



Kewadin Casinos Sports Betting House Rules

How to bet on Sports

Spread Bet

What is a spread bet? A spread is the forecasted point differential between two teams. A MINUS (-) INDICATES THE FAVORITE, WHILE A PLUS (+) REPRESENTS THE UNDERDOG.

Moneyline:

What is the money line? The moneyline is a bet on the straight up winner of the game. Bet on who you think is going to win

Total:

Bet on the total points scored in a matchup by both teams. You wager on the score going over the total or under the total.

Parlay:

Combine straight bets to increase the payout. All selections in the parlay must succeed for the bet to win.

Teaser:

Alter the spreads or totals in a parlay for a better chance at winning your combo bet.

Cashout:

Cashout is a live betting feature that allows players to grade existing wagers before the game is over.

Players use Cashout to secure a return prior to the end of a game. You can also cash out an existing wager prior to the start of a game.

Live Bet:

Live betting is an exciting option that allows players to react to the action as it unfolds.

Players can wager on games as they happen with updated lines that reflect the current score of the game.

Future Bet:

A future bet is a speculative play on the outcome of an event occurring in the future. The easiest example to provide is betting on the eventual champion of a specific league prior to, or during, the regular season

Future bet examples: LEAGUE CHAMPIONSHIP WINNER, CONFERENCE CHAMPIONSHIP WINNER, LEAGUE MVP, SEASON'S TOP SCORER.

Prop Bet:

Wager on a specific occurrence happening, or not happening, within a game. "Prop" is short for proposition. These are also known as "side bets."

Player prop - Bet on whether a player achieves a specific metric within a game
Game Prop - Bet on a specific outcome within a game.

Bonus:

Bonus is the term used to describe bonus funds in the online sportsbook. These funds are acquired through various promotions offered by Amelco. Each promotion comes with terms and conditions that must be met to qualify for a withdrawal.

Rollover:

Rollover is the required amount of real money wagers a player has to accumulate after they have accepted a bonus in order to qualify for a withdrawal. Rollover is also known as "play-through."

The amount of rollover is determined by the following formula: (DEPOSIT + BONUS AWARDED) x RO MULTIPLIER = ROLLOVER REQUIRED E.G. (\$200 DEPOSIT + \$50 BONUS) x 4 = \$1,000 ROLLOVER.

SPORTS BETTING RULES

1. Neither the host Casino, Sportsbook, Amelco are responsible for issues arising from mechanical failure, loss of communications or human error. Mechanical failure voids all plays and pays. Tickets written as a result of mechanical failure or human error may be voided at the discretion of the sportsbook without notification, and all wager amounts refunded.

1.1. We are not responsible for communication delays due to internet outages or speed issues, the failure of electronic equipment, service interruptions, or other network or system flaws.

2. You must be 19 years or older to place a sports wager or cash a winning ticket.

3. To make wagers at xxxxxxxxxx, you must read and agree to our Terms & Conditions, Privacy Policy and House Rules.

4. The minimum wager is \$1.

5. Winning wagers may be subject to IRS reporting and withholding guidelines.

6. Any rules written for specific events, such as special prop bets or in-play markets, are considered to be House Rules.

7. Customer disputes should be addressed with an employee of the retail Sportsbook, or by clicking the "contact" links from within the phone application or wagering website.

8. Amelco reserves the right to limit, accept, cancel and/or refuse any wager at any time.
9. Wagers cannot be altered once an event has started. All bets must be placed before the beginning of each event, except for in-play wagers. Any bet placed after the event has started will be cancelled.
10. Minimum and maximum wager amounts, odds and payouts on all sporting events will be determined by the **Casino** and are subject to change. Maximum payout limits shall only be established through limiting the amount wagered and cannot be applied to reduce a winning wager amount.
11. The winner of an event or game will be determined on the date of the event's conclusion based on the official result published by the governing body for that event.
 - 11.1. All sporting events must be played on the date scheduled, unless otherwise specified. If an event is postponed, rescheduled and/or there is a change of venue, the event will constitute 'no action' (unless sport specific rules state otherwise).
 - 11.2. Future or outright wagers are considered action as long as a winner is officially announced, regardless of team relocation, team name change, league affiliation, playoff format, or season length, unless otherwise specified below, within rules particular to a specific sport.
12. In case there is a special type of bet or event that is not considered under these rules, please contact the Sportsbook Manager of Casino.
13. Dates and start times of events shown are for guidance purposes only and may be changed by the officials of their league. Wagers will be accepted up to the listed start time.
14. Dead Heat rules will be used when applicable to ties and the wager will be graded proportionally.
15. Wagering options, excepting in-play/live markets, are available up until the official start of the event.
16. Straight bets that are settled as a push or deemed no action will be refunded, unless the selection is part of a parlay or teaser bet, in which case parlay and teaser rules will apply.
17. All events will be listed with the bottom team being the home team unless stated otherwise.
18. Management will keep records of all point spreads, odds, final scores, and wagers to protect the customers and management in the case of obvious mechanical or human errors.
 - 18.1. All prices and odds are subject to change prior to wager submission. Patrons will be notified on screen of any change in odds.
 - 18.2. Amelco acknowledges that some bets might require the rounding of percentages, units or other criteria which are decisive for the settlement of the bet. Should that be the case, Amelco reserves the right to adjust and settle accordingly.

