



F O N T A I N E B L E A U
L A S V E G A S

**Fontainebleau Las Vegas
Race and Sports Book House Rules**

I. General Race and Sports Book Rules

1. These race and sports wagering house rules ("House Rules") govern all wagers placed through race and sports books operated by Bowtie Hospitality LV LLC dba Fontainebleau Las Vegas ("FBLV") including wagers made over the counter at the FBLV Race and Sports Book, in FBLV kiosks and/or the FBLV Sports or Race mobile apps.
2. Placing wagers, collecting winning wagers or loitering in or about any gaming area is prohibited by Nevada law by anyone under the age of twenty-one (21).
3. FBLV is prohibited by law and regulations from accepting wagers placed from outside the State of Nevada, with the exception of pari-mutuel horse race wagers, which may only be accepted from those authorized jurisdictions that allow pari-mutuel horse race betting.
4. Placing wagers on behalf of anyone else is prohibited.
5. FBLV reserves the right to add, delete or modify these House Rules and/or payoff limits at any time, subject to Nevada Gaming Control Board approval.
6. FBLV reserves the right to accept, refuse or limit any wager(s) prior to the acceptance of such wager.
7. Minimum and maximum wagers on all race and sporting events shall be determined by FBLV in its sole discretion.
8. All wagers/tickets must be checked for accuracy prior to leaving the betting window or submitting within the mobile apps or kiosks. All wagers go as printed and/or written.
9. A wager will only be modified or voided prior to the start of the event; at the discretion of FBLV management and with the approval of both parties. Once an event has started, a wager can only be voided with prior written approval of the NGCB Chair, in accordance with NGC Regulation 22.115.
10. Odds are subject to change. Please check with a race or sports book writer for current odds or wagering terms.
11. For all wagers, House Rules apply unless stipulated otherwise on guest wagering sheets. For wager types not specifically addressed in the House Rules, guest wagering sheet rules will apply.
12. Computer generated point spreads / odds shall determine winners, losers, ties and payout odds.

13. All contests/events not listed herein these House Rules, that involve a scheduled length of play, time limit, distance, etc. that are not reached, yet the event is called "final" by event officials with a winner declared, shall also be considered "Official" for betting purposes, unless stipulated otherwise on guest wagering information sheets or odds display.
14. Rules for specific In-Play Wagering sports and markets may differ from the rules for pre-game or pre-match wagers. In-Play Wagering rules are listed separately below.
15. FBLV will retain a record of all point spreads, odds, final scores and/or results for 180 days after the event. In case of obvious technical or human error, the ticket/account may be locked to allow for FBLV and guest to discuss a reasonable resolution. If a resolution cannot be reached, the Nevada Gaming Control Board will be contacted.
 - a. Examples of obvious technical or human error include, but are not limited to:
 - i. Wagers placed on events where the outcome has already been determined.
 - ii. Wagers accepted during technical issues that would not otherwise have been accepted.
 - iii. Wagers placed on events where the odds are materially different from those available to the general public in the rest of the betting market. For example, when a team is a 17-point favorite and is accidentally offered as a 17-point underdog.
16. FBLV is not responsible for lost, stolen, altered or unreadable wagering tickets. FBLV may honor such tickets, in its sole discretion, upon receipt of satisfactory supporting documentation or information of a ticket's rightful owner. FBLV reserves the right to take up to 60 days to make this decision.
17. Wagering tickets are only valid for 365 days from the date of the event's conclusion.
18. Unexpired winning tickets may be mailed in for redemption. Instructions can be found on the back of the wagering ticket.
19. FBLV assumes responsibility for paying the mandatory Federal Excise Wagering Tax (currently .25%) required by law.
20. Winners are responsible for all income taxes.
21. Winnings are subject to IRS reporting and withholding requirements. Except as noted below or otherwise specified, all events must be held within 48 hours of the scheduled start time to be considered "Action." Wagers will be declared void for postponed events which do not start within 48 hours after the originally scheduled starting time. This rule does not apply to tennis, golf, or auto racing for which sport specific rules apply and can be found below. Fontainebleau-Las Vegas does not recognize protests, overturned decisions or result changes after the date of the events' conclusion unless stipulated otherwise on guest wager sheets.
 - a. Game/Event start or conclusion times extended beyond midnight are not recognized as date changes for wagering purposes.
22. Questions regarding these House Rules may be submitted via email at sportsbook@fblasvgeas.com.

23. All decisions made by FBLV management are final unless subject to the Nevada Gaming Control Board dispute process as outlined in Nevada Revised Statutes 463.361 -463.3668.
24. FBLV encourages guests to gamble responsibly. For problem gambling information and assistance, call the 24-hour confidential Problem Gambling Helpline at 1-800GAMBLER.

General Definitions

Official, Officially or Official Results - A final result or statistic that is published by the league or events governing body after the events conclusion.

Action - Bet is valid and wager stands.

No Action - Bet is no longer valid, and refund or parlay reduction rules apply.

Listed Pitcher - A baseball bet that is active only if the pitcher listed as the starter throws the first pitch of a game.

Run Line- This is a point spread of sorts for baseball games based on the number of runs scored. For example if the run line is -1 .51 the wager is on whether or not the team will win by more than 1.5 runs.

In-Play Wagering - Placing a wager on a game or event while it's taking place. This is also known as Live wagering.

Totals - Totals are the numbers that bettors will choose the over or under on points (or runs, goals, etc.) scored in an event.

Push - When a point spread wager lands exactly on the line offered by the sportsbook. The bettor receives their money back if they push. For example, New England Patriots are favored by 14 points against the New York Jets. If they win by exactly 14 points, the wager pushes and the bettor gets their original wager back.

Wager - Amount of money (or use of a promotional credit) placed by patron on a specific outcome of a sport or race event. Note: Use of the words bet(s), wager(s) and ticket(s) in these House Rules, wagers sheets, the mobile apps, the kiosks, in advertising and/or otherwise are interchangeable and mean the same.

FBLV Sports Book Rules

1. FOOTBALL

- a. Should a football game be moved from its originally scheduled venue - with or without change of playing surface - all wagers will remain "Action", unless the new location in which the football game will take place is the home venue of the team originally listed as the away team. In such cases all wagers will be "No Action" and wagers will be refunded.
- b. Football games must play a minimum of 55 minutes to be considered "Official". Football games failing to reach "Official" status will result in "No Action" and wagers will be refunded. This includes full-game markets, full-game totals, and propositions.

- c. Wagers on any partial-game market (example, first half, second half, quarters which can also include totals and propositions) are considered "Official" upon the completion of the specified market, and are independent of the game.
- d. For full game, and second half wagering, overtime counts toward the result unless otherwise stipulated. Overtime does not count on any wagers on specific quarters, unless otherwise stipulated.
- e. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.
- f. Results for specific events will be determined using "Official" league scores and statistics, when they become available at the conclusion of the event.
- g. Players listed in propositional markets, must play in the game for "Action" and games must be "Official" for "Action".

