or been disqualified (DQ), the golfer who continues play wins the match-up.
2. Propositions – Various unique wagers may be offered from time to time. Rules for these types of wagers can found on printed media in the MGM Grand Detroit Sports Book.
3. Hole Winner Markets - Winning wagers must predict which of the quoted players will win the hole.
 - a. In 3-way player markets, dead heat rules apply.
 - b. In 2-way player markets, the tie will also be offered, and this will win if they both score the same score on the hole.
 - c. If a player withdraws on a hole, the other player(s) will be deemed the winner regardless of their score on the hole but provided they complete the hole
4. Make/Miss the cut
 - a. Wagers will be cancelled for any player who does not start the tournament.
 - b. If a player withdraws at any stage after starting the tournament, bets will be settled as losers.
5. Match play - Winning Wagers must predict the winner of a match play match.
 - a. In team events, final day singles will be settled on the official result.
 - b. In a match play tournament, the winner will be the player progressing to the next round or becoming the tournament winner.

6. Match play Winning Margin - Winning wagers must predict the winning margin in the relevant match play event.
 - a. The official result counts for settlement purposes.
7. Mythical 2/3 Balls - The winner will be the player who shoots the lowest score in the specified round.
 - a. If all players do not start the round, bets will be cancelled.
 - b. If a player withdraws or is disqualified during the specified round, the other player will be deemed the winner.
 - c. If all players withdraw or are disqualified during the specified round then bets will be cancelled.
8. Player Hole Scores - Winning wagers must predict the number of shots it takes for a player to complete a specified hole.
 - a. If a player fails to complete a hole for whatever reason, bets will stand provided that the hole is completed on a subsequent day.
 - b. Prices are for a player to achieve a certain score such as Birdie, Bogey, Albatross, Eagle etc. on a particular hole, e.g. First Hole bets will be settled on the score of the first hole of the course (flag number 1). For example, if Tiger Woods teed off on Hole 10 to start his round the bet would not be settled on Tiger Woods first hole played it would be when Tiger Woods finishes playing the first hole on the course (flag number 1).
 - c. If there is no opportunity to complete the hole, all bets will be cancelled.
 - d. If a player withdraws whilst playing the specified hole, all bets will be cancelled.
9. Round Leader Markets
 - a. Wagers will be settled after the specific round has been completed.
 - b. Dead heat rules apply.
10. Tournament Prices - Winning wagers must predict the winner of the tournament.
 - a. If a playoff is required to determine the tournament winner, the winner of the playoff will be deemed the tournament winner.
 - b. In the event of a shared win, the operator reserves the right to settle as they see fit based on all available evidence.
 - c. Dead heat rules apply for all placings in a tournament.
11. Tournament Group Betting - Winning wagers must select the player who achieves the highest tournament placing from a selected group.
 - a. In the event of any player in the group not teeing off, bets will be cancelled.
 - b. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.
12. Tournament Match Bets - Winning wager must select the player with the lowest score at the end of the tournament, provided that 36 holes have been played in a 72-hole tournament.
 - a. If both players finish on the same score, 'Tie' is the winner, regardless of whether the two players involved subsequently contest a playoff.
 - b. Both players in a match bet must tee off for bets to stand.
 - c. In a tournament played on a combination of courses, all bets will be cancelled if the players do not complete the same itinerary of courses.
 - d. If one player misses the cut, the other player will be deemed to be the winner.
 - e. Where both miss the cut, the player with the lowest score after the cut has been made is deemed the winner.
 - f. If one player is disqualified or withdraws before the cut is made or after both players have made the cut, the other player will be deemed the winner (even if the other player does not make the cut).
 - g. If a player is disqualified or withdraws in the rounds after the cut, when his/her opponent

- has already missed the cut, the disqualified player will be deemed the winner.
- h. If both players withdraw or are disqualified before the cut, all bets are cancelled. The same applies if this happens to them both after they have made the cut.
13. To hit the fairway
 - a. This market is settled on the finishing position of the golf ball after the tee shot.
 - b. Official sources will be used for settlement. If no official result can be determined via these sources or TV pictures, bets will be cancelled.
 14. To Finish Last - Winning wager will predict who will finish last in the tournament.
 - a. Any bets placed on players who withdraw before all scheduled holes are completed will be settled as losing bets.
 - b. If there is a tie for last place, dead heat rules will apply.
 15. Top 5/10/20
 - a. Wagers will be cancelled on any player that does not start a tournament.
 - b. If a player starts and then withdraws for any reason, bets will be losers.
 16. Top Nationality Markets
 - a. All bets stand if a player not listed is deemed the winner.
 - b. Player(s) may be added as selection(s) at any time.
 - c. All bets are cancelled if less than three participants of the applicable Nationality participate in the event.
 17. Yearly Order of Merit/Official Money List Winner - Winning wagers must predict the winner of the Order of Merit/Official Money List at the end of the season.
 - a. Settlement is determined following the last counting tournament and will not be affected by any subsequent enquiries or alterations.
 18. 18-Hole/36-Hole Match Bets - Winning bets must predict the player with the lowest score over 18/36 holes.
 - a. If both players finish on the same score, 'Tie' will be the winner, regardless of whether the two players involved subsequently contest a playoff.
 - b. Both players in a match bet must tee-off for bets to stand.
 19. 2-Ball/3-Ball Betting - Winning bets must select the player with the lowest score over the specified number of holes.
 - a. In the event of any player not teeing off, all bets will be cancelled.
 - b. Once a player has teed off, all bets will stand regardless of whether they subsequently withdraw or are disqualified from the tournament.
 - c. If a price is offered for the 'Tie' in 2-ball betting, a tied score will result in 'Tie' being declared the winner.
 - d. If a price is not offered for the 'Tie', all bets will be cancelled.
 - e. Bets will normally be offered based on player pairings or groups in the tournament.
 - f. In the event of a 2 or 3 ball being rearranged, bets will be settled on the original pairings. Dead heat rules apply to all 3-ball betting.
 20. Bogey Free Round
 - a. Bets will be losers if the player scores a bogey or worse on any hole.
 21. Nearest the Pin
 - a. Betting on which player will hit the ball nearest to the pin with their tee shot on the specified hole. Ball must be on the green to count. Bets are cancelled if all players in the group miss the green.
 22. Tee Shot in the Water
 - a. Betting on if the specified player's tee shot will finish in a water hazard on the specified hole. The official governing body website's stats/shot data will be used for settlement purposes.

Golf Futures

MGM Grand Detroit Sports Book will cancel any future wager on a specific player if that player withdraws before the start of the event. Once a player tees off on the first hole all future wagers on that specific player will stand.

HOCKEY RULES

Date/Site Changes

Regular season Hockey games must be played on the scheduled date/location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules section or on printed media in the MGM Grand Detroit Sports Book.

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Hockey sports wager rules, results are official after 55 minutes of play for US Pro Hockey and 60 minutes of play for Non-US Hockey.

Hockey Wagers

Hockey wagers are accepted in the following manner:

1. Puck Line – A wager in which a bettor “takes” or “lays” a specified number of goals. The team wagered must “cover” the goal line for the wager to be deemed a winner.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
2. Money Line – A wager in which the bettor “takes” or “lays” a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
3. Total Goals (over/under) – Wager on whether the total number of goals scored in a game is over or under a specified number.
 - a. Unless otherwise specified as “Regular Time” on the individual market, overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score and one goal will be added to the game total, regardless of the number of shootout goals scored.
4. Periods – Wagers on any specified period will be decided based on goals scored during the specified period only. This wager may be a point spread and/or a money line.
 - a. All specified periods must be played to their completion or the wager will be cancelled.

- b. Once a specified period is completed, that specified period wager will stand regardless of the length of the remainder of the game.
 - c. Third period markets do not include overtime periods unless otherwise stated.
5. Scoreless Period
- a. Scoreless Period markets do not include overtime
6. Team to score first
- a. Settled on the first score of the game.
 - b. Bets stand even if game is not completed.
 - c. Overtime counts.
7. Team to score last
- a. Settled on the last score of the game.
 - b. Game must be completed.
 - c. Overtime counts.
8. Highest Scoring Period - Wager on which period will produce the most goals.
- a. Dead heat rules apply.
 - b. Game must be completed for bets to stand.
 - c. Third period wagers do not include overtime periods unless otherwise stated.
9. Race to X goals – Wager on which team will reach the specified goals tally first.
- a. Should neither team reach the total, and a ‘Neither’ option is not offered, then bets on that market will be cancelled.
10. Winner and Both Teams to Score X Goals
Wager on which team will win the game and whether both teams will score the specified number of goals. This market is settled based on regular time only and does not include overtime.

Hockey Propositions

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, overtime does count for settlement of wagers.

Hockey Player Propositions

Players do not have to start for action but must play for action. If a player does not take any part in a game, then wagers on that player proposition will be cancelled.
Player proposition wagers do include overtime, but not shootouts unless otherwise specified.