18.3. In the case of an obvious error (as defined below) on the posted line, scheduled time, or maximum wager, any wagers will be deemed a "no action" wager, and all money will be refunded.

18.4. Amelco will not be responsible for any errors and reserve the right to cancel any wager at any time.

18.5. Amelco reserves the right to correct any error made in the case of incorrect settlements and re-settle the bet correctly.

19. Amelco reserves the right to add, delete and/or change the sports book's rules and regulations, as long as approval has been granted by the Gaming Division to do so.

20. Amelco are not responsible for altered, unreadable, lost and/or stolen tickets.

21. Wagers will not be accepted at other than posted terms.

22. Online wagers may be funded online using a credit card, debit card, ACH from your bank, promotional credits, and winnings.

22.1. Retail wagers may be funded using any funding method approved by the casino which hosts the Sportsbook.

22.2. Amelco do not issue lines of credit.

23. Prohibited Sports Betting Participant

A Prohibited Sports Betting Participant is defined as any individual whose participation may undermine the integrity of the betting or the sports event, or any person who is prohibited for other good cause.

23.1. If you are a prohibited sports betting participant, as defined by C.R.S 1506, 44-30, you may not make wagers with the Sportsbook. If you are found to be a prohibited sports betting participant, your account will be closed and all funds which have been cleared will be refunded to you. No additional wagering activity online, by phone, or in person at the sportsbook will be permitted.

24. TICKET ACCURACY

Please check your wager for accuracy before submitting your bet or leaving the writer window or self-service terminal.

24.1. Wagers made at a self-service terminal or live writer window must be checked carefully for accuracy. If a mistake is discovered at a self-service terminal, you have 10 minutes to request the ticket be voided. After 10 minutes, tickets written at a self-service terminal cannot be voided. If a mistake is discovered at a live writer window, a request to void the ticket must be made before leaving the window. Once you leave the writer window, tickets cannot be voided.

25. Winning account wagering tickets are automatically paid into your account. Retail winning tickets may be redeemed in person at the casino where they were written or mailed in for redemption. See the reverse side of the wagering ticket for mail-in collection instructions and address.

26. All winning tickets are good for 365 days from the date of the latest event wagered on the ticket.

27. OBVIOUS ERROR

27.1. An obvious error is defined as a misstated line or misstated odds of a wager or where the terms offered on a wager are materially different from those available to the general market at the time the wager is placed.

27.2. An obvious error also includes incorrect start or end times of events being entered into the sports bet system which allow wagers to be made after an event has physically started. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.

28. Notification of Odds Changes

Customers will be notified of line changes as follows:

28.1. Digital signage is updated instantly

28.2. Odds on the website and mobile apps are updated instantly

28.3. If a customer has built a ticket, but the odds have changed prior to submitting the wager, the guest will receive a message or verbal notification that the odds have changed.

29. DEFINITION OF 'ACTION'

29.1. All football, basketball, hockey, and baseball games must be played on the date specified.

29.2. Boxing, MMA and UFC matches must go within one (1) week of specified date to be considered "action" unless otherwise stated.

30. DEFINITION OF 'OFFICIAL'

30.1. AUTO RACING

Driver must start the race for action.

30.2. BASEBALL

(Major league, minor league, college and amateur): 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.

30.2.1. Called games must go a minimum of five innings, or four and one-half innings if the home team is ahead. * The called games rule also applies to seven-innings scheduled games.

30.2.2. If a game goes past five innings and is subsequently called, 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, the runs do count.)