2. BASKETBALL

- a. Should an event be moved from the originally scheduled venue - with or without change of playing surface - all wagers will remain "Action", unless the new location in which the event shall take place, is the home venue of the team originally listed as the away team. In such cases all wagers will be "No Action" and wagers will be refunded.
- b. NBA games must play a minimum of 43 minutes to be considered "Official". College Basketball (men & women), WNBA, and International Basketball must play a minimum of 35 minutes to be "Official". Games failing to reach this requirement will result in "No Action" and wagers will be refunded. This includes full game markets, full game totals, and propositions.
- c. Wagers on any partial game market (example, first half, second half, quarters which can also include totals and propositions) are considered "Official" upon the completion of the specified market, and are independent of the game.
- d. e. For full game, and second half wagering, overtime counts toward the result unless otherwise stipulated. Overtime does not count on any wagers on specific quarters, unless otherwise stipulated.
- e. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.
- f. Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.
- g. Players listed in propositional markets, must play in the game for "Action" and games must be "Official" for "Action".

3. BASEBALL

- a. All baseball games must be held within 48 hours of the originally scheduled start time to be considered "Action." Wagers will be declared void for postponed events which do not start within 48 hours, or started and paused but not resumed within 48 hours, after the originally scheduled starting time.
- b. Should an event be moved from the originally announced venue - with or without change of playing surface - all wagers will remain "Action", unless the new location in which the event shall take place, will be the home venue of the team which originally was listed as the away team. In such cases all wagers will be "No Action" and wagers will be refunded.

- c. In all nine-inning scheduled games, winners and losers are "Official" after nine innings of play, unless the home team is leading after eight and one-half innings. Called or Suspended games must go a minimum of five innings or four and one half innings if the home team is ahead (also applies to seven-inning scheduled games). If a game goes past five innings and is subsequently Called or Suspended, the winner is determined by the score after the last full inning of play; except in a case in which the home team scores to tie or take the lead in the bottom half of the inning in which the game is Called or Suspended, the runs do count.
- d. When wagering on baseball "totals" (combined score, over/under), the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine inning game and seven (six and one-half if the home team is ahead) for a scheduled seven inning game. Thereafter, if a game is called or suspended the score will be determined after the last full inning; unless the home team scores to tie or take the lead in the bottom half of the subsequent inning in which case the score is determined at the time the game is called. Listed or specified pitchers must start in over/under wager or there is "No Action" and wager will be refunded.
- e. Rules for baseball propositions and run lines are the same as those for baseball totals, unless stipulated otherwise on guest wagering information sheets or odds display.
- f. Wagers on any partial game market (example, first inning, first three innings, first five innings etc.) are considered "Official" upon the completion of the specified market, and are independent of the game.
- g. Baseball wagers are accepted in the following manner:
 - i. Action - team against team, regardless of the starting pitchers.
 - ii. One Specified Pitcher - A wager on or against one specific pitcher, regardless of other starting pitcher. Specified pitcher must start or wager is deemed "No Action" and wager will be refunded.
 - iii. Both Specified (Listed) Pitchers - A wager that specifies both starting pitchers. Any variation constitutes "No Action" and wager will be refunded.
 - iv. Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the initial pitch.
- h. In the event of a pitcher(s) change prior to the start of a baseball game, money odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, "Action" and one "Specified (Listed) Pitcher" wagers will be computed at the opening price established by management with the new pitcher.
- i. For total base propositions only hits count towards the wager, a batter reaching base by any other means (walk, hit by pitch etc.) do not count toward the wager.
- j. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.
- k. Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.
- l. Players listed in propositional markets, must play in the game for "Action" and games must be "Official" for "Action".

4. HOCKEY

- a. Should an event be moved from the originally announced venue - with or without change of playing surface - all wagers will remain "Action", unless the new location in which the event shall take place, will be the home venue of the team which originally was listed as the away team. In such cases all wagers will be "No Action" and wagers will be refunded.

- b. Hockey games (professional, college and amateur) must play a minimum of 55 minutes to be considered "Official". Hockey games failing to reach "Action" status will result in "No Action" and wagers will be refunded. This includes full-game markets, full-game totals, and propositions.
- c. Wagers on any partial game market (example, first period and second period, which can also include totals and propositions) are considered "Official" upon the completion of the specified market, and are independent of the game.
- d. For full- game wagering, overtime or the goal awarded in a potential shootout counts toward the result unless otherwise stipulated.
 - i. In the event of a shootout, one goal is added to the final score of the winner of the shootout to determine the game's final score. For example, if a game is tied 3-3 going into a shootout, the team who wins the shootout would win the game 4-3 regardless of how many goals are successful during the shootout.
 - ii. For proposition wagers, shootout statistics do not count, such as goals, or saves made during the shootout.
- e. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.
- f. Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.
- g. Players listed in propositional markets, must play in the game for "Action" and games must be "Official" for "Action".

5. SOCCER

- a. Should an event be moved from the originally announced venue - with or without change of playing surface - all wagers will remain "Action", unless the new location in which the event shall take place, will be the home venue of the team which originally was listed as the away team. In such cases all wagers will be "No Action" and wagers will be refunded.
- b. Soccer games must play a minimum of 90 minutes to be considered "Official". Games failing to reach "Official" status will result in "No Action" and wagers will be refunded. This includes full game markets, full game totals, and propositions.
- c. For all first half, goal line, money line and total wagers, the score at the end of 45 minutes, plus injury minutes will be used to determine winning and losing wagers.
- d. Soccer wagers are accepted in the following manner.
 - i. **90 minutes** - Wager is on the outcome of a soccer match, determined on the basis of the score at the end of 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages. Outcome determination does not include scores during periods of extra time or penalty shootouts.
 - ii. **To Advance or to Win** - Wager is on a team in a soccer match to advance to the next level or round of competition.
 - Wagers will be decided on the basis of the score at the referee's final whistle at the match's regulation conclusion, regardless of whether the match is decided in regular time, extra time or in a penalty shootout.
 - iii. **Three Way** - A wager in which there are three (3) possible outcomes in a soccer 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 shall win, while wagers on both teams will lose.
 - Three Way wagers will be decided on the basis of the score after 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.

- e. For proposition wagers, shootout statistics do not count, such as goals, or saves made during the shootout.
- f. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of season length or playoff format. All future book wagers are "Action" regardless of team relocation, name change, date change, or change in league affiliation.
- g. Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.
- h. Players listed in propositional markets, must play in the game for "Action" and games must be "Official" for "Action".
- i. Total Cards - Predict the number of cards (yellow and red) in the actual match. A red card counts as two (2) yellow. The maximum number of yellow cards that a player can get is three (3). Two (2) yellow cards that lead to a red card count as one (1) yellow and one (1) red card. Only players on the field count. Cards given after the final whistle or during halftime break, do not count. This wager only counts for regular time (extra time, penalties, etc. do not count).