Hockey Futures

Hockey season long futures are unique wagers that will be offered from time-to-time. For all season long match wagers and division betting, all wagers stand regardless of team relocation, or a change to team name, season length or playoff format. Unless stated otherwise in the market, team(s) must play in all their scheduled regular season games as determined by the league’s governing body at the start of the season for wagers to have action. If team(s) do not compete in all scheduled games then wagers will be cancelled, except for those wagers which have been unconditionally determined. For awards, the official decision made by the governing body on the day the award winner is announced will be final. Any subsequent changes at a later date will not count for betting purposes.

Hockey Division and Conference Futures

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If two or more teams have the same Regular Season win record, then ties will be broken using the governing body's official rules to determine an outright winner.

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count. If there is any change to the post-season structure, whereby a Conference Finals Series is not possible, or called early, Conference Winner will be settled on the team that advances to the NHL Finals from that Conference. For Playoff Series Winner, the team that advances to the next round is deemed the winner. Wagers for all other markets (futures, propositions, total points over a season, etc.) are cancelled if the required minimum number of games (according to the respective governing organizations) are not completed, or the number of games changes.

Hockey Grand Salami Proposition

The Ice Hockey Grand Salami will be decided by adding up all the scores for the games scheduled for that particular day using official league sources. All games must be completed for action. Goals scored in overtime are included.

Hockey Futures List

Division of Winning Team

Wager on which division the winner originates from.

Conference of Winning Team

Wager on which conference the winner originates from.

State of Winning Team

Wager on which state the winner originates from.

Country of Winning Team

Wager on which country the winner originates from.

Name the Finalists

Wager on which two teams will meet in the Championship Series. Should no series take place, all bets are cancelled.

Exact Outcome

Wager on which team will win, and who will they beat in the named series. Should no series take place, all bets are cancelled.

NHL #1 Seed

Wager on which team will be the #1 seed in a specified conference (Eastern Conference or Western Conference) at the end of the regular season.

Double Chance

Wager on whether either of the two named teams will be declared the winner for the named market.

NHL Division Finishing Position

Wager on the exact position a named team will finish within their division.

Worst Regular Season Record

Team to finish in last place per NHL.com standings, includes all tie breakers.

LACROSSE RULES

Date/Site Changes

If a match is not played on the scheduled date all bets will be cancelled.

Minimum Length of Play

If a match is abandoned before all periods have concluded all bets will be cancelled, except for those markets which have been unconditionally determined.

Lacrosse Wagers

1. Money Line
 - a. Bet on who will win the match. Bet is inclusive of overtime unless otherwise stated.
2. Spread and Total
 - a. Bets settled on outcome of the period the markets relate to.
 - b. If the outcome is exactly equal to the betting line, then bets will be cancelled.
3. Quarter/Half Markets
 - a. For bets placed on the specific quarters or halves, the entire period must be played.
 - b. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.
4. Team to Score first
 - a. Settled on the first score of the game. Bets stand even if game is not completed.
 - b. Overtime counts.
5. Team to Score last
 - a. Settled on the last team to score.
 - b. Game must be completed.
 - c. Overtime counts.
6. Race to x Points
 - a. Winner being the team who reaches the specified points tally first.
 - b. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
7. Tournament Winner
 - a. Team to win the named tournament.
 - b. Should a team take no part in the competition then bets on them will be cancelled. Should they withdraw or be disqualified after the tournament begins, then bets on them will stand.
8. College Lacrosse Conference Regular Season Winner
 - a. Wager on which team wins the College Lacrosse Conference in the regular season. If multiple teams are deemed co-regular season champions, bets will be settled based on the team who is awarded the top seed in the conference tournament.
9. Nominated Finalists
 - a. The finalists are the teams that really content the final as determined by the governing bodies, regardless of how the teams get there.
10. Team to be Relegated

- a. This bet relates to the teams, which occupy the relegation places at the end of the season. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.
- 11. Player Props
 - a. Goalies that are the subject of a player prop must start for the wager to have action. For wagers on all other position player's performance, the player does not need to start for action but must play. If a player does not take any part in a game, then wagers on that player will be cancelled.
- 12. Player Goals Scored Markets
 - a. Wagers are settled based on the number of goals scored. Each goal, whether a one-point goal or a two-point goal, is counted as one goal scored.

Mixed Martial Arts Rules

Date/Site Changes

For confirmed fights, if a contest is postponed and rescheduled to take place within 48 hours of the original start time, all bets on that contest will stand. If the contest does not take place within 48 hours, all bets will be cancelled. If a rescheduled fight takes place in a country different from the original country, all bets will be cancelled. If a fight is rescheduled and takes place in a different venue but in the same country, all bets stand.

Minimum Length of Play

The bell (buzzer, etc.) sounding signifies the start of the opening round and the bout is considered official for betting purposes, regardless of the scheduled length, weight, classification, and/or championship sanction. For an individual round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round, where the final bell signifies the completion of the round and fight. If a fight has a change to the scheduled number of rounds all outright bets on the match will be action, however round by round bets will be cancelled.

Mixed Martial Arts Wagers

Mixed Martial Arts wagers are accepted in the following manner:

Results will be graded on the basis of the official result at ringside as communicated by the official announcer. Any subsequent change to the official outcome of the fight for any reason will not be recognized for wagering purposes. If the official announcer does not declare a result at the end of the fight, the market will be settled on the result displayed on the applicable organization official site.

For wagering purposes, a wager on a fighter to win by "KO" wins if the selected fighter wins by Knock Out (KO), Technical Knock Out (TKO), or Disqualification (DQ).

If a fight is stopped due to an injury, disqualification, or any other stoppage by the referee or doctor, this will be considered a Technical Knock Out (TKO).

Any fight deemed 'No Contest' will have all wagers cancelled, except for selections where the outcome has already been determined.

Fight Winner:

Wager on which fighter will win the match. 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 settled as a winner, while wagers on both fighters will be settled as a loser. If the wagering offer includes only the two fighters, 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.

Will Go/Won't Go Round X:

Wager on whether or not the match reaches this distance. The halfway point of a round is at exactly two minutes and thirty seconds into a five-minute round. For example, 1½ rounds would be two minute and thirty seconds of the 2nd round.

For total wagers that list a full number of rounds, the fighter must answer the bell for the following round for the round to be deemed complete. For example, on 2 full rounds, the fighter must answer the bell for the 3rd round for the over to be paid. If the fighter completes the 2nd round, but fails to answer the bell for the 3rd round the under will be the winner. This applies to all rounds except the final scheduled round for which the final bell will signify the completion of the round. If a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped.

For Round betting, if a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision awarded, bets will be settled in the round the fight was stopped. The fight must end in the selected round for the wager to win.

Method of Victory:

Wager on the exact outcome of the fight. KO includes a referee intervention during strikes, doctor stoppage, stoppage from a fighter's corner or if the opposing fighter is disqualified. A submission includes a tap-out or verbal submission from one of the fighters, or referee stoppage due to technical submission. Round and Method of Victory is determined by the outcome and the round in which it occurs.

Scheduled Number of Rounds:

If a fight has a change to the scheduled number of rounds, all outright bets on the match will be action, however round by round bets will be cancelled.

Gone in 60 Seconds:

The fight must be officially won by the fighter in question inside the first 60 seconds of Round 1.

Fight Outcomes:

No Contest - In the event of a 'no contest' being declared, all bets will be cancelled, with the exception of selections where the outcome has already been determined.

Fastest Submission/KO/TKO

Winner is determined by whichever fighter has the fastest submission or KO/TKO win of the night according to the broadcast's official end time. Fights that end in DQ or a No-Contest will be cancelled. If there is an event with no Submission or KO/TKO victories, all selections will be cancelled and refunded. Early preliminary fights will not be offered, only standard preliminary and main card fights will be offered.

PFL Season Championship Winner:

Winning markets will be settled depending on which fighter wins the PFL Championship for the specified

division after the conclusion of that season's playoffs. No refunds will be given to any wagers placed on fighters that withdraw from the season due to injuries, suspensions, or for any other reason. Results will be graded on the basis of the official result at ringside as communicated by the official announcer in each respective championship fight. Any subsequent change to the official outcome of the fight for any reason will not be recognized for wagering purposes. If the official announcer does not declare a result at the end of the fight, the market will be settled on the result displayed on the applicable organization official site.

Mixed Martial Arts Card Props

Various unique wagers may be offered from time to time, called proposition bets. Mixed Martial Arts Card Props only include the main card and undercard fights. Early preliminaries will not be included. Wagers will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights. Wagers will stand so long as the exact number of bouts quoted in the market heading take place. If there are any withdrawals and subsequent replacements, wagers will stand. If a bout is cancelled without a replacement, changing the number of bouts taking place, then all wagers will be cancelled.

Mixed Martial Arts Futures Props

Wagering on which fighter will be a weight classes champion or league/competition champion (i.e. UFC champion) on a specific date will be determined using the governing body's official source. Interim champions do not count for settlement purposes. If the title is vacated on the designated date then all wagers will be cancelled and stakes returned. All fighters will be deemed as action regardless if they competed in that weight division or not, or were inactive due to injury, suspension, or for any other reason.