30.3. BASKETBALL

(college): After 35 minutes of play.

30.4. BASKETBALL

(professional): After 43 minutes of play.

30.5. BOXING/MMA/UFC

(professional or amateur): When 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.

30.6. FOOTBALL

(both college and professional): After 55 minutes of play.

30.7. AUSSIE RULES FOOTBALL

The entire scheduled period must be completed to have action.

30.8. HOCKEY

(professional, college, and amateur): After 55 minutes of play.

30.9. SOCCER

(Professional, college and amateur): After 85 minutes of play.

30.10. TENNIS

(Professional, college and amateur): After one full set is completed.

30.11. OTHER

All other contests that involve a scheduled length of play or time limit must play to their conclusion or have five minutes or less of scheduled playing time remaining when the contest concludes in order to be considered official for wagering purposes.

31. Wagers are settled on the official result published by the governing body immediately after the event has finished.

32. Future or outright wagers are considered action as long as a winner is officially announced, regardless of team relocation, team name change, league affiliation, playoff format, or season length, unless otherwise specified below, within rules particular to a specific sport.

33. WAGERING ON 'TOTALS'

33.1. When wagering on "totals" (i.e., over or under) on contests involving a scheduled time limit, all game wagering rules applicable to minimum length of play requirements shall also apply to "total" wagers, (i.e., contests must play to their conclusion or have five minutes or less of scheduled playing time remaining for "total" wagers to be considered "action").

33.2. When wagering on baseball "totals" (i.e., over or under) or "Run Lines", 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 innings (six and one half if the home team is ahead) for a scheduled seven-inning game.

33.3. If the game goes past regulation innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called.

33.4. In the case where the home team does not bat (complete their turn at bat) in the bottom half of an extra-inning game, the score reverts back to the previous full inning of play.

33.5. Listed or specified pitchers must start in over/under wagers or "Run Line" wagers or there is "no action".

34. INCLUDING OVERTIME PERIODS

34.1. When wagering on "totals", overtime periods are counted in the final score, except in soccer.

34.2. On half-time (in progress) wagers, overtime periods are included as part of the second half.

35. DETERMINING THE WINNER

35.1. For wagering purposes, the winner of an event or game will be determined on the date of the event's conclusion according to house wagering rules and regulations. Management does not recognize suspended games, protests, overturned decisions, etc. for wagering purposes.

35.2. In all future (advance) wagering involving a recognized sport organization (i.e., Super Bowl, World Series, etc.) the winner, as determined by the League Commissioner, Chairman or other authoritative office at the conclusion of said event, will also be declared the winner for wagering purposes. On all future book wagers (advanced wagers) there are no refunds unless an event has been cancelled and not rescheduled.

36. FOOTBALL

Football wagers are accepted in the following manner:

36.1. POINT SPREAD

This is a team against team wager. The favored team is giving up a specific number of points (the spread) that it has to win by or cover in order to win the bet. If the margin of victory lands on the spread, all straight bets are considered pushed or 'no action' and will be refunded.

36.2. TOTAL SCORE

This is a wager that specifies the total points by both teams combined over or under for the game.

36.3. MONEY LINE BET

This is a wager where you bet on a team to win without a point spread. Instead of betting on the point spread you will be betting a price (Money Line). The money line price is adjusted to reflect the point spread, so if a team is favored to win by the point spread they will also be favored on the money line.

If you are wagering on the favored team with the money line you will be giving up money for every dollar bet. If you are wagering on the underdog with the money line you will be getting money for every dollar bet. For example, -260 on the money line means you have to wager \$2.60 to win \$1. +260 on the money line means you bet \$1 to win \$2.60.

36.4. PARLAY BET

This is a wager that specifies 2 or more combined selections to win. All selections must win for the wager to pay as written. A tie, cancelled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket. A tie, cancelled event, or push in a two (2) team parlay reduces the parlay to a straight bet.

36.5. TEASER BET

This is a wager that specifies three (3) or more combined selections to win and/or score according to the odds at the time the bet was made. With the advantage of 6, 6 1/2 and 7 point spread less the favorite and 6, 6 1/2 and 7 point spread more the underdog against the parlay bet according to the number of points the player wants to buy.

36.6. FIRST AND SECOND HALF WAGERING

These are wagers for either the first or second half of a football game. First half wagers cannot be parlayed to the same game.

36.6.1. The score at halftime will be the final score for first half wagers. For halftime/second half wagers, overtime periods are included as part of the second half.