6. BOXING AND MIXED MARTIAL ARTS (MMA)

- a. All fights are "Action" regardless of location change. If an event is moved from its original location, all wagers are "Action".
- b. All wagers including win, will/won't go, KO, decision, draw, etc., will have "Action" regardless of any change in weight class, scheduled length of the bout or championship sanction, unless stipulated otherwise on guest wagering information sheets. All fighting "pick the round" proposition wagers are "No Action" (Refunded) if the scheduled length of the bout is changed from the distance displayed by the sports book, or on guest wagering information sheets.
- c. For betting purposes wagers are considered "Action", so long as the fight begins.
 - i. A full round is defined as one in which the bell (buzzer, etc.) has sounded signifying the conclusion of such round. If a fighter is counted out or the bout "Officially" stopped prior to the bell, that round is not considered a full round for wagering purposes.
 - Wagers on a fight total will be graded with the "over" being the winner should the fight end exactly at the listed total.
 - When wagering on totals which include half rounds, the wager is based on concluding each of the full rounds plus half of the next round. For example, if the over/under of an MMA fight is 2 h rounds, that means the fight must go 2 full rounds, plus half of the 3rd round (2 plus one half).
 - ii. Knockout (KO) proposition wagers includes knockout, technical knockout, disqualification, or any other stoppage where a winner is declared.
 - iii. Decision proposition wagers means fight must go to the judge's scorecards to determine a winner, including a technical decision.
 - iv. Draw proposition wagers means fight must go to the judge's scorecard and be declared a draw; including a technical draw.
 - v. In the event of a fight being declared a no contest/ all• wagers including totals on that fight will be considered "No Action" regardless of when the fight is stopped.
 - vi. In pick the round wagers, if a fighter is unable to answer the bell for the next round, the previous round is considered the winner.

7. TENNIS

- a. Match Winner Wagers: One full set must be completed for wagers to remain "Action". For example, if a match is discontinued for any reason after the first set, wagers will stand but if the first set is not completed for any reason, all wagers will be refunded.

- b. Total Games Over / Under (in a Match) Wagers: If one of the players withdraws before this total is reached, the wagers will be "No Action". If Total Games has been decided already, wagers will be settled. (i.e., Total games line is 17.5 and one player retires when score is 6-4 5-3: Over will be winner and all Under wagers will be lost). Total Game Over/Under betting for specific sets will be settled accordingly.
- c. Set Betting Wagers: If a tennis match is not completed for any reason, all wagers for Set Betting (for example: Best of Three or Best of Five) will be "No Action". All wagers on a specific set will stand if the set is completed.
- d. Game Handicap Wagers: If a tennis match is not completed for any reason, all wagers for Game Handicap will be "No Action". Game Handicap betting for sets will be settled when the set is finished. Wagers will be void for the set where retirement took place.
- e. Set Handicap Wagers: If the result of the wager is already determined (meaning it's not possible to win or lose), all wagers will be determined accordingly.
 - i. Example 1 (Best of 3 match): If player A wins the first set and player B retires in the second set, +1.5 set handicap for player A will be settled as won and -1.5 set handicap for player B will be settled as lost since any natural conclusion to the match would result in player A either winning 2-0, winning 2-1 or losing 1-2.
 - ii. Example 2 (Best of 5 match): If player A wins the first and second set, +1.5 and +2.5 sets for player A will be settled as won and -1.5 and -2.5 sets for player B will be settled as lost since any natural conclusion to the match would result in player A either winning 3-0, winning 3-1, winning 3-2 or losing 2-3.
- f. Match Tie Break Wagers: When a Match Tiebreak is played in the final set to determine the match, it will be counted as 1 Set and as 1 Game.
- g. Special Wagers: If a tennis match is not completed for any reason special wagers that are not determined will be "No Action". Special Wagers on already decided outcomes will stand. All wagers related to a specific set stand if the set is completed.
- h. Delay or Suspension: Wagers will still stand when there is a delay in the originally scheduled starting time of the match, or suspension during the match as long as the match is eventually completed.
- i. All wagers are "Action" regardless of a venue or surface change.
- j. In the event of a walkover, where the match has not yet begun, all wagers will be considered "No Action", and will be refunded.

8. GOLF

- a. Golf tournament futures must be held within one week of the date scheduled to be considered "Action" unless stipulated otherwise.
- b. All future book wagers (index/odds) are "Action" as long as a winner/champion are "Officially" declared, regardless of tournament length or format.
- c. For golf tournament futures, if a player withdraws before the start of the tournament all wagers on that player will be refunded, unless stipulated otherwise.
- d. In golf matchups the winner will be determined by the golfer who has played the most holes. If holes are equal then the lowest score wins.
 - 1. If both golfers in a tournament matchup end up in a playoff, the winner of the playoff will be considered the winner of the matchup for wagering purposes. Fourth round (or final round) matchups do not include any holes played in a playoff.

- a. If both golfers in a tournament matchup are involved in a three-way or more playoff, one of the golfers in the matchup must win the playoff or the wager will be refunded.
- b. If a match is suspended and re-started, all wagers are "Action" as long as it concludes within the same one week period.

9. AUTO RACING

- a. All events must take place within one week of their scheduled date for bets to remain "Action". For example, if a race is scheduled for Saturday, all wagers on that match will be "Action" as long as the race takes place through the following Saturday.
- b. All future book wagers (index/odds) are "Action" as long as a winner/champion is "Officially" declared, regardless of event length or format.
- c. For Auto Racing futures, if a driver withdraws before the start of the race all wagers on that driver will be refunded, unless stipulated otherwise.
- d. All auto race wagers are on drivers only; not on a team or car, unless stipulated otherwise.
- e. Auto race results will not be considered "Official" until after the post-race inspection is complete and the "Official" order of finish is determined.
- f. In driver matchups all drivers involved in the matchup must start or the wager is considered "No Action".
 - i. If any driver is substituted during the race the matchup is considered "No Action".
 - ii. If a match is suspended and re-started, all wagers are "Action" as long as it concludes within the same one week period.
- g. When wagering on auto race over/under cautions, lap leader or lead change propositions, all scheduled laps must be run for "Action", unless stipulated otherwise.
- h. For all auto racing events rules on guest wagering sheets apply.

10. RUGBY

- a. Should an event be moved from the originally announced venue - with or without change of playing surface - all wagers will remain "Action", unless the new location in which the event shall take place, will be the home venue of the team which originally was listed as the away team. In such cases all wagers will be "No Action" and wagers will be refunded.
- b. All market types are based on the result at the end of 80 minutes (Regular Time).
- c. If the match is abandoned before the completion of regular time (1st half or Half-Time wagers) then all markets will be voided regardless of whether the outcome has already been determined.

11. AUSTRALIAN RULES FOOTBALL

- a. Should an event be moved from the originally announced venue - with or without change of playing surface - all wagers will remain "Action", unless the new location in which the event shall take place, will be the home venue of the team which originally was listed as the away team. In such cases all wagers will be "No Action" and wagers will be refunded.
- b. All market types are based on the result at the end of 80 minutes (Regular Time).
- c. If the match is abandoned before the completion of regular time (1st half or Half-Time wagers) then all markets will be voided regardless of whether the outcome has already been determined.