Mixed Martial Arts Pick the Bout Props

For all "Pick the Round" propositions, if the length of the bout is changed from that posted all wagers are deemed "no action" and cancelled.

Mixed Martial Arts Draw Props

"Draw" proposition wagers: "Decision" means fight must go to the judge's scorecard(s) to determine a winner; including technical decision.

Mixed Martial Arts Decision Props "Decision" proposition wagers:

"Decision" means fight must go to the judge's scorecard(s) to determine a winner; including technical decision.

MOTOR RACING

See Formula 1 Racing for Formula 1 Rules.

Date/Site Changes

Motor Racing events must take place within 72 hours of the original start time or bets will be cancelled.

Minimum Length of Play

All wagers will be settled according to the unofficial results reported immediately after the conclusion of the race by the governing organization. Any changes to the finishing order that occurs based on appeals, penalties or scoring malfunctions after the race has concluded, will not be recognized. If a race is abandoned and no presentation position or official result is declared all bets on that race will be cancelled except for bets on any markets which have been unconditionally determined.

Motor Racing Wagers

Motor racing wagers are accepted in the following manner:

1. Matchups – Wager on one or more specified driver(s) versus one or more specified driver(s).
 - a. Wagers are placed on the driver only, not the car or team.
 - b. If the original driver is replaced by another driver after the start of the race the original driver is the driver of record and the wager will be action.
 - c. All drivers in the match-up must start the race for action.
 - d. If one of the drivers does not finish the race, the other driver is considered the winner. If neither driver finishes the race, the driver who completed the most laps is the winner. If both drivers complete the same number of laps but do not finish the race, all bets are cancelled.
 - e. Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded, will not be recognized.
 - f. Wagers on qualifying performance will be settled according to position and times set during the final qualifying session. For the purposes of these markets, any subsequent alterations of grid positions are not recognized.
2. Race Winner - Wager on who will win the race.
 - a. If a driver does not take part in the race then bets on them will be cancelled.
3. Winning Constructor/Team - Wager on the constructor or team the winning driver represents.
 - a. For any driver who moves teams during race week, bets will be settled on the constructor/team they represent at the start of the race.
4. Podium Finish - Wager on who will finish in the podium spots (Top 3 positions).
5. Points Finish - Wager on who will finish in the points (Top 10 for Formula 1).
6. First Retirement - Wager on which driver will be the first to retire from the race.
 - a. Should two drivers retire on the same lap then dead heat rules will apply.
7. Pole Position/Qualifying Markets - Wagers on qualifying performance will be settled according to position and times set during the final qualifying session.
 - a. For the purposes of these markets, any subsequent alterations of grid positions are not recognized.

Motor Racing Propositions

Various unique wagers may be offered from time to time, called proposition bets.

OLYMPIC RULES

General Olympic Rules

If an event is cancelled, all bets are cancelled. If any event/match is postponed bets will stand providing the

event is rescheduled to take place before the closing ceremony. This rule supersedes any of the individual sports' postponement rules. If a competitor or team does not start a race or tournament then bets placed on that competitor or team will be considered cancelled and stakes will be refunded.

Final medal placings

All bets on the number of medals will be settled on the official medal table at the end of the Olympic Games. Any changes made by any governing body at a later date do not count for betting purposes. The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

Results

All bets that relate to the final result of the event/tournament will be settled based on the official result published by the governing authority of the respective sport/league/event. This typically occurs shortly after the event ends. MGM Grand Detroit Sports Book will not take into consideration any subsequent amendments or disqualifications. In the event of more than one medal being awarded for the same position, for example there is potential for two bronze medals in boxing, Dead Heat Rules apply.

Olympic Records and World Records

All bets on Olympic Records or World Records for an individual event will be settled at the completion of each event. All bets on the cumulative number of Olympic Records or World Records will be settled at the end of the Olympic Games.

Team Medals

Any medals won by a team/nation per competition count as one medal regardless of the number of team members.

Which country will win the most gold medals?

If two or more countries gain an equal number of gold medals, the number of silver medals will decide. If the number of medals is still equal, the number of bronze medals will decide.

Which country will win the most silver medals?

If two or more countries gain an equal number of silver medals, the number of gold medals will decide. If the number of medals is still equal, the number of bronze medals will decide.

Which country will win the most bronze medals?

If two or more countries gain an equal number of bronze medals, the number of gold medals will decide. If the number of medals is still equal, the number of silver medals will decide.

Head to Head betting

For markets relating to a full event, wagers are settled based on the final ranking from the official results. If there is no official final ranking, then the last successfully completed match/stage will be considered the final position. If competitors finish the event in the same position or their last successfully completed stage was the same, dead heat rules apply.

For markets involving a particular stage of a competition, all wagers are settled based on the official results at the end of that stage. If the competitors finish the stage in the same position, dead heat rules apply.

If one or more competitors do not start, all bets are cancelled. If a competitor starts the competition but is subsequently disqualified or does not complete the competition, all bets on that competitor are settled as

losing wagers. If all listed competitors start the competition but are subsequently disqualified or do not complete the competition then all bets are cancelled.

Pickleball Rules

Date/Site Changes

If a match is not played on the scheduled date all bets will be cancelled. If a match is suspended and not completed before the tournament ends, wagers will be cancelled.

Minimum Length of Play

Matches must be fully completed or else wagers on the match will be cancelled. If there is a retirement or a disqualification after the match has started, wagers will be cancelled unless a winning market has already been determined. Wagers will be declared as cancelled if any original stated player or players are replaced. If a player withdraws before the start of the tournament all bets on that specific player will be cancelled.

Pickleball Wagers

Game X Lead after X Points

This bet refers to the player that is leading after a specified number of points.

Game X Extra Points

This bet refers to whether the game will go to extra points.

Correct Score

This bet refers to the correct score of a match/game.

Competitor X Total Points Over/Under

This bet refers to the total points of a player's scoring being over/under a specified number.

Competitor X Total Points Odd/Even

This bet refers to the total points of a player's scoring being odd/even.

Match/Game Handicap

This bet refers to the point spread of a specific game or match.

Total Games Over/Under

This bet refers to the total games going over/under a specified total.

Total Points Over/Under

This bet refers to the total points going over/under a specified total.

Game Race to X Points

This bet refers to the player that gets to the specified point number first in the game.

Game Winner/Match Winner/Point Winner

This bet refers to the winner of a specific game, match or point.

Triple Crown

This bet refers to a player winning all three different tournament brackets within a tournament (Singles, Women's or Men's doubles, and Mixed Doubles)

Commented [TO1]: Only add if state approves Pickleball

RUGBY RULES

Date/Site Changes

All bets placed prior to the scheduled start time of a match will be cancelled if the match is cancelled or postponed to a different day (local time) than initially scheduled. However, bets placed on matches played in a tournament finals (but no qualifiers to the finals), e.g. World Cup Finals, Commonwealth Games, will not be cancelled if postponed, but instead will stand for the new date they are played.

For any bet placed on a match that is played prior to the date or kick-off time originally stated, the bet stands if the bet was placed before the new time, if not, the bet will be deemed cancelled.

If a match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to the opponent's home ground, in which case all bets will be cancelled. For international matches, all bets will be cancelled if the venue is changed to a venue in a different country from initially scheduled.

Minimum Length of Play

If a match is abandoned before the end of normal time, all bets on the match are cancelled, except for those markets which have been unconditionally determined. Unless stated otherwise, all rugby league bets are settled on 80 minutes play, which includes any injury time added on by the referee.

Settlement

All winning bets will be settled at the prices shown at the time the bet was accepted. This does not include any post-game disputes by either team that alter the final outcome of a match at a later point. For the purposes of these rules, half time is defined as the scheduled first 40 minutes of the 1st Half. Normal time and 80 minutes' Play is defined as the scheduled 80 minutes of play of the 1st and 2nd Half. Extra Time is defined as any scheduled periods of play after normal time and 80 minutes' play. All bets on rugby matches are based on the score at the end of 80 minutes' play, unless otherwise stated or the bet has already been settled. Prices relating to the score of the match after extra time may be offered at the end of a scheduled 80 minutes' play. All bets specific to extra time will be cancelled if a match is abandoned before its scheduled end unless otherwise stated or the bet has already been settled.