36.6.2. The final score for second half wagers will consist of only 3rd quarter, 4th quarter and any overtime points scored.

36.6.3. The final score for the game is not the final score for second half wagers. Second half wagering is only available during halftime of the football game.

36.7. **BETTING ON QUARTERS**

36.7.1. Overtime will not apply to any wager on the fourth quarter.

36.8. **PROPOSITION WAGERS**

36.8.1. Full season proposition wagers include regular season only.

36.8.2. Player stats will stand regardless of any trades during the season.

36.8.3. NFL Regular Season Wins wagers and match-ups are based on teams completing 16 regular season games unless the remaining games during the season will not affect the result.

36.8.4. Canadian Football League Regular Season Wins wagers and match-ups are based on teams completing 18 regular season games unless the remaining games during the season will not affect the result.

36.8.5. College football Regular Season Wins wagers will not include Conference Championship or Bowl games.

36.9. **BUYING POINTS**

Buying points moves the point spread in your favor by the number of points purchased.

36.9.1. Customers may buy half points on football game sides only.

36.9.2. First half and half-time point buying is not available.

36.9.3. Each half point purchased costs an extra 10 cents towards your wager. For example if you were to buy a half point on to a +4 point spread to make it +4 1/2, instead of paying +4(-110) you would now be paying +4 1/2(-120). Buying a half point on or off a point spread of three (3) or (7) on an NFL game is not allowed. Buying half points on NFL playoff games are restricted on a game to game basis.

36.10. **RULES**

For betting purposes, unless otherwise stipulated, games are official after 55 minutes of play. Football games must be played on the date scheduled unless otherwise specified. If an event is postponed and/or reschedule, said event will automatically constitute "no action" unless otherwise stipulated. "No action" means wagers will be refunded.

36.11. On all straight bets, except parlay and teasers cards, if the favorite wins by the exact point spread, all money will be refunded.

36.12. The home team is always listed at the bottom unless otherwise specified. If a bettor wagers on the favorite, that team must win by more than the amount they are favored by.

36.13. If a bettor wagers on the underdog, that team can win the game or lose by any amount less the point spread.

36.14. When wagering on Totals, overtime periods are counted in the final score.

36.15. On half time wagers: overtime periods are included as part of the second half.

36.16. Money Lines cannot be parlayed to point spreads in the same game or first half lines of the same game.

36.17. On Quarter wagers, overtime is not valid for 4th quarter results

36.18. Teaser bets are not allowed on first or second half wagers.

37. Aussie Rules Football

37.1. The entire scheduled period must be completed to have action.

37.2. All markets exclude overtime unless otherwise stated. Regulation includes any added injury or stoppage time but does not include extra time.

37.3. If a match is interrupted and continued within 48 hours after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided wagers will be deemed no action.

38. **BASEBALL**

Baseball wagers are accepted in the following manner:

38.1. **STRAIGHT BET/ MONEY LINE**

Is a team against team wager, regardless of the starting pitcher. Money lines are the primary wagering method used in baseball.

38.2. **TOTAL SCORE**

Is a wager that specifies total runs by both teams combined over or under for the game. Total wagers will be considered no action in the event of any pitching change prior to the start of the game.

38.3. **RUN LINE**

This is a team against team wager. The favored team is giving up a specific number of runs (the run line) that they have to win by or cover in order for the bet to win. If the margin of victory lands on the run line, all straight bets are considered pushed or 'no action' and will be refunded. Run Line wagers will be considered no action in the event of any pitching change prior to the start of the game.

38.4. PARLAY BET

This is a wager that specifies 2 or more combined selections to win, all selections must win and money line may change if different pitcher starts. Atie, cancelled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.

38.5. FIRST 5 INNINGS

In this wager you can place a bet on any of the previous betting options (straight bet, one specified pitcher, total score, etc.) with the difference that the result at the end of the first 5 complete innings (4½ if the home team is ahead) , is the one that counts.

38.5.1. The betting limits are the half of the betting limits for the complete game.

38.5.2. To have action the first 5 complete innings must be played.

38.5.3. In case of tie in the first 5 innings, the wagers place in straight bet and specified pitcher are considered no action, parlay bet reduces to the next lower number and total score bets are considered action.