12. PAYOUT ODDS

- a. Football & Basketball Parlays (Sides & Totals when the vig is -110).

Teams	Pays
2	13 to 5
3	6 to 1
4	11 to 1
5	22 to 1
6	40 to 1
7	80 to 1
8	150 to 1

- b. For all football and basketball parlays involving a spread or total where the vig deviates from -110, parlays are calculated using a true odds differential from the above pay table. They are not calculated by simply multiplying the odds in a parlay calculator. Calculations are available per request from management.
- c. Buying Points - On football and basketball straight wagers, players may buy a half point or more by laying additional vig on top of the currently offered price. These are available on certain wagers in FBLV Management's sole discretion.
- d. Baseball/Moneyline Parlay payoffs are computed by multiplying the payoff conversion (odds equivalent to one dollar) of the teams in the parlay, by the amount wagered.
- e. Maximum payouts on all non-parlay card wagers are 299 to 1 .

13. TEASERS

- a. A teaser consists of football or basketball events parlayed together with adjusted spreads and/or totals with special odds applied.
- b. Teasers can only be placed on main, full game spread and total markets.
- c. Teaser odds are displayed at the time of placement, and odds are subject to fluctuation and can change at any time at management's discretion.
- d. In the event of a wagering tie or "No Action" a two team teaser is deemed "No Action", regardless of whether the remaining teaser selection has won or lost.
- e. A tie or "No Action" game in a three or more team teaser reduces the wager and odds payout down by one leg. For example, a 3-team teaser with a tie would reduce to a 2-team teaser, etc.
- f. College Football 10-point teaser: 3-team teaser only, pays 5 to 6, ties lose.

II. IN-PLAY WAGERING - GENERAL RULES

1. Please be aware that data such as current scores, time elapsed etc. that is displayed in the FBLV Sports mobile app is sourced from a 'live feed' provided by a third party and may be subject to time delays and/or may be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk and FBLV accepts no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.
2. If the outcome of a market cannot be verified "Officially", we reserve the right to delay the settlement until "Official Results have been confirmed".
3. If coverage has to be abandoned and the match finishes regularly, all markets will be settled according to the "Official Results".
4. In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.
5. If a match is not finished or played at all regularly (for example: disqualification, interruption, withdrawal, changes in draws, etc.), all undecided markets are considered cancelled.
6. In-Play Football Rules

- a. In case of any delay (rain, darkness...), all markets remain unsettled, and the trading will be continued as soon as the match continues.
- b. All markets include in the title the game segment they apply to. GAME or GM includes overtime. REGULATION or REG does not include overtime.
- c. In case of abandoned or postponed matches, all markets are considered cancelled unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).
- d. Only points scored during the market's specified game segment are considered.
- e. New first down & yards gained by play penalties will not be considered for settlement purposes.
- f. In case of no plays, all markets will be settled with the next play or cancelled if the drive ends before reaching the respective play.
- g. If the drive ended before the respective play number was reached, all markets for the respective play will be considered cancelled. This includes punts and field goals.
- h. Field goal yardage will not be considered for total yards gained in a play.

Market	Game Segments Offered
Money Line	Game, Halves, Quarters
Total	Game, Halves, Quarters
Points spread	Game, Halves, Quarters
Outcome (three-way)	Regulation, Halves, Quarters
Will there be overtime	Regulation
Margin of victory	Game
1 st team to score X pts in game	Game (If a game ends before any team reaches X points, this market is considered cancelled)
Team to score next in game	Game, Halves
Next score in game will be (Score Type)	Game
Total game score will be (Odd/Even)	Game, Halves
Highest scoring half	Regulation
Highest scoring quarter	Regulation
Total points by (home or away team)	Game, Halves
What play does team call on play #X of drive #Y	Game
Does team complete pass on play #X of drive #Y	Game
Total yards gained by team on play #X of drive #Y	Game
Does team get a 1 st down on play #X of drive #Y	Game
Does team get a sack on play #X of drive #Y	Game
Result of Team's drive #Y	Game

POINTSPREAD - WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game - Includes overtime

Reg - Only points during regular time are considered

HI - Only points scored during first quarter and second quarter are considered

Q1-Q4 - Only points scored in the specific quarter are considered

TOTAL - GAME TOTAL (OVER, UNDER)

Game - Total points scored by both teams, includes overtime

Reg - Only points during regular time are considered
 HI - Only points scored during first quarter and second quarter are considered
 Q1 -Q4 - Only points scored in the specific quarter are considered
MONEYLINE - WINNER (AWAY, HOME)
 Game - Includes overtime
 Reg - Only points during regular time are considered
 HI - Only points scored in the first half will be considered
 Q1 -Q4 - Only points scored in the specific quarter are considered
THREWAY - OUTCOME (AWAY, HOME, DRAW)
 Reg - Which team will win the game, no overtime
 HI - Which team wins the first half
WILLBEOT - WILL THERE BE OVERTIME (YES, No)
 Will there be overtime in this game
WINMARGIN - PREDEFINED RANGE OF POINTS TEAM WINS BY (XXXXXX)
 Game - Includes overtime
POINTTRACE - FIRST TEAM TO SCORE X PTS IN GAME (AWAY, HOME)
 Game –
 a. Including Overtime
 b. Which team will score X points in the game first (for example: Current score is 20-19, then the home team reached 20 points first).
 c. If a game ends before any team reaches X points, this market is considered cancelled
NEXTTOSCORE - WHICH TEAM WILL SCORE NEXT (AWAY, HOME, NEITHER)
 Game - Including overtime
 HI - Only points scored in first half will be considered
NEXTSCOREKIND - How WILL NEXT POINT BE SCORED (TD, FG, SAFETY, NONE)
 Game - includes overtime
ODDEVEN - FINAL COMBINED SCORE WILL BE (ODD, EVEN)
 Game - Including Overtime
 HI - Only points scored during first half are considered

7. In-Play Basketball Rules

- All markets include in the title the game segment they apply to. GAME or GM includes overtime. REGULATION or REG does not include overtime.
- If a game is interrupted or postponed and is not continued within 48h after initial start date, betting will be cancelled.
- If a game does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
- Only points scored during the market's specified game segment are considered.