Rugby Wagers

1. Match Winner
 - a. Wager on who will win the match.
 - b. 3-way market will have Draw as an option and will be settled at the end of regulation.
 - c. 2-way market will be settled after any Extra-Time.
 - d. If the match subsequently ends in a Tie then bets will be cancelled.
2. Match Betting - 2 Way
 - a. This bet refers to selecting which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches). Where the match is drawn, Dead Heat rules apply.
3. Match Betting - 2 Way (Draw No Bet)
 - a. This bet refers to selecting which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches).
 - b. Where the match is drawn bets are cancelled.
4. Match Betting - 2 Way Including Overtime
 - a. This bet refers to selecting which team will win the match.
 - b. Where the match is drawn after 80 minutes (or the scheduled 14 to 20 minutes in "7s"

- matches), bets will be settled on the result at the conclusion of Extra-Time, Sudden-Death or the Kicking Competition.
5. Match Betting – 3 Way
 - a. This bet refers to selecting which team will win the match in 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches)
 6. 20/40/60 Minute Betting
 - a. This bet refers to betting on who is winning a match at specified times throughout the match.
 - b. Markets are settled on the score at 19:59 for the 20-minute market, 39:59 for the 40-minute market and 59:59 for the 60-minute market.
 7. 7s Rugby
 - a. Matches are played over two 7 to 10-minute periods.
 - b. 'Normal Time' is therefore the scheduled length of the match, excluding extra-time, as designated by the competition governing body.
 - c. Extra-Time does not count unless otherwise stated.
 8. Timed Markets
 - a. Markets such as "Try between 00:00 and 19:59" and "Total Points between 60:00 and 80:00 - Over/Under" work on the basis of the selected scores occurring in the time frames 00:00-19:59; 20:00-the end of the first half including additional time; 40:00-59:59; and 60:00-the end of normal time (80 minutes (or the scheduled 14 to 20 minutes in "7s" matches) including additional time).
 9. Spread and Total
 - a. Bets settled on outcome of the period the markets relate to.
 - b. If the outcome is exactly equal to the betting line, then bets will be cancelled.
 - c. In regard to total points, winning bets must predict the total amount of points scored by either both teams/each team individually by the end of first half or regular time depending on the stated offer, any points scored in extra time do not count unless otherwise stated.
 10. Handicaps
 - a. Winning bets must predict the winner of the match at the end of normal time after the final score has been adjusted by the handicap.
 11. Winning Margin
 - a. These bets refer to how many points the selected team will Win by. Winning margin betting is from zero, no handicaps are applied. Extra time does not count.
 - b. The draw option is always offered, although in other betting options where the draw option is not offered, Dead Heat Rules apply.
 12. Correct Score
 - a. Correct scores are for how many points the selected team will score.
 - b. Correct score betting is from zero, no handicaps are applied and is for the nominated team to win by scoring that amount of points. Extra time does not count.
 13. Race to 10/20/30 points
 - a. Winning bets must predict the team who reaches 10/20 or 30 points first, where a 2 way option is offered and neither team scores for example 10 points in the 'Race to 10 points' bet then all bets will be cancelled.
 - b. If a match is abandoned, all bets stand if they have already passed and been settled, if the points total is not reached before the abandonment, then the bets will be cancelled.
 14. Quarter/Half Markets
 - a. For bets placed on the specific quarters or halves, the entire period must be played.
 - b. If the entire period is not completed then bets on those markets will be cancelled, except for those markets which have been unconditionally determined.
 15. Tryscorer Betting
 - a. Penalty tries do not count. In the event of a penalty try, settlement goes on to the next

- awarded try.
- b. MGM Grand Detroit will make every effort to quote prices for all probable players. However, prices for unquoted players may be available on request and those players will count as winners in the event that they score.
16. First Tryscorer
- a. Bets have action if a player has entered the field of play at any point prior to the first try being scored.
 - b. Bets will be cancelled if a player has not entered the field of play at any point prior to the first try being scored. If the game is abandoned at any time and the first try has already been scored, then all bets stand.
 - c. If no try has been scored at the time of abandonment, then all bets will be cancelled. Penalty tries do not count for the purposes of this market (unless a specific price is available for 'Penalty Try').
 - d. Where 'No Try scorer' is offered as a betting option and the game ends with no try scored then that will be the winning option and all other outcomes will be settled as losers where applicable, if 'No try scorer' is not offered as an option and no try is scored then all bets will be cancelled.
 - e. First try scorer bets are settled in accordance with the statistics and reports from the official website of the league/tournament of the match in question.
 - f. Subsequent alterations will not alter settlement.
 - g. While every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score the first try.
17. Anytime/Last Tryscorer
- a. Bets will stand if a player takes any part in a game, no matter how long they play for.
 - b. Wagers will be cancelled only if a player does not enter the field of play at any stage.
 - c. If the game is abandoned at any time all bets that had been unconditionally determined at the time of abandonment will stand. All other bets will be cancelled.
 - d. If no try has been scored at the time of abandonment, then all bets will be cancelled.
 - e. Penalty tries do not count for the purposes of this market (unless a specific price is available for 'Penalty Try').
 - f. Where 'No Try scorer' is offered as a betting option and the game ends with no try scored then that will be the winning option and all other outcomes will be settled as losers where applicable, if 'No try scorer' is not offered as an option and no try is scored then all bets will be cancelled.
 - g. Anytime/Last try scorer bets are settled in accordance with the statistics and reports from the official website of the league/tournament of the match in question.
 - h. Subsequent alterations will not alter settlement.
 - i. While every effort is made to produce a comprehensive list of participants for each match, lists are not exhaustive and other players will count as winners if they score anytime/the last try.
18. Next Tryscorer
- a. This bet requires you to predict the player that will score the next try in the match. Only available In-Play.
 - b. 80 minutes only (or scheduled 14 to 20 minutes in "7s" matches), unless otherwise stated.
 - c. All players that have taken some part in the game before the next try is scored will be deemed runners.
 - d. Bets on players that do not take any part in the game before the next try is scored will be cancelled.
 - e. If there are no further tries scored "No Tryscorer" will be the winning selection. If no price is offered for "No Tryscorer" and no further tries are scored then all bets on the market will be cancelled.

- f. If the game is abandoned all bets that had been unconditionally determined at the time of abandonment will stand. All other bets will be cancelled.
19. Time of 1st Try/Last Try/Next Try
- a. If no try is scored in the match then the result will be deemed to be 80mins (or the scheduled 14 to 20 minutes in "7s" matches).
 - b. Therefore, if the selections on offer are, for example, '19 minutes and under' and '20 minutes and over', then the latter will be settled as the winner.
 - c. Winning bets must predict the time when the first/next/last try is scored in normal time.
 - d. For example, in a match where no tries are scored, the option '20:00 Minutes and after/No try' will be settled as a winner and '00:00 to 19:59 minutes' would be settled as a loser.
 - e. If a match is abandoned all bets that had been unconditionally determined at the time of abandonment will stand. All other bets will be cancelled.
20. Wincast (Anytime Tryscorer and Match Result)
- a. To win you must successfully forecast a player to score a try anytime during 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches) and also the result of the match after 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches).
 - b. Bets stand as long as your selected player plays some part in the match.
 - c. If your selected player does not take any part in the match, Wincast bets revert to a single on the match result.
 - d. If a match is abandoned prior to the completion of 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches), Wincast bets are settled as Anytime Tryscorer singles as long as the player played some part in the match and therefore had an opportunity to score a Try.
21. Trycast (First Player to Score a Try and Match Result)
- a. To win you must successfully forecast both the player who will score the first try in a selected match and also the correct result after 80 minutes play (or the scheduled 14 to 20 minutes in "7s" matches).
 - b. If your selected player joins the match after the first try has been scored or does not take part in the game, Trycast bets will revert to match result singles.
 - c. For First Tryscorer purposes, penalty tries do not count, so in this circumstance, the Trycast will be settled on the scorer of the following try and the result of the game.
 - d. If a match is abandoned prior to the completion of 80 minutes and a try has been scored, Trycast bets are settled as First Tryscorer singles. If no try has been scored, all bets are cancelled.
22. Extra Time Betting
- a. "Extra Time" is defined as any scheduled period of play between the end of normal time (i.e. 80 minutes play plus any time added on at the end of 80 minutes (or the scheduled 14 to 20 minutes in "7s" matches)) and the end of the game.
 - b. "Extra Time" does not include penalty shootouts.
 - c. All Extra Time betting markets, such as total points, or time of first try will start from the beginning of extra time and not include normal time.
 - d. For example, if the game finishes 24-24 at the end of normal time, and if there are ten points scored in extra time, then the extra time total points market will be settled as ten points.
23. First team to score / First team to score 2nd half
- a. Winning bets must select the next team to score in the match/ second half of the match in normal time. Penalty tries count for the purposes of this market.
 - b. Where a 2-way market is offered if there is no score then all bets will be cancelled.
 - c. If a match is abandoned before the conclusion of the match and neither team has scored, then all bets are cancelled.
24. Half Time - Full Time Betting (Double Result)
- a. Winning bets must predict the result at half time and full time.