38.5.4. All Baseball rules apply for the First 5 Innings.

38.6. SECOND HALF (6th inning to game final)

38.6.1. The betting limits are the half of the betting limits for the complete game.

38.6.2. In case of a tie in the second half, the game is no action and only the over/under bets are official.

38.6.3. Extra innings counts for the second half (No listed pitcher).

38.6.4. To have action the nine complete innings must be played (8½ innings if the home team is ahead).

38.7. LISTED PITCHER

This is a wager that specifies a starting pitcher.

38.7.1. This type of wager ensures that if the pitcher you have listed on your bet does not start, your bet will be "No Action".

38.7.2. If you have a straight bet, your money will be refunded.

38.7.3. If you have a parlay, a two (2) team parlay becomes a straight bet.

38.7.4. A tie in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.

38.7.5. There are three ways to bet using a listed pitcher: Listed pitcher vs. team. If the pitcher you list does not start the bet will be considered 'no action'.

38.7.5.1. Team vs. listed pitcher. You can choose a team against a listed pitcher. If the listed pitcher you are betting against doesn't start, the bet will be considered 'no action'.

38.7.5.2. Listed pitcher vs. listed pitcher. You can choose both pitchers listed. In case one of them does not start your bet will be considered 'no action'.

38.8. RULES

38.8.1. The listed pitchers must start or there is "No action".

38.8.2. Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the first pitch of the game.

38.8.3. When wagering on totals, extra innings are counted in the final score.

38.8.4. In the event of a pitcher(s) change prior to the start of a baseball games, money odds may be adjusted.

38.8.5. If one scheduled pitcher starts against an unscheduled pitcher, "action" and live "one specified pitcher" wagers will be computed at the opening price established with the new pitcher.

38.9. For betting purposes, winners and losers of game are official after 5 innings of play.

38.9.1. If the home team is leading, the game is official after 4 1/2 innings. Thereafter, if a game is called or suspended, the winner is determined by the score after the last full inning (unless the home team scores to tie or to take the lead at the bottom half of the inning, in which case the winner is determined by the score at the time the game is called).

38.10. Moneys will be refunded if the home team ties the game and it is suspended.

38.10.1. Events will not carry over to the following day unless otherwise specified.

38.10.2. When wagering on Total Runs and/or Run Lines, the game must go nine (9) innings (8 1/2 if the home team is ahead) to have action.

38.10.3. Rules for baseball propositions bets and run line bets are the same as those for baseball totals.

38.10.4. Wager on totals and run lines will be refunded if a listed pitcher does not start.

38.11. For first inning wagers, the first inning must be fully completed for there to be action. First Inning Wagers will have action regardless of the starting pitchers.

38.12. All games must be played on the date specified.

38.13. Total Regular Season Wins

Teams must play a minimum of 157 games for action. 38.13.1. The bet does not include post-season games.

38.13.2. All bets have action regardless team name change or city relocation.

39. BASKETBALL

Basketball wagers are accepted in the following manner:

39.1. POINT SPREAD

This is a team against team wager. The favored team is giving up a specific amount of points (the spread) that they must win by or cover in order for the bet to win. If the margin of victory lands on the spread, all straight bets are considered pushed or 'no action' and will be refunded.

39.2. TOTAL SCORE

This is a wager that specifies total points by both teams combined over or under for the game.

39.3. MONEY LINE BET

This is a wager where you bet on a team to win without a point spread. Instead of betting on the point spread you will be betting a price (Money Line). The money line price is adjusted to reflect the point spread, so if a team is favored to win by the point spread they will also be favored on the money line as well. If you are wagering on the favored team with the money line you will be giving up money for every dollar bet. If you are wagering on the underdog with the money line you will be getting money for every dollar bet. For example, -260 on the money line means you have to wager \$2.60 to win \$1. +260 on the money line means you bet \$1 to win \$2.60.

39.4. FIRST AND SECOND HALF WAGERING

These are wagers for either the first or second half of a basketball game.

39.4.1. First half wagers cannot be parlayed to the same game.

39.4.2. The score at halftime will be the final score for first half wagers.

39.4.3. For halftime/second half wagers, overtime periods are included as part of the second half.

39.4.4. The final score for second half wagers will consist of only 3rd quarter, 4th quarter and any overtime points scored.

39.4.5. The final score for the game is not the final score for second half wagers.

39.4.6. Second half wagering is only available during halftime of the basketball game.

39.5. BETTING ON QUARTERS

Overtime will not apply to any wager on the fourth quarter.

39.6. PARLAY BET

This is a wager that specifies 2 or more combined selections to win. All selections must win for the wager to pay as written. A tie, cancelled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.