Market	Game Segments Offered
Money Line	Game, Halves, Quarters
Total	Game, Regulation, Halves, Quarters
Points spread	Game, Regulation, Halves, Quarters

Will there be overtime	Regulation (Market will be settled as yes if at the end of regular time, the match finishes in a draw, regardless of whether overtime is played)
First team to reach X points	Game, Quarters
Team to score the N th point of Game	Game
Total score will be odd/even	Game, Halves, Quarters

POINTSPREAD - WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game - Includes overtime

Reg - Only points during regular time are considered

HI - Only points scored during first quarter and second quarter are considered

Q1 -04 - Only points scored in the specific quarter are considered

TOTAL - GAME TOTAL (OVER, UNDER)

Game - Total points scored by both teams, includes overtime

Reg - Only points during regular time are considered

HI - Only points scored during first quarter and second quarter are considered

Q1 -Q4 - Only points scored in the specific quarter are considered

MONEYLINE - WINNER (AWAY, HOME)

Game - Includes overtime

HI - Only points scored in the first half will be considered

Q1 -04 - Only points scored in the specific quarter are considered

WILLBEOT - WILL THERE BE OVERTIME (YES, No)

Will there be overtime in this game

POINTRACE - FIRST TEAM TO SCORE X PTS IN GAME (AWAY, HOME)

Game –

- Including Overtime
- Which team will score X points in the game first (for example: Current score is 20-19, then the home team reached 20 points first).
- If a game ends before any team reaches X points, this market is considered cancelled.

Q1 -04 - Only points scored in the specific quarter are considered

NTH POINT - WHICH TEAM SCORES THE NTH PT IN GAME (AWAY, HOME))

Game –

- Including Overtime
- Which team will score the Nth point in the game (for example: Current score is 40-28, away team scores 3 points, meaning away team scored the 70th point.)
- If a game ends before the Nth point is reached, this market is considered cancelled.

ODDEVEN - FINAL COMBINED SCORE WILL BE (ODD, EVEN)

Game - Including Overtime

HI - Only points scored during first half are considered

Q1 -04 - Only points scored during specific quarter are considered

8. In-Play Baseball Rules

- All markets include in the title the game segment they apply to. GAME or GM includes possible extra innings. REGULATION or REG does not include possible extra innings.

- b. If a game is interrupted or cancelled and will not be continued on the same day, all undecided markets are considered cancelled.
- c. Possible extra innings are only considered for GAME segment.
- d. Only runs scored during the market's specified game segment are considered.

Market	Game Segments Offered
Money Line	Game
Total	Game, 1 st 5 Innings, Innings
Run line	Game, 1 st 5 Innings, Innings
Outcome (three-way)	Regulation, 1 st 5 Innings, Innings
New game (which team will score more runs in remaining time)	Game
Total runs by (home or away team)	Game, 1 st 5 Innings
Margin of victory	Game

MONEYLINE - WINNER (AWAY, HOME)

Game - Includes extra innings

HI - Only runs scored in the first 5 innings are considered

TOTAL - TOTAL RUNS SCORED BY BOTH TEAMS (OVER, UNDER)

Game - Includes extra innings

HI - Only runs scored in the first 5 innings are considered

Inning - runs the specific inning are considered

POINTSPREAD - WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game - Include Overtime

HI - Only runs scored in first five innings considered

THREWAY - OUTCOME (AWAY, HOME, TIED)

Reg - Which team will win the game, no extra innings considered

HI - Which team will lead after 5 innings

Inning - Which team wins the specific inning

WINREST

Which team will win the rest of the game, including overtime

AWAYTOTAL - TOTAL RUNS SCORED BY AWAY TEAM (OVER, UNDER)

Game - Total runs scored in the game

HI - Only runs scored in first five innings are considered

HOMETOTAL - TOTAL RUNS SCORED BY HOME TEAM (OVER, UNDER)

Game - Total runs scored in the game

HI - Only runs scored in first five innings are considered

WINMARGIN - PREDEFINED RANGE OF RUNS A TEAM WINS BY (AWAY 3+, 2, 1; HOME 3+, 2,

1) Game - Includes overtime

9. In-Play Hockey Rules

- a. All markets include in the title the game segment they apply to. GAME or GM includes overtime and penalty shootout. REGULATION or REG does not include overtime or penalty shootout.
- b. If a match is interrupted and continued within 48h after initial start, all open bets will be settled with the final result. Otherwise all undecided bets are considered cancelled.

- c. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all GAME markets including overtime and penalty shootout.
- d. Only goals scored during the market's specified game segment are considered.

Market	Game Segments Offered
Money Line	Game, Regulation, Periods, Penalty Shootout
Total	Game, Regulation, Periods
Puck Line	Game, Regulation, Periods
Outcome (three-way)	Regulation, Periods
New game (which team will score more goals in remaining time)	Game, Regulation, Periods
Match parlay (outcome and total)	Regulation
Next Goal	Regulation, Periods, Overtime
Total goals (home or away team)	Game, Regulation, Periods
Exact goals (home or away team)	Game, Regulation, Periods
Exact # of goals scored	Game, Regulation, Periods
Exact final score	Regulation, Periods
Will both teams score	Regulation, Periods
Which team will be shutout	Game, Periods
Margin of victory	Game

MONEYLINE - WINNER (AWAY, HOME)

Game - Includes overtime

Reg - Regulation only; If match ends in a draw after regulation, all bets are considered cancelled

PI -P 3 - Only Goals scored in the specific period are considered

Pen - Which team will win penalty shootout; Only goals during penalty shootout are considered

TOTAL - TOTAL GOALS SCORED BY BOTH TEAMS (OVER, UNDER)

Game - Includes overtime

Reg - Only goals scored in regulation are considered

PI -P3 - Only goals scored in the specific period are considered

POINTSPREAD - WINNER WITH HANDICAP IN .5 INCREMENTS (AWAY, HOME)

Game - Includes overtime

Reg - Only goals during regular time are considered

PI -P3 - Only goals scored in the specific period are considered

THREWAY - OUTCOME (AWAY, HOME, DRAW)

Reg - Which team will win the game, no overtime

PI -P3 - Which team wins the specific period

WINREST - NEW GAME (AWAY, HOME, TIED)

Reg - Which team will score more goals in the remaining time; Not including overtime

PI - Which team will score more goals in the remaining time of the first period P2 -

Which team will score more goals in the remaining time of the second period

OT - Which team will score more goals in the remaining overtime

MATCHANDTOTAL - MATCH AND TOTAL (TEAM AND TOTAL PARLAY)

Reg - No overtime

NEXTGOAL - NEXT GOAL SCORED (AWAY, HOME, No GOAL SCORED)

Game - Which team scores next goal in entire game

Reg — Which team scores next goal; Regulation Only

PI -P3 goals specific period are considered

OT - Only goals scored in overtime are considered

Pen - Only goals scored in the penalty shootout are considered

AWAYTOTAL - TOTAL GOALS SCORED BY AWAY TEAM (OVER, UNDER) Game -

Includes overtime

Reg - Only goals scored in regulation are considered

PI -P3 - Only goals scored in the specific period are considered

HOMETOTAL - TOTAL GOALS SCORED BY HOME TEAM (OVER, UNDER) Game -

Includes overtime

Reg - Only goals scored in regulation are considered

PI -P3 - Only goals scored in the specific period are considered

AWAYGOALS - EXACT NUMBER OF GOALS SCORED BY AWAY TEAM (0/ 1, 2, 3+)

Game - Includes overtime

Reg - Only goals scored in regulation are considered

PI -P3 - Only goals scored in the specific period are considered

HOMEGOALS - EXACT NUMBER OF GOALS SCORED BY HOME TEAM (0, 1, 2, 3+)

Game - Includes overtime

Reg - Only goals scored in regulation are considered

PI -P3 - Only goals scored in the specific period are considered

EXACTGOALS - EXACT NUMBER OF GOALS SCORED BY BOTH TEAMS (0-1 , 2, 3... 9+) Game -

Includes overtime

Reg - Only goals scored in regulation are considered

PI -P3 - Only goals scored in the specific period are considered

10. In-Play Soccer Rules

- a. All markets include in the title the game segment they apply to. GAME or GM includes overtime and penalty shootout if there is one. REGULATION or REG does not include overtime or penalty shootout.
- b. If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered cancelled.
- c. Regular 90-minute markets are based on the result at the end of a scheduled 90-minute game unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.
- d. Corner kicks awarded but not taken are not considered.
- e. Only goals scored during the market's specified game segment are considered.