- b. Bets will be cancelled if 80 minutes' play is not completed (or the scheduled 14 to 20 minutes in "7s" matches).
 - c. The 'Any other' option relates to a draw at either half time or/and full time.
25. First/Next Scoring Play
- a. Winning bets must predict whether the next scoring play is a try, penalty or drop goal in Normal Time.
 - b. A penalty try will be considered as a try unless a price is specifically offered for 'Penalty try'.
 - c. If no scoring play is achieved before the end of normal time all bets will be cancelled, unless 'No scoring play' is offered as a betting option.
26. Last Scoring Play
- a. Winning bets must predict whether the last scoring play is a try, penalty or drop goal in normal time.
 - b. A penalty try will be considered as a try unless a price is specifically offered for 'Penalty try'.
 - c. If no scoring play is achieved before the end of normal time all bets will be cancelled, unless 'No scoring play' is offered as a betting option.
 - d. Try conversions do not count, in this case 'Try' will be the winning option.
27. Team to score the 1st Try
- a. Winning bets must select the first team to score a try in the match in normal time.
 - b. Penalty tries count for the purposes of this market.
 - c. Where a 2-way market is offered if there is no try scored then all bets will be cancelled.
 - d. If a match is abandoned before the first try is scored, all bets are cancelled including bets on 'No Try scored'.
 - e. If a match is abandoned after the first try is scored, all bets stand.
28. Next team to score a try
- a. Winning bets must select the next team to score a try in the match in normal time.
 - b. Penalty tries count for the purposes of this market.
 - c. Where a 2-way market is offered if there is no next try scored then all bets will be cancelled.
 - d. If a match is abandoned before the next try is scored all bets are cancelled including bets on 'No Try scored'.
29. First team to score a try in the 1st half/2nd half
- a. Winning bets must select the next team to score a try in the first half or second half of the match in normal time.
 - b. Penalty tries count for the purposes of this market.
 - c. Where a 2-way market is offered if there is no try scored then all bets will be cancelled.
 - d. If a match is abandoned before the conclusion of the half that the bet is placed on and no try has been scored up to that point, then all bets are cancelled.
30. Last team to score a try
- a. Winning bets must select the last team to score a try in the match in normal time.
 - b. Penalty tries count for the purposes of this market.
 - c. Where a 2-way market is offered if there is no try scored then all bets will be cancelled.
 - d. If a match is abandoned before a try is scored, then all bets are cancelled including bets on 'No Try scored'.
31. Total tries in a Match/ Total Tries for each team
- a. Winning bets must select the total number of tries scored in a match in normal time.
 - b. In the event of a match being abandoned all bets will be cancelled.
 - c. For the purposes of this bet, penalty tries count.
32. Total Tries 1st half/2nd half
- a. Winning bets must select the total number of tries scored in a half of 40 minutes (or half of 7 or 10 minutes for Rugby 7s) (including stoppages).

- b. In the event of a match being abandoned all bets will be cancelled except those that had been unconditionally determined at the time of abandonment.
 - c. For the purposes of this bet, penalty tries count.
33. Total Tries/points/red cards/yellow cards/drop goals in a Group of Matches/tournament
- a. Winning bets must select the total number of tries/points/red cards or drop goals scored in a group of matches in normal time.
 - b. In the event of any matches in the group being abandoned then all bets will be cancelled.
34. How many points will be scored between XX:XX – XX:XX minutes
- a. Winning bets must predict the amount of points scored in the offered timeframe.
 - b. In the event that a match is abandoned, all bets stand if they have already passed and been settled. For example, if the match is abandoned after 25 minutes, bets placed on time bands '1-10' and '11-20' will stand, 20-30 and onwards would be cancelled.
 - c. In the event of a dispute over the time of any points, the clock display of the TV station broadcasting the game will be applied, these types of bets will only be offered for televised matches.
35. Will there be a Drop Goal scored
- a. Winning bets must predict whether there is a drop goal or not in the game and applies for regular time only.
 - b. If a match is abandoned, then all bets stand if there has been a drop goal scored before the abandonment.
36. Man of the Match
- a. Bets will be settled in accordance with the man of the match announced in commentary during the live broadcasting of the match.
 - b. If there is no announcement during the match, then we will settle in accordance with the man of the match award presented during the live broadcasting of the match.
 - c. If there is no presentation during the broadcast, then we will settle in accordance with the player quoted as man of the match on the broadcasting channel's official website.
 - d. For example, if the match was shown on Sky Sports, the official website would be www.skysports.com.
 - e. If the broadcaster's official website does not quote a player as being man of the match, then we will settle on the player quoted as man of the match on the website of the governing body for that competition.
 - f. For example, the IRB for all international Rugby Union, ERC for European Club Rugby Union competitions and NRL for Australian Rugby League.
 - g. If the match is shown live on two channels, then we will settle in the following way:
 - i. We will settle on the player quoted as man of the match on the website of the governing body for that competition. For example, the IRB for all international Rugby Union, ERC for European Club Rugby Union competitions and NRL for Australian Rugby League.
 - h. If we are still unable to settle the market via the methods described above, then all bets on the Man of the Match market will be cancelled.
 - i. Bets placed on players that take any part in the match will stand. A bet on a player that does not take any part in the match will be cancelled.
 - j. We will also be able to offer a price, upon request, on any player not quoted in the market.
 - k. Any unquoted player will be deemed the winner should they receive the man of the match award.
37. Team to be Relegated
- a. This bet relates to the teams, which occupy the relegation places at the end of the season.
 - b. All future changes, which may occur for whatever reason, are deemed irrelevant for this bet.
38. Season Match Betting

- a. Bet on which side will finish higher in the table during the regular season. Performances in the play-offs are not considered for settlement purposes.
- 39. Last Player to Score a Try
 - a. This market will be settled on the player to score the last legal try.
 - b. If the game is abandoned at any time, then all bets will be cancelled.
 - c. If a player has not entered the field of play before the last try has been scored, then all bets on this player are cancelled.
- 40. Tournament Winner (Including Playoffs)
 - a. Wager on winner of the tournament after any post-season playoff concludes.
 - b. All Regular Season records are not taken into count.
- 41. Tournament Winner (Regular Season Only)
 - a. Winning bets must predict the winner of the league table at the end of the season.
- 42. Outright Markets
 - a. In the event of a shortened season due to unforeseen circumstances settlement will be based on the official result announced by the competition's governing body. Bets will stand on any team that does not complete all its fixtures
- 43. Regular Season Markets
 - a. Wagers will be settled on outcomes after the end of the Regular Season. Any post-season matches will not count.
- 44. Top Tryscorer and Team to Win
 - a. Where there is a special price for a tournament Top Tryscorer and Team To Win, any dead heat occurring in the Top Tournament Tryscorer part of the bet will be applied to the whole special bet.
 - b. For example, if Rieko Ioane to be Top Tryscorer and New Zealand To Win the Tournament is 12/1, and Rieko Ioane ties for Top Tryscorer with another player, the ½ dead heat for Rieko Ioane would be applied directly to the full stake of the whole special bet before subsequent settlement at 12/1.
 - c. Bets placed on a player to be the top scorer in a given tournament will stand as long as the player is named in the squad and has the opportunity to play in the named tournament.
- 45. Top Tryscorer/Team Tryscorer/Top Points Scorer
 - a. Dead Heat Rules apply for season long markets.
 - b. If player takes no part for the whole season then bets will be cancelled, else bets will stand.
 - a.

SNOOKER RULES

General Rules

A snooker match is deemed to have started with the break for the first frame. Unless otherwise stated, all bets will stand providing that the initial break has been taken at the beginning of the match. If a player fails to start a tournament or match, all bets on that player, or individual match, will be cancelled.

Date/Site Changes

If a match is postponed all bets will stand providing the match is rescheduled to take place before the end of the Tournament. For any match played outside of a tournament format, all bets are cancelled if the match is not played on the scheduled date.

Minimum Length of Play

In the event of a match starting but not being completed for any reason, all bets on the outcome of the match

will be cancelled.

Snooker Wagers

For betting purposes only “legally” potted balls count. This means that whenever there is a “foul ball” involved, the potted balls do not count. Bets will be settled accordingly.

1. Match Winner
 - a. In the event of a match starting but not being completed, the player progressing to the next round or deemed the winner by the governing body will be deemed the winner.
2. Tournament Betting
 - a. Predicting which player will win a tournament
3. Handicap Betting
 - a. Who will win the match after the stated handicap is applied.
4. Frame Betting (Correct Score)
 - a. The bet refers to the correct final score for the offered frames.
5. Frame Winner
 - a. This bet refers to winner of a specific frame. The respective frame must be completed for bets to stand.
6. First Four/Eight Frame Betting
 - a. This bet refers to which player will be leading after the first 4/8 frames.
7. Match Winning Margin
 - a. This bet refers to how many frames a player wins the match by.
8. Total Frames (Over/Under)
 - a. This wager refers to how many frames will be played in the match.
9. Length of frame/match
 - a. Bets will be settled on the time elapsed from the starting break to the end of the frame or match, whether through normal play or concession.
 - b. In the event of a re-rack in any frame the following rules apply:
 - i.) Frame winner: all bets stand and will be settled on the official winner of the frame.
 - ii.) Completed bets: all bets that are already determined before the re-rack stand. Repeated occurrences after the re-rack will be irrelevant for betting purposes.
 - iii.) Uncompleted bets: Bets that are not determined before the re-rack will be settled on actions occurring after the re-rack only. Any occurrences before the re-rack will be irrelevant for betting purposes.
10. All bets referring to the result of the frame (e.g. totals, odd/even betting) will be settled on the official result of the frame.
11. Next Frame
 - a. If the frame does not take place, all bets will be cancelled, except in the event of the award of a frame for any reason in which case bets will stand.
12. This Frame Winner
 - a. This bet refers to who will win the current frame.
13. Race to X Frame
 - a. This bet refers to which player will reach “X” amount of frames first.
14. 147 in the match
 - a. This bet refers to if a 147 will be scored in the match. A 147 break consists of 15 consecutive reds and blacks, then all the colors. Any breaks of 147 or above that have required the use of free balls will be settled as a loss unless the break was a free ball (red and color) followed by a traditional 147.
15. First Color Potted