39.7. TEASER BET

This is a wager that specifies three (3) or more combined selections to win and or score according to the odds at the time the bet was made. With the advantage of 4, 4½ and 5 point spread less the favorite and 4, 4½ and 5 point spread more the underdog against the parlay bet according to the number of points the player wants to buy.

40. DOUBLE-DOUBLE

A double-double occurs when a player reaches 10 or more from 2 and a triple-double occurs when a player reaches 10 or more from 3 from the following categories:

- Points
- Rebounds · Assists
- Steals
- Blocks

40.1. RULES

40.1.1. Basketball games must be played on the date specified. If an event is postponed and/or reschedule, said event will automatically constitute "No Action" unless otherwise stipulated. No Action means wagers will be refunded.

40.1.2. If a bettor wagers on the favorite, that team must win by any amount more than point spread.

40.1.3. When wagering on totals, overtime periods are counted in the final score.

40.1.4. On half time wagers: Overtime periods are included as part of the second half.

40.1.5. Teaser bets are not allowed on first or second half wagers.

40.1.6. On proposition bets players must play for action.

40.1.7. Proposition bets on games will follow the standard game rules.

40.1.8. Future or outright wagers are considered action as long as a winner is officially declared, regardless of event/team relocation, postponements, season length unless otherwise specified.

41. CRICKET

41.1. All matches must be played on the date and at the location specified. If a match is postponed and/ or rescheduled then all markets are deemed no action.

41.2. If the match is tied and the official competition rules do not determine a winner; or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are deemed no action.

41.3. In the event of an over not being completed, all undecided markets on the specific over are deemed no action unless the innings has reached a natural conclusion.

41.4. No markets consider super overs unless otherwise specified.

41.5. 5-run penalties are not considered in any over or delivery market.

42. SOCCER

Soccer wagers are accepted in the following manner:

42.1. MONEY LINE BET

This is the most common form of wagering in soccer. You can wager on one of three propositions: visiting team, home team or the draw.

42.1.1. All bets are for full time only. Full time is defined as 90 minutes of regular time and any stoppage time added by the referee or referee's assistant.

42.1.2. Overtime, penalty shootouts and penalty kicks are not counted for wagering purposes.

42.1.3. If a match were to end in a draw, only those placing bets on the draw will win.

42.1.4. Total wagering is available but cannot be parlayed to the same game.

42.2. STRAIGHT BET

This is a team against team wager.

42.2.1. All team against team wagers in soccer are to advance only.

42.2.2. Advance wagers include full time, overtime and penalty kicks if necessary.

42.2.3. To advance wagers are available when there is a possibility of a match going to overtime and penalty kicks, such as second leg matches and Champions League finals.

42.2.4. To advance wagers cannot be parlayed to money line wagers of the same game.

42.3. TOTAL SCORE

This is a wager that specifies total goals over or under by both teams combined in fulltime only.

42.3.1. If an event is postponed and/or reschedule, wagers on totals will automatically constitute "no action unless otherwise stipulated."

42.3.2. No action means wagers will be refunded. Shootout goals are not counted toward the total score of the game.

42.4. FIRST AND SECOND HALF WAGERING

These are wagers for either the first or second half of a soccer match.

42.4.1. First half wagers cannot be parlayed to the same match.

42.4.2. The score at halftime will be the final score for first half wagers.

42.4.3. For halftime/second half wagers, overtime and penalty kicks are NOT included as part of the second half.

42.4.4. The final score for second half wagers will consist only of any goals scored in the final 45 minutes of play plus any stoppage time added by the referee.

42.4.5. The final score of the match is not the final score for second half wagers.

42.4.6. Second half wagering is only available during halftime of the soccer match.

42.5. PROPOSITION BETS

Proposition bets on soccer matches are graded using information from various news and sports outlets. Proposition bets from FIFA and UEFA competitions will be graded using statistics from their match reports and all results will be final.

42.6. To Advance and To Lift the Trophy wagers on a team to advance to the next level or round of competition will be decided on the basis of the score at the end of the match.

42.7. RULES

42.7.1. For betting purposes, a game result is official after 85 minutes of game. The result is for full time only.

42.7.2. Overtime, extra time and matches that are decided by penalty kicks are not considered for betting purposes, unless otherwise specified.