Market	Game Segments Offered
Outcome (three-way)	Regulation, Halves, Overtime
Money Line	Regulation, Penalty Shootout
Team to advance to next round	Game (In the case of multiple legs, matches are considered for this market)

New game (which team will score more goals in remaining time)	Regulation, Halves, Overtime
Next goal scored	Regulation, Halves, Overtime, Penalty Shootout
When will next goal in regulation be scored	Regulation
Asian handicap (reg only)	Regulation (Quarter handicaps split the bet between the two closest half intervals. For example, a \$1000 bet on a handicap of +.75 is the same as \$500 on +.5 and \$500 on +1. The bet is automatically split between the two. The player can win, tie, or lose, each half.)
Total	Regulation, Halves, Overtime
Asian total goals	Regulation, Halves
Total goals by (home or away team)	Regulation
Game parlay proposition (outcome and total)	Regulation
Pick the exact final score in regulation	Regulation
Exact goals by both teams	Regulation, Halves
Exact goals by (home or away team)	Regulation, Halves
How will the game be decided	Game
Highest scoring half	Regulation
Will both teams score in regulation	Regulation
Total goals in regulation (Odd/Even)	Regulation
Most corner kicks	Regulation, Halves
Corner kicks, Head to head	Regulation, Halves
Total combined corner kicks	Regulation, Halves
Total corner kicks in regulation by (home or away)	Regulation

THREWAY - OUTCOME (AWAY, HOME, DRAW)

Reg - Which team will win the match; Regulation only

HI - Which team will win the first half

H2 - Which team will win the second half; Regulation only

OT - Which team will win the overtime; Does not include penalty shootout

MONEYLINE - WINNER (AWAY, HOME)

Reg - Regulation only; If match ends in a draw after regulation, all bets are considered cancelled

Pen - Which team will win penalty shootout; Only goals during penalty shootout are considered

ADVNEXTROUND - WHICH TEAM ADVANCES TO NEXT ROUND (AWAY, HOME)

Game - Includes overtime and penalty shootout if applicable

WINREST - NEW GAME (AWAY, HOME, DRAW)

Reg - Which team will score more goals in the remaining time; Not including overtime HI

- Which team will score more goals in the remaining time of the first half

OT - Which team will score more goals in the remaining overtime period.

NEXTGOAL - WHICH TEAM SCORES NEXT GOAL (AWAY, HOME, No GOAL SCORED) Reg -

Regulation Only

HI - Only goals scored in first half are considered

OT – Only goals scored in overtime are considered

Pen - Only goals scored in the penalty shootout are considered

NEXTGOALWHEN - WHEN WILL NEXT GOAL BE SCORED (TIME INTERVALS)

Reg - Settled on the time when the goal is scored; 15:01 counts as 1 6-30; 31-45 and 76-90 include any injury time; The time which is displayed on TV is considered, if not available the time when the ball crosses the goal line is considered and will be settled based on the time clock shown on TV.

ASIANHCP - WINNER WITH HANDICAP IN .25 INCREMENTS (AWAY, HOME)

Quarter handicaps split the bet between the two closest half intervals. For example, a \$1000 bet on a handicap of +.75 is the same as \$500 on +.5 and \$500 on +1. The bet is automatically split between the two. The player can win, tie, or lose, each half.

Reg - Only goals during regulation time are considered

HI - Only goals during the first half are considered

11. In-Play Tennis Rules

- In case of a retirement or walk over of any player, all undecided bets are considered cancelled.
- In case of a delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In case of a match being finished before certain points/games were finished, all affected point/game related markets are considered cancelled.
- If a match is decided by a match tie-break in a best of 3 format, then it will be considered to be the 3rd set.
- Every tie-break or match tie-break counts as 1 game.
- Only games played in market's specified game segment are considered.

Market	Game Segments Offered
Winner	Match, Set, Game
Total games played	Match, Set
Who wins both games X and Y of Set N	Match
Exact # of sets played (best of 3 or best of 5 formats)	Match
Correct score in set (best of 3 or best of 5 formats)	Match
Exact final score	Set, Game
Total # of games played (Odd/Even)	Match, Set

MONEYLINE - WINNER (PLAYER1 , PLAYER2)

Game - Which player will win the match

TSet - Which player will win the specific set

TGame - Which player will win the next game

TOTAL - TOTAL GAMES PLAYED (OVER, UNDER)

Game - Entire match

TSet — Specific set

TGAMEXXY - WHICH PLAYER WILL WIN GAMES X AND Y OF SET N (PLAYER1 , PLAYER2, SPLIT)

Game - Always for the next 2 games; offered only before the first of the 2 games is started

NUMSETSOFF3 - EXACT NUMBER OF SETS PLAYED IN MATCH (2 SETS, 3 SETS) Game - Best of 3 sets

NUMSETSOFF5 - EXACT NUMBER OF SETS PLAYED IN MATCH (3 SETS, 4 SETS, 5 SETS) Game - Best of 5 sets
 MATCHSCOREOF3 - FINAL RESULTS (PLAYER1 WINS 2-0, 2-1 ; PLAYER2 WINS 2-0, 2-1) Game - In sets, best of 3
 MATCHSCOREOF5 - FINAL RESULTS (PLAYER1 WINS 3-0, 3-1, 3-2; PLAYER2 WINS 3-0, 3-1 3-2) Game - In sets, best of 5
 CORRECTSCORE - EXACT FINAL SCORE (PLAYER1 WINNING SCORE, PLAYER2 WINNING SCORE) TSet - Specific score for the set
 TGame - Specific score for a specific game by set
 ODDEVEN - TOTAL NUMBER OF GAMES PLAYED
 Game - Games for the entire match are considered
 TSet - Only games of specific set are considered

III. GENERAL RACE BOOK RULES

1. All races must be run on date and track scheduled. If a race is postponed and/or rescheduled to a later date, the event will be considered "No Action", unless stipulated otherwise on guest wagering information sheets.
2. Entries and field horses are classified as one (1) betting interest unless stipulated otherwise on guest wagering information sheets.
3. An Exacta, Daily Double, Quinella, Twin Quinella, Trifecta, Pick 3, Pick 4, Pick 6, or Superfecta wager accepted on a race where that specific wager is not offered is considered "No Action".
4. Official results and mutuels as determined at the track on the day of the race will be considered official by Fontainebleau-Las Vegas for wagering purposes. All race proposition wagers, i.e., futures, horse match-ups, winning time over/under, etc., will be determined from these "Official" results. Any subsequently overturned decisions will be disregarded. Races delayed beyond midnight are not recognized as date changes for wagering purpose.
5. All statistical and other data displayed on the race and sports book screens, wall boards, scratch sheets, etc. are for the convenience of our patrons only. Maximum care is taken to insure the accuracy of such information; however, Fontainebleau-Las Vegas does not guarantee it accurate or timely.
6. Winning Pari-Mutuel wagers may only be cashed at the property it was purchased at.
7. In the event of a Pari-Mutuel system failure, or for any reason pari-mutuel wagers cannot be accepted, wagers may be accepted as House wagers and if so offered, are subject to House wagering payout limits.