- a. This bet refers to which color will be legally potted first in the next frame. The first color legally potted scoring its own value (i.e. not taken as a free ball) will be considered the winner, irrespective of whether there are any subsequent re-racks.
- 16. Next Frame - First Player to Pot a Ball
 - a. This bet refers to the first player to legally pot a ball in the next frame. The first player potting a ball legally will be considered the winner, irrespective of whether there are any subsequent re-racks.
- 17. Mini Session/Session Winner
 - a. This bet refers to which player will win the stated mini session or session.
- 18. Mini Session Score/Session Score
 - a. This bet refers to what will the score of the stated mini session/session be.
- 19. Mini Session/Session Handicap
 - a. This bet refers to who will win the stated mini session/session after the relevant handicap is applied.
- 20. Next Frame 50 break
 - a. This bet refers to if there will be a 50-break scored in the next frame by either player.
- 21. Next Frame Century Break
 - a. This bet refers to if there will be a century break scored in the next frame. Options for this bet may include: Player A, Player B, either player or neither player.
- 22. Century Betting
 - a. The following rules apply to breaks of 100 or more
 - i.) Century Betting - How many centuries will be scored in total during the match.
 - ii.) Player Century Betting - How many centuries will be scored during the match by the named player.
 - iii.) Total Match Centuries - Will the number of match centuries scored in total during the match be over or under the specified line.
 - iv.) Player Match Centuries - Will the number of match centuries scored by the named player during the match be over or under the specified line.
- 23. Points Markets
 - a. In the event of any re-racks, for the markets below, points are not carried over from any part-frame played prior to the re-rack. In the event of non completion of a match, all bets on any markets listed below in that match will be cancelled unless unconditionally determined:
 - b. Next Frame - Race to 30
 - i.) This bet refers to which player will reach 30 points first in the next frame. The first player reaching 30 points will be considered the winner, irrespective of whether there are any subsequent re-racks. Should there be a re-rack prior to either player reaching 30 points then the winner will be the first player to reach 30 points in the re-racked frame.
 - c. Next Frame Total Points - How many points will be accumulated in total in the next frame.
 - i.) This bet refers to the total points scored in the frame include any re-spotted blacks.
 - d. Next Frame Winning Margin
 - i.) This bet refers to the winning margin in points achieved by a player in the next frame.
 - e. Next Frame Highest Break
 - i.) This bet refers to the player to score the highest break in the next frame.
 - f. Next Frame Highest Break Bands
 - i.) This bet refers to how many points will the highest break consist of in the next frame.
 - g. Next Frame Odd/Even

- i.) This bet refers to if there will be an odd or even number of points scored in the next frame.
24. Group Betting
- a. Tournament group winners will be determined by the official rules of the respective governing body. If the selected player withdraws before the tournament begins, bets placed on this player will be cancelled. In the event any player of the group does not take part, all bets will be cancelled.
25. Last Color potted in Frame X
- a. This bet refers to what the colour will be of the last legal 'colored' ball potted in the Frame. Freeballs do not count.
26. Will Player X make a 50 Break in the Match
- a. This bet refers to whether a specific player will make at least one 50 break in the match.
27. Number of 50 Breaks in the Match
- a. This bet refers to whether the total number of 50 Breaks scored in the match is over or under a specific number.
28. Will either player win X Successive Frames
- a. This bet refers to whether either player will win a specific number of frames consecutively.
29. Will there be a Deciding Frame
- a. This bet refers to whether the match will go to a final Frame decider.
30. Highest Match Break
- a. This bet refers to which Player will make the highest Break in the Match. Bets will be cancelled if both players have the same highest break
31. Highest Match Break (Over/Under)
- a. This bet refers to whether the Highest Break scored in the match will be over or under a specific number.
32. Tournament Winner
- a. If a player fails to start a tournament or match all bets on that player or individual match will be cancelled.
33. Total Balls (Over/Under)
- a. If the match is abandoned before its completion then all bets will be cancelled, unless the highest possible total to bet on has been attained in which case all bets stand. The "Cue" ball does not count for betting purposes. For betting purposes, only "legally" potted balls count. This means that whenever there is a "foul ball" involved, the potted balls do not count. Bets will be settled accordingly.

SOCCKER RULES

Date/Site Changes

Soccer games must be played on the scheduled date and location (location is a geographical area or city, but not restricted to a specific arena or venue) to be considered action unless otherwise noted in the specific sports rules or on printed media in the MGM Grand Detroit Sports Book. A club team playing a European competition is classed as playing at Home if the event is moved from the club's usual ground to a ground within their national boundaries (e.g. when Tottenham Hotspur played their Champions League home games at Wembley Stadium).

MGM Grand Detroit Sportsbook will always try to identify matches played at a neutral venue. For matches played at a neutral venue (whether indicated or not), bets will stand regardless of which team is listed as the home team. If an official fixture lists different team details to our scheduled match, then bets will be

cancelled, e.g. Reserves/U21s/Development team. This does not apply to instances where we list a scheduled match without the term 'XI' in the team name or Club Friendlies where all bets stand regardless of the players used to complete regular play, whereby prices are subject to fluctuation. If there is a change of venue, all bets will be deemed cancelled.

Specific extra time bets will stand regardless. This is defined as any scheduled period of play, normally 2 halves of 15 minutes, between the end of regular play and the end of the game. Hence, if any other time period is played these bets will be settled accordingly regardless of the periods played (e.g. 2 halves of 10 minutes).

Minimum Length of Play

For wagering purposes, unless otherwise stipulated in individual Soccer sports wager rules, results are official after 90 minutes of play plus injury time.

Abandoned matches: Any scheduled match abandoned before the completion of regular play will be cancelled, except for all bets where the outcome has already been determined at the time of abandonment. If a match commences but for whatever reason, including any suspension of play, does not conclude on the same day (local time), all bets on that match will be deemed cancelled except where settlement has already been determined. For example, where the first goal has been scored by a named player, the First Goalscorer and Time of First Goal markets, amongst others, will stand. Where the match is concluded on the same day that it commenced (local time), all bets will stand, regardless of any suspension of play.

Suspended matches: Bets on any scheduled match suspended before the completion of regular play will be cancelled if the match is not restarted on the same day (local time) and played to completion, even if the governing body declares the result of the shortened match to stand for competition purposes. Bets on which the outcome has already been determined at the time of suspension will stand. For example, where the first goal has been scored by a named player, the First Goalscorer and Time of First Goal markets, amongst others, will stand. Where the match is concluded on the same day that it commenced (local time), all bets will stand, regardless of any suspension of play.

Example:

Real Madrid v Barcelona is 1-0 and is suspended due to a crowd disturbance after 47 minutes. Match does not continue on same day but is played to a conclusion (48-90) a week later. Any bets already determined are settled eg First Goalscorer , Half-Time , First Goal etc. All other bets are cancelled.

Real Madrid v Barcelona is 1-0 and is suspended due to a crowd disturbance after 47 minutes. Match continues 2 hours later on same day and is played to a conclusion (48-90). All bets are settled as normal.

Postponed matches: For any cancelled or postponed match, any bets placed prior to the scheduled kick-off will be cancelled. All bets stand on any match that is delayed prior to the scheduled kick-off time and takes place on the same day. Matches played in a tournament finals, e.g. World Cup Finals, European Championship Finals, or Copa America Finals (but not qualifiers for these finals) will not be cancelled if postponed and will stand for the new date they are played.

For any bet placed on a match that is played prior to the date or kick-off time originally stated, the bet stands if the bet was placed before the new time, if not, the bet will be deemed cancelled.