42.7.3. Only one proposition (visiting team, home team or draw) must be selected per game.

42.7.4. On to advance wagers there are only two propositions, visiting team and home team.

42.7.5. Totals cannot be parlayed to the same game.

42.7.6. Soccer uses a three-way money line, which includes the Draw (tie) as a wagering option.

42.7.7. If a game is abandoned or postponed for any reason, all wagers will stand provided the game is played or re-started within 24 hours of the original kickoff time. If the game is not played or re-started within 24 hours then all wagers will be considered void except for 1st half wagers if they have already been settled.

42.7.8. The only exception to the above rule is if the relevant governing body deems an abandoned match to be completed and declares the result to stand. Then we will settle all wagers as normal provided at least 85 minutes has been played.

42.7.9. To Advance and To Lift the Trophy wagers on a team to advance to the next level or round of competition will be decided on the basis of the score at the end of the match.

42.7.10. Any prop bets such as number of corners, yellow cards, Both Teams to Score or first goal scorer will be settled according to information on the official website of the relevant league or competition. However, to grade prop bets such as number of corners, yellow cards, or Both Teams to Score – the entire 90 minutes plus injury time match must be played. Corner Kick wagers will not include corner kicks taken in extra time. Corner kicks awarded, but not taken will not count for wagering purposes.

42.7.11. If the game for any reason is interrupted or abandoned, and 90 minutes plus injury time are not completed, except moneyline bets - all the prop bets and total bets will be void.

42.7.12. The same game parlays are not permitted on any soccer matches.

42.7.13. Bettor cannot parlay total and moneyline or spread on the same game in any soccer matches.

42.7.14. First half wagers cannot be parlayed to the same soccer match.

42.7.15. All soccer future bets have action unless otherwise stated.

42.7.16. All bets must be placed before the beginning of each game. Any bet placed after the game has started will be cancelled.

42.7.17. Added time or injury time is considered part of the 90-minute match (full time) and is decided by the match referee.

42.7.18. Home teams are on the bottom unless otherwise specified.

42.7.19. Match details, such as dates and kick-off times, displayed on the website are for guidance only and may be amended or taken off the board at any time.

42.7.20. Soccer bets will have no-action if the match is officially postponed. Regarding proposition bets, if a match is abandoned and/or suspended all bets shall be void unless the relevant wagering option has already been decided. For example, a bet on the 'First Goal Scorer' will stand if a goal has already been scored.

42.7.21. For soccer wagering, in order to place your bet correctly you must predict the result of at least one game choosing either: the away team, the home team or the draw, unless stated otherwise.

42.8. Corners Market

42.8.1. When betting on Corners, please be aware that corners awarded but not taken do not count. Please note that this applies to all corner markets.

42.8.2. In the event of a match being abandoned before 90 minutes have been played then all bets will be deemed no action.

42.8.3. In the event of a corner having to be re-taken (ie. foul in the box was called) then only one corner will be counted.

42.9. Both Teams To Score

42.10. In the event of a match being abandoned after both teams have scored then 'Yes' bets will be settled as winners and 'No' bets as a loser. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be deemed no action.

42.11. Number of Cards in Match

42.11.1. In the total number of cards in match bets, each yellow card counts as 1, and each red card counts as 2.

42.11.2. In case when players receive a second yellow card (it's an automatic red card), this second yellow card will be ignored for settlement purposes (maximum card count per player is 3).

42.11.3. Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes plus injury time play.

42.11.4. Please note, any card shown after the full-time whistle has been blown, will be disregarded.

42.11.5. Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total number of cards.

42.12. **PARLAY WAGERING**

This is a wager that specifies 2 or more combined selections to win. All selections must win for the wager to pay as written.

43. **HOCKEY**

Hockey wagers are accepted in the following manner:

43.1. **STRAIGHT BET**

This is a team against team wager. All NHL straight bets on teams use a money line.

43.2. TOTAL SCORE

This is a wager that specifies total goals over or under by both teams combined.

43.3. PARLAY BET

This is a wager that specifies multiple combined selections to win. All selections must win for the wager to pay as written. A tie, cancelled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket. A tie, cancelled event, or push in a two (2) or more team parlay reduces the parlay to a straight bet.

43.4. PERIOD BY PERIOD LINES

For specific period bets, the specified period must be played in its entirety for bets to have action. In case of a tie in a period the period is no action and only the OVER/UNDER is official.