IV. PARI-MUTUEL WAGERING RULES:

8. FBLV will pay full track odds on all Pari-Mutuel wagers.
9. Cancellations after you leave the wagering counter may be accepted at the discretion of management only.
10. Payoffs over \$50,000 may be delayed for 24 hours after the next banking day.
11. All Pari-Mutuel tickets are good for one year from the conclusion of the event date.
12. In the case of a scratch (non-starter), the host track's current "I NO Action"/refund rules and policies and/or consolation payouts applicable to each wager type, shall apply.
13. All other FBLV Race Book House Wagering Rules apply, unless stipulated otherwise on guest wagering information sheets.
14. Lost ticket claims may be accepted on Pari-Mutuel wagers at the discretion of management only.
15. In the event of a dispute, the decision of the Nevada State Gaming Control Board is final.

V. NON-PARI-MUTUEL ("HOUSE", "LIVE BROADCAST") WAGERING RULES:

1. House wagering payout limits on all Live Broadcast (simulcast) horse races unless stipulated otherwise on guest wagering information sheets are:
 - a. Straight wagers (win, place and show) full track odds on the first \$50. Payout limit on the remaining wager balance is
 - i. WIN.....20/1
 - ii. PLACE.....8/1
 - iii. SHOW.....4/1
 - b. Parlay payout limits
 - i. WIN.....100/1
 - ii. PLACE.....50/1
 - iii. SHOW.....25/1
 - Note: Each horse in a parlay is computed at track mutuels not to exceed a limit of 20/1 to win, 8/1 to place and 4/1 to show.
 - c. Daily Double, Exacta and Quinella payout limits are 150/1 ; with the exception of harness, dog tracks and off tracks, which are 100/1.
 - d. Pick 3 (Daily Triple) and Trifecta payouts limits are 500/1.
 - e. All other Exotic wagers not listed above, including Pick Six, Pick Four, Superfecta, etc. are 2000/1.
2. FBLV may offer a House Quinella. House Quinella payoffs are determined by multiplying the win mutuel of the 1st place finisher times one-half the place mutuel of the 2nd place finisher; unless an entry or field horse run 1st and 2nd. In such cases, the payoffs are determined by multiplying the win mutuel of the 1st place finisher times one half the show mutuel of the 3rd place finisher.
 - a. In Quinella wagering, entries and field horses go as one. Quinella wagers may be accepted on a six (6) horse field or more provided there are at least six (6) separate betting interests. If a field of six (6) horses or more is reduced to five (5) betting interests or less, Quinella wagers will be considered "I NO Action" and the wager will be refunded. In the event a three (3) horse entry or field finishes 1-2-3, the Quinella will be paid from the entry or field to the horse finishing fourth (4th). The Quinella payout will be computed on the mutuels of the entry or field, and the 4th place finisher.
3. House wagering payout limits on all non-pari-mutuel Harness, Dog Tracks and Off Tracks (non-simulcast) unless stipulated otherwise on guest wagering information sheets are:
 - a. Straight wagers (win, place and show) Full track odds on the first \$20 wagered across the board. The remaining wagers balance to be paid at:
 - i. WIN.....20/1
 - ii. PLACE.....8/1
 - iii. SHOW.....4/1
 - b. Harness, Dog Track and Off Track (non-simulcast) Exotic payout limits:
 - i. Daily Double.....100/1
 - ii. Quinellas.....100/1
 - iii. Exactas.....100/1
 - iv. Trifecta.....500/1
 - v. Pick 3.....500/1
 - c. All other Exotic wagers not listed above, including Pick Six, Pick Four, Superfecta, etc. are 2000/1.
4. In the event of a scratch (horse is officially withdrawn or is officially declared a nonstarter), straight wagers are refunded; in a two horse parlay the wager becomes a straight wager, a four horse parlay is reduced to a three horse parlay, etc. A scratch in a Daily Double, Pick 3, Quinella, Exacta, or Trifecta, etc. constitutes "No Action"/ and money is refunded. When a scratch involves part of an entry or field, action goes on the remaining portion of the entry or field.

5. In the event that there is no winner at the track on a designated Trifecta, Superfecta, Daily Doubles, Pick 3, Pick 4, Pick 6, etc. wager, FBLV will honor those wagers that have correctly selected the order of finish or winning combination. Payouts will be based upon House Wagering payout limits. FBLV recognizes consolation payouts applicable to each wager type, up to full house limits.
6. In all future wagering, the winner as determined by the track at the conclusion of said event, will also be declared the winner for wagering purposes.
7. Wagering tickets are void after one year from the date of event. Winning tickets may be mailed in for redemption. See the reverse side of the bet ticket for mail-in collection instructions and address.

VI. Disclaimers

1. Football Disclaimers

- Game must be played on scheduled date for action.
- Overtime counts towards all wagers, including all proposition wagers unless noted specifically below.
- Game must go 55 minutes for action for all prop wagers.
- For all NFL and NCAA player props all players listed must be active for action. "Defensive or Special Teams Touchdown" includes any defensive player recovering a fumble in the end zone for a touchdown
- "Team to Win the Coin Toss" - Winner is the team that chooses to kick, receive, or
- "Any Other Touchdown" refers to all other touchdowns not including rushing or passing TD'S from scrimmage
- If two or more players tie for MVP, payoff odds will be divided by the number of players tied
- "Alternate Game Total" - total points scored by both teams combined
- "Will there be a score in the 1st 6 minutes" - If there is a score with exactly 9:00 remaining in the 1st quarter, "yes" is the winner
- "Will there be a score in the final 2 minutes" - If there is a score with exactly 2:00 remaining in the 1st half, "yes" is the winner
- "Team to make the 1st Field Goal" - If no made field goal, wager is refunded
- "1st turnover of the game will be" - If no turnovers, wager is refunded
- "Will Either team score 3 or more unanswered scores" - Conversions / Extra Points do not count
- "First team to challenge an official's call" - Successful or Unsuccessful coaches challenge, not by replay official. If no coaches challenge, wager is refunded
- "Total touchdowns scored in game" - If no touchdown scored, under is the winner
- "Shortest Touchdown (Yardage) scored by either team" - Fumble recovered in end zone, under is winner. If no touchdown is scored wager is refunded.
- "Longest Touchdown (Yardage) scored by either team" - Any type of touchdown counts. If no touchdown is scored, wager is refunded
- "First team to score 10 points or more" - If neither team scores 10 points, wager is refunded
- "Team to score longest touchdown" - If no touchdown is scored, wager is refunded
- "First team to score 20 points or more" - If neither team scores 20 points, wager is refunded
- "Total Field Goals made (both teams combined)" - If no field goal is made, under is the winner
- "Will there be a failed P.A.T." - Point after touchdown only. 2 PT conversions do not count
- "Longest Field goal (Yards) made by either team" - If no field goal is made, wager is refunded
- "Team to make Longest Field Goal" - If no field goal is made, wager is refunded
- "Shortest Field goal (Yards) made by either team" - If no field goal is made, wager is refunded
- "Team to make Shortest Field Goal" - If no field goal is made, wager is refunded