Soccer Wager Rules

Soccer wagers are accepted in the following manner:

1. 90-Minute – Wager is on the outcome of a soccer match, determined based on the score at the end of 90 minutes of play PLUS any time the referee adds to compensate for injuries and other stoppages.
 - a. 90-Minute wagers do not include periods of extra time or penalty shootouts.
 - b. If a match takes place but is not completed as advertised (e.g. it is not a 90-minute match or is split into three periods, rather than two), all bets in the match will be cancelled.
 - c. If any team starts a match with less than 11 players, all bets on that match will be cancelled.
 - d. If a match is postponed or cancelled, any bets placed prior to the scheduled start of the match will be cancelled. For second leg knockout stage matches in cup tournaments, this wager does not apply to Team to Advance/Qualify markets.
2. To Advance/To Lift the Trophy – Wager on a team in a soccer match to advance to the next level or round of competition.
 - a. Wagers will be decided on the basis of the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
3. Three Way – A wager in which there are three (3) possible outcomes in a soccer match.
 - a. 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.
 - b. Three Way wagers will be decided based on the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
4. First/Last Goal scorer – Wager on which player will score first/last in a soccer match.
 - a. Wagers are cancelled on player who does not take part in the match or who comes on as a substitute after the first goal has been scored.
 - b. Own goals do not count for first goal scorer bets and are ignored for settlement purposes.
 - c. For Last Goal scorer wagers and wagers for a player to score 2 and 3 or more goals, all players taking part at any point of the match are deemed to have played for the purposes of Last Goal scorer bets, irrespective of whether they were on the field at the time the last goal was scored.
5. Anytime Goalscorer
 - a. Wagers are accepted on regular play only. This market will be settled on all players who score a legal goal. If a player doesn't enter the field of play during the game at all, then this player is deemed a "non-runner" and all bets on this player are cancelled. If the game is abandoned at any time, all bets remain valid if already determined, except bets on players who have not entered the field of play during the match.
6. Double Result – Wager on the result at half-time and full-time (i.e. at the end of 45 minutes plus injury time and 90 minutes plus injury time).
 - a. Wagers will be cancelled if the match is abandoned prior to the completion of 90 minutes play plus injury time.
7. Top Goal scorer/Top Team Goal scorer – Wager on the player to be the top goal scorer in a tournament, league or cup.
 - a. Goals scored in penalty shoot-outs do not count.
 - b. Wagers placed on a player to be top Goal scorer in a given league are based on regular season games only and do not include play-offs.
 - c. All wagers are action in a tournament provided the player is named in the playing squad and has the opportunity to play in the named tournament.
 - d. If more than one player finishes on the same number of goals, then dead heat rules will apply.
8. Time of First Goal Wagers on the time of the first goal in a match.

- a. The 1st minute of the game is considered to be from the 1st second to the 59th second. The 2nd minute is from 1 minute to 1 minute 59 seconds.
 - b. If a goal is scored in injury time of first half, the winning selection will be the 41-50 min bracket. If the goal is scored in injury time of the second half, the winning selection will be the 81-90-minute bracket.
9. Spread and Total - Wagers are settled on outcome of the period the markets relate to.
- a. If the outcome is exactly equal to the betting line, then bets will be cancelled.
10. Total Goals Odd/Even - Resulted on the score at the end of regulation.
- a. No goals counts as even in this market.
11. Penalty Shootout Winner - Wager on the outcome of the Penalty Shootout. Should a shootout not take place then bets will be cancelled.
12. Correct Score - Wager on the final score.
- a. The match must be completed or bets will be cancelled.
13. Double Chance - Wager on whether either of the two named teams will be declared the winner for the named market.
14. Team to Score First - Settled on the first score of the game.
- a. Bets stand even if game is not completed.
 - b. Any periods of extra time do not count.
15. Team to Score Last - Settled on the last team to score.
- a. Game must be completed.
 - b. Extra time is not included unless stated otherwise.
16. Highest Scoring Half - Wager on which half will produce the most goals.
- a. Dead heat rules apply if Tie is not an option.
 - b. Game must be completed for bets to stand.
 - c. Extra time is not included unless stated otherwise.
17. Race to X Goals – Wager on which team will reach the specified goals tally first.
- a. Should neither team reach the total, and a 'Neither' option is not offered, then bets on that market will be cancelled.
- 18. Draw No Bet**
- a. Wager on which team will win the match. If the game finishes in a draw, then stakes will be refunded.
- 19. Moneyline: Rest of Match**
- a. All bets are determined without taking into consideration the current score at the time the bet is placed – as if the game were starting again from 0:0 score after the bet is placed.
 - b. 20. Team to Qualify for Next Round
- If a game offered within a specific round of a competition is postponed, 'Team To Qualify' bets still stand, irrespective of the length of the delay. If a team qualifies for the next round but no match is played (opposition withdraws/is disqualified), all bets on the To Qualify market will be cancelled. When a price is quoted for a team to qualify for the next round of a given tournament over two legs, bets placed on that market will be settled immediately on completion of the second match based upon the events that occur during both matches. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, away goals if applicable, and penalty shoot-outs; should the tie progress as such. Matches where one leg of the tie is no longer played at the venue advertised, bets will stand as long as the venue remains in the same country and is not switched to the opponent's ground/another country. Should this occur, all bets will be cancelled. Matches originally set to be played in a Neutral country will stand if moved to another country. If a tie is reduced from 2 legs to 1 leg then all Team to qualify bets will be deemed cancelled.
21. Corner Markets
- a. All markets that involve the occurrence of a corner or number of corners refer to corners taken. If a corner is awarded, but not taken, it will not count for settlement purposes.

Soccer Propositions

Various unique wagers may be offered from time to time, called proposition bets. When wagering proposition bets, unless stated otherwise, extra time/overtime does not count for settlement of wagers. Wagers that relate to the number of occurrences, such as total corners or number of throw-ins, are settled based on the number taken and not the number awarded.

Soccer Futures

Soccer season long futures are unique wagers that will be offered from time-to-time.

Soccer Division Winner Futures

For Divisional/League winner markets, wagers are settled on the final League positions at the end of the scheduled season, irrespective of what happens in any Divisional play-offs, with wagers on "Who Will Win a League" being settled on the team who lifts the trophy. Wagers will stand on any team that does not complete all of its games.

Season match wagers are settled on which of two teams will place highest in the league at the end of the season. If teams finish level on points, then the tie breaker used by the league (e.g. goal difference or head-to-head records) will decide the winner.

Soccer Top Goal Scorer Futures

Wagers placed on a player to be the Top Goal scorer in a given league are based on regular season games only. Any goals scored in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, wagers will stand.

Wagers placed on a player to be the top scorer in a given Tournament, or to be Top Team Goal scorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then dead heat rules apply (any tournament top scorer award, for example "Golden Boot" is ignored for settlement purposes). Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

Softball Rules

Date/Site Changes

If a match is not played on the scheduled date and at the listed venue, then all bets are cancelled.

Minimum Length of Play

If the match is abandoned at any time, then all bets are cancelled, except bets that were already decided at the time of abandonment.

Softball Mercy Rule

If the game ends by the relevant league's mercy rule, then all wagers will be settled according to the results at the time the mercy rule is applied.

Softball Wagers

Extra Innings

Unless otherwise stated, wagers are settled on the official result including any extra innings.

Run Line

Wagers are settled on the official result after 7 innings (6 ½ innings if the home team is leading) including extra innings.

TENNIS RULES

Date/Site Changes

If a match is postponed your bet will stand providing the match is rescheduled to take place before the end of the tournament. For any match played outside of a tournament format, all bets are cancelled if the match is not played on the scheduled date.

Minimum Length of Play

At least one set of the match must be completed. In the event of a tennis match not taking place or if a player is given a walkover, bets on this match are cancelled.

Tennis Rules

Tennis wagers are accepted in the following manner:

1. Match – Wager on one or more specified players(s) versus one or more other specified players(s) in a designated match.
 - a. A minimum of one (1) full set must be completed for action. If less than one (1) full set is completed all wagers are considered “no action” and will be cancelled.
 - b. A walkover is deemed “no action” and wagers will be cancelled.
2. Propositions – Various unique wagers may be offered from time to time. Rules for these types of wagers can found in the specific sports rules section or on printed media in the MGM Grand Detroit Sports Book.

ALL FUTURES RULES

Future wagers are considered wagers for a specified team, person, etc. to win a specified future event. Examples include, but are not limited to: Pro Football Championship, American League Cy Young, Daytona 500, etc.

1. On all future wagers involving a recognized sporting organization - i.e. Pro Football Championship, World Series, etc. - the winner, as determined by the league commissioner, chairman, or other authoritative officer at the conclusion of set event will be declared the winner for wagering purposes.
2. Future wagers that are originally offered seven (7) days or less from the start of the specified event may allow refunds on specific non-starters.
3. Future wagers that are originally offered more than seven (7) days from the start of the specified event will have NO refund on specific non-starters (such said event may have specific rules).
4. All future wagers are action regardless of team name changes or relocation, suspension, sanctions, and/or exclusions to participate.
5. Bets on futures markets which have been unconditionally determined will be settled as such, unless otherwise specified in the specific sport's betting rules.

OFF-THE-BOARD PARLAY ODDS

A parlay is a type of wager where multiple outcomes are selected. Each of the outcomes must win in order for the parlay to win. Any point spread tie reduces to the next lowest number of teams in the parlay. The odds for the number of teams placed in a parlay are based on the pay table below when the selections (point spreads and totals for football and basketball, games and segments) have a default line of -110. Listed below is the MGM Grand Detroit pay table.