43.5. RULES

43.5.1. For betting purposes, unless otherwise stipulated games are official after 55 minutes of play.

43.5.2. For specific period bets, the specified period must be played in its entirety for bets to have action.

43.5.3. When wagering on totals, overtime periods are counted in the final score.

43.5.4. In the event of a shootout, the winning team is awarded one goal which is considered in the determination of the winner and loser and counted toward the game total regardless of the number of goals scored in the shootout. This also applies to correct score and odd/even propositions.

43.5.5. For last team to score wagers, in the event of a shootout, the winning team is considered the last team to score.

43.6. Grand Salami

43.6.1. The Grand Salami is the number of goals to be scored in a specified number of that day's games. Lines are offered for the actual score to be over or under this quote. Push rules apply. For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be deemed no action.

43.6.2. Home vs Away - For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be deemed no action.

43.7. NHL Playoffs Series

43.7.1. In the NHL Playoffs series betting, bets will be graded as no action if the statutory number of games (according to the respective governing organizations) are not completed or are changed.

44. Boxing/MMA/UFC Boxing/MMA/UFC wagers are accepted in the following manner:

44.1. STRAIGHT BET

This is a wager with fighter against fighter. All wagers on fighters use a money line.

44.2. ROUNDS PROPOSITION

This is a wager if a designated fight goes or does not go certain number of rounds.

44.3. KNOCKOUT OR DECISION PROPOSITION

This is a wager if a designated fighter wins by knockout or decision.

44.4. PICK THE ROUND OR SPECIFIED ROUND PROPOSITION

This is a wager to pick the round that the designated fighter will win.

44.5. RULES

44.5.1. If an event is postponed and/or reschedule, said event must take place within one week of the original date. If this does not occur the bet will be considered "No Action". "No Action" means wagers will be refunded.

44.5.2. When betting the over or under number of rounds a boxing match will go, the official stopping of a round before the sounding of the bell does not constitute a full round.

44.5.3. A full round is only considered for wagering purposes when the bell sounds signifying the end of said round.

44.5.4. All wagers are considered action regardless of any changes in weight class, scheduled bout length, or championship sanction, unless otherwise specified.

44.5.5. KO includes knockout, technical knockout, and disqualification. A win by submission in MMA is not considered a KO.

45. GOLF

Golf wagers are accepted in the following manner:

45.1. STRAIGHT BET

This is a wager on the player who wins the Tournament.

45.2. FUTURE BET

This is a wager on future designated events such as Professional Golf Association tournaments, etc.

45.2.1. These wagers are considered as straight bets and pay according to the odds at the time the bet was made.

45.2.2. If an event is postponed and/or reschedule, said event will automatically constitute No Action. No Action means wagers will be refunded.

45.2.3. For action, the golfer must tee-off. It pays according to the odds at the time the bet was made.

45.3. TOURNAMENT MATCHUP BET

45.3.1. Tournament matchups, usually head-to-head matchups, both golfers must tee off in order to have action.

45.3.2. The golfer with the lower score over the entire tournament is the match-up winner.

45.3.3. If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after the cut has been made will determine the winner.

45.3.4. If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner.

45.4. ROUND ONLY / 18 HOLE MATCHUP BET

45.4.1. The winner will be the player with the lowest score over 18 holes.

45.4.2. If scores are tied after 18 holes, all wagers will be canceled.

45.4.3. Play-offs do not count.

45.5. MATCHPLAY MATCH-UP BET

In Match Play, the winner of the match is deemed the winner, regardless of the number of holes played.

45.6. RULES

45.6.1. Player must Tee OFF for action.

45.6.2. A tournament must be completed within 8 days of the scheduled starting date to be considered action.

45.6.3. Wagers on a golfer who does not play in the tournament are graded as No Action, and all stakes are refunded, (unless otherwise stated).

45.6.4. A golfer is deemed to have played once he or she has teed off.

45.6.5. In the event of a player withdrawing after having teed off, wagers on that player will be lost.

45.6.6. All future bets on to win the tournaments are settled on the player awarded the Trophy and includes any playoff.

45.6.7. Disqualification/withdrawal before the cut will be deemed as missing the cut.

45.6.8. Any reference to make/miss the cut requires an official cut/exclusion by the tournament organizers for bets to stand. In the case where players are eliminated during more than one phase, settlement will be based on the first cut.

45.6.9. In top 5 or top 10 wagers, a tie for the 5th or 10th position will be settled by dead heat rules.

45.6.10. In the event a tournament does not go the specified number of completed holes (usually 