- "Total QB Sacks (Both Teams combined)" - If no sacks, under is the winner
- "Total Fumbles lost in game" - If no fumbles lost, under is the winner
- "Total Interceptions lost in game" - If no interceptions lost, under is the winner
- "First touchdown of the game will be" - If no touchdown scored, wager is refunded
- "Team to commit 1st turnover of game" - Lost fumbles & pass interceptions. If no turnovers, wager is refunded
- "First pass attempt will be" - Interception counts as incomplete pass
- "Yards of 1st touchdown pass" - If no touchdown pass, wager is refunded
- "4th quarter touchdown pass" - 4th quarter only, overtime not included
- "Who will throw an interception 1st" - If no interceptions thrown, wager is refunded
- "Yards of longest reception" - If no reception, wager is refunded
- "Yards of longest rushing attempt" - If no rushing attempt, wager is refunded
- "Will the game be tied after 0-0" - Tied after 0-0 applies to score after kick/conversion
- "Longest gross punt (yards)" - If no punts by player, wager is refunded
- "Which will happen 1st in game Sack or Touchdown" - If no sack and no touchdown, wager is refunded
- "Total Net Yards (both teams combined)" - Total net passing yards + Total net rushing yards
- "Total Penalties (both teams combined)" - accepted penalties only. If no penalties accepted, under is the winner
- "Total number of different players to have a rushing attempt" - 2 point conversions do not count
- "Total number of different players to have a passing attempt" - 2 point conversions do not count
- "Total number of different players to have a pass reception" - 2 point conversions do not count
- "Team to have the longest punt return" - If no punts or punt returns, wager is refunded
- "Will both teams have the lead at any point in the 2nd half" - 2nd half only, does not include overtime
- "Will team convert a 4th down attempt" - 4th down conversion by penalty does not count
- "Will at least one quarter be scoreless" - Overtime is not included
- "Yardage of first field goal of game" - If no field goal is made, wager is refunded
- "Yardage of last field goal of game" - If no field goal is made, wager is refunded
- "Will player record a sack" - 1/2 sack or more will be scored a "yes"
- "Last score of the half" - conversions do not count
- "Last score of the game" - conversions do not count
- "Will team convert their 1st 3rd down attempt" - Conversions by penalty do not count, Wager rolls to next attempt
- "Yards of 1st touchdown scored in game" - Fumble recovered in end zone, under is winner
- "Yards of last touchdown scored in game" - Fumble recovered in end zone, under is winner
- "Will player make field goal in 4th quarter" - 4th quarter only, overtime not included
- For cross-sport props, all applicable rules from other sports and props apply.
- "Number of plays in 1st touchdown drive" - Special teams or defensive touchdown, 1 play is the winner. No touchdown scored, wager is refunded
- "Will either team score in the final 3 1/2 minutes of the game" - score at exactly 3:30 remaining is scored a yes. Overtime game will also be scored as a yes
- "Total net yards by" - Total net passing yards + total net rushing yards
- "Will both teams make an 'X' yards or longer Field goal" - If no field goals are made, no is the winner
- "Player yards on 1st reception" - If no reception, wager is refunded
- "Will player miss a Field Goal" - If no Field goal attempted, wager is refunded.

- Blocked Field Goal = A missed attempt
- Same game props - all players must be active for action

2. Baseball Disclaimers

- All props may be parlayed with the exception of the same game and related 'Game game' props.
- Listed pitchers must start for action on 1st inning wagers, team to score 1st, reverse and alternate run line wagers, and all team totals.
- For run scored in 1st inning the game must go 1 full inning for action.
- 1st team to score is official once either team scores 1st in game, regardless of length of game.
- 1st 3 inning wagers must go 3 full innings for action - listed pitchers must start for action.
- 1st 3 inning winners determined at conclusion of the 3rd inning.
- 1st 5 inning wagers must go 5 full innings for action - listed pitchers must start for action.
- 1st 5 inning wagers must go 5 full innings for action - listed pitchers must start for action.
- Player must START for action on all player props.
- For player hits and pitcher strikeout props game must go 8 1/2 innings for action.
- For home run props game must be official for action.
- Extra inning stats count towards all wagers.
- Total bases scoring: single = 1 base, double = 2 bases, triple = 3 bases, home run = 4 bases. Notes that walks do not count for total bases.

3. Pro Hockey Disclaimers

- Game must be declared official for action on all game and player props
- All player props are final after 60 mins + overtime. Shootouts are not included.
- Player must play for action on all player props.
- Fight Prop: 5-minute fighting penalty must be assessed to both teams for the YES to be graded as a win.

4. Pro Hockey Shootout Disclaimer

- If the score is tied at the end of regulation, a 5 minute overtime will be played
- If the score remains tied at the end of overtime, a shootout will take place.
- The winner of a shootout is awarded one goal only, and declared the winner
- The one goal awarded to the shootout winner counts toward the game and team totals, Puck Line/Total Parlay prop, First team to score, and Margin of victory.
- Grand Salami-All of today's games must be played and scored official for action.
- 3-Way wagering scored after regulation time (60 minutes only)

5. Pro Basketball Disclaimers

- Game must be declared official for action on all team totals, same game props, race props, and player props.
- Player must play for action on all player props.
- Overtime points and statistics count toward wagers.
- NBA games must play a minimum of 43 minutes to be considered 'Official'. College Basketball (men & women), WNBA, and International Basketball must play a minimum of 35 minutes to be "Official". Games failing to reach this requirement will result in "No Action" and wagers will be refunded. This includes full game markets, full game totals, and propositions.

- Results for specific events will be determined using "Official" league scores and statistics when they become available at the conclusion of the event.
- For wagering purposes the winner of an event, game or proposition market will be determined on the date and time of the event's conclusion. Fontainebleau Las Vegas does not recognize result changes after the date of the event's conclusion unless stipulated otherwise on guest wager sheets.