All Football and Basketball Parlays (Point Spreads and Totals all -110)

2 Teams	+260
3 Teams	+600
4 Teams	+1000
5 Teams	+2000
6 Teams	+4000
7 Teams	+8000
8 Teams	+15000
9 Teams	+30000
10 Teams	+60000
11 Teams	+110000
12 Teams	+200000
13 Teams	+350000
14 Teams	+600000
15 Teams	+1000000

PARLAY ODDS SELECTIONS

The legs in a Pay Table parlay all must meet the following requirements:

1. Football, basketball (excluding money lines) and their halves or quarters
2. Point spread or totals
3. Default odds that are set at -110.

Maximum payoff on off the board parlays is +1000000. Acceptance of all parlays is at the discretion of management.

Example 1: The 2-team parlay (See picture below) is a standard parlay paying 2.6 to 1 or +260. Using the Pay Table, \$10.00 x 3.6 = \$36.00 payout. Pay Table parlays are not calculated using “true odds” (-110 is not .9091 in this case). The Pay Table Multiplier section below explains the way that Pay Table odds are calculated.

PARLAY (2 TEAMS)	
1 PARLAY @ \$10.00	
24Jan PRO FOOTBALL	
[302] COLTS	-7½-110
22Jan PRO BASKETBALL	
[702] BOBCATS	-6-110
Ticket Cost:	\$10.00
To Win:	\$26.00
Collect:	\$36.00
WRIT2	22Jan10 11:02:40
SR_POS2	

Pay Table Multiplier

This is the factor that, when used for each leg of a parlay, gives the Pay Table payout. For a 2-team parlay at default odds, the factor is a square root. For a 3-team parlay, it is a cube root, for a 4-team parlay, it is the 4th root of the payout.

The return on a 2-team Pay Table parlay at 2.6 to 1 is 3.6 for one, as the payout. The square root of 3.6 is 1.8974. This is the Pay Table Multiplier for 2-team parlays.

$$\$10 \times 1.89736 \times 1.89736 = 36.00.$$

Below is the pay table multiplier which is used as the method to calculate pay table parlays when the default odds are -110. The respective Pay Table Multiplier (shown below) by the True Odds Multiplier of the number (other than -110) minus the True Odds Differential (shown below).

Teams	Pay Table Multiplier
2	1.89736
3	1.91293
4	1.82116

5	1.83841
6	1.85693
7	1.87344
8	1.87228
9	1.88536
10	1.89621
11	1.89027
12	1.88409
13	1.87339
14	1.86154
15	1.84786

Non-Pay Table Parlays

We use the term Non-Pay Table parlay when at least one leg does not meet requirements 1 and/or 2 of the Pay Table parlay default odds section above.

Sports like Boxing, Baseball, and Hockey use Non-Pay Table Odds. Football money line bets also use them. The True Odds Multiplier section below explains the way that Non-Pay Table odds are calculated.

Example 2: The 2-team parlay below uses the True Odds Multiplier because neither leg meets the Pay Table requirements, so $\$10 \times 1.9091 \times 1.9091$ (rounded) = \$36.45 payout.

PARLAY (2 TEAMS)	
1 PARLAY @ \$10.00	
30Jan PRO HOCKEY	
[2] CAPITALS	-110
28Jan BOXING	
[3605] MAYWEATHER	-110
Ticket Cost:	\$10.00
To Win:	\$26.45
Collect:	\$36.45
WRIT2	22Jan10 16:26:24
SR_POS2	

Example 3: The 2-team parlay below uses the Pay Table Multiplier for 105 because it meets all other requirements for Pay Table Odds (see Pay Table Parlays above). Note: The root for the Pay Table Multiplier is based on only the number of legs that meet the requirement. It uses the True Odds Multiplier for 107 ($-1/-120 = .8333$) because that leg does not meet requirement 2. Although it is a Football game, it is a money line wager.

\$10 x 1.8333 = \$18.33 payout.

PARLAY (2 TEAMS)	
1 BET(S) @ \$10.00	
Jan 08 NFL	
NFL WILDCARD PLAYOFFS	
[105] FALCONS	+3-110
Jan 08 NFL	
NFL WILDCARD PLAYOFFS	
[107] STEELERS	-120
Ticket Cost:	\$10.00
To Win:	\$25.00
To Collect:	\$35.00
TIMW	Jan 05 2012 09:35:58
BODINES T01	

Pay Table Non-Default Odds

We use the term Pay Table Non-Default Odds when all legs meet requirements 1 and 2 of a Pay Table parlay: 1) Football, basketball, and their halves or quarters 2) Point spread or totals, but at least one leg does not meet requirement 3 because it has odds that are not equal to the default odds.

Pay Table Non-Default parlays are not calculated using “true odds” (-120 is not .8333). The True Odds Differential section below explains the way that Pay Table Non-Default odds are calculated.

Example 4: The 2-team parlay below uses the Pay Table Multiplier for default odds for 302 (which meets all the requirements of a Pay Table parlay like Example 1 above). However, the other leg (304 Saints) has non-default odds -120, so a factor called the True Odds Differential is used to adjust the True Odds Multiplier of the -120 to derive the new Pay Table Multiplier for non-default odds -120.

\$10 x 1.8974 x 1.8216 = \$34.56 (rounded to nearest nickel \$34.55)

PARLAY (2 TEAMS)	
1 PARLAY @ \$10.00	
24Jan PRO FOOTBALL	
[302] COLTS	-7½-110
24Jan PRO FOOTBALL	
[304] SAINTS	-3-120
Ticket Cost:	\$10.00
To Win:	\$24.55
Collect:	\$34.55
WRIT2	22Jan10 11:03:11
SR_POS2	

True Odds Differential

The only time that the True Odds Differential is used is when a leg contains a Pay Table sport that has non-default odds for point spread or totals (Example 4 above has -3-120 instead of -3 -110).

Calculating the True Odds Differential for a Non-Default Odds leg when default odds = -110

(True Odds Multiplier of -110) - (Pay Table Multiplier of -110) = True Odds Differential

$$1.9091 - 1.8974 = .0117$$

Calculation to find the Pay Table Multiplier for Non-Default odds -120 in Example 4

$$\text{True Odds Multiplier of -120} = 1.8333 - \text{True Odds Differential} = .0117$$

Pay Table Multiplier of -120 = 1.8216

The only exception for not using the true odds differential is when the pay table multiplier exceeds that of true odds (-110 or .9091).

Calculations to find the True Odds Multiplier

When the Leg is a Favorite

When laying odds (money line is less than 0): $(-1) \times (100) / (\text{money line}) + 1$.

Example: True Odds Multiplier for Money line: -110: $(-1) \times ((100) / (-110)) + 1 = 1.9091$

When the Leg is an Underdog

When taking odds (money line is greater than 0): $(\text{money line}) / (100) + 1$ Example:

True Odds Multiplier for Money line: +130 = $((+130) / (100)) + 1 = 2.3$

Off the Board Teaser Odds

A teaser is a wager where a patron can alter the point spread or total on a list of games (2-10 teams) in the players favor. The additional points that the player receives on each selection reduces the odds. Below are the pay table teaser odds and associated values, which may be altered.

Example: Two team 6-point pro football teaser for 120 dollars.

Giants are +4 add 6 points, the teased line is now +10.

Jets + 6 points add 6 points, the teased line is now +12.

The payout is -120. In this case, you will risk 120 dollars to win 100 dollars.

In case of a wagering tie or no action on a two-team teaser, the wager is cancelled.

Otherwise, a tie or no action reduces teaser to next lowest number of plays.

Pro Football Teasers (Sides and Totals)

	6 Point	6.5 Point	7 Point
2 Teams	-130	-140	-150
3 Teams	+160	+140	+120
4 Teams	+250	+200	+180
5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2000	+1500	+1200

10 Teams	+2500	+2000	+1500
11 Teams	+3500	+2500	+2000
12 Teams	+5000	+3500	+2500
13 Teams	+7500	+5000	+3500
14 Teams	+10000	+7500	+5000
15 Teams	+15000	+10000	+7500

College Football
(Sides and Totals)

	6.5 Point	7 Point	7.5 Point
2 Teams	-130	-140	-150
3 Teams	+160	+140	+120
4 Teams	+250	+200	+180
5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2000	+1500	+1200
10 Teams	+2500	+2000	+1500
11 Teams	+3500	+2500	+2000
12 Teams	+5000	+3500	+2500
13 Teams	+7500	+5000	+3500
14 Teams	+10000	+7500	+5000
15 Teams	+15000	+10000	+7500

Basketball
(Sides and Totals)

	4 Point	4.5 Point	5 Point
2 Teams	-110	120	-130
3 Teams	+160	+140	120
4 Teams	+250	+200	+180
5 Teams	+400	+350	+300
6 Teams	+600	+500	+400
7 Teams	+1000	+900	+700
8 Teams	+1500	+1200	+1000
9 Teams	+2500	+2000	+1700
10 Teams	+3500	+3000	+2500
11 Teams	+5500	+5000	+3500
12 Teams	+8000	+7500	+5000
13 Teams	+10000	+9000	+7000
14 Teams	+15000	+12500	+10000
15 Teams	+20000	15000	+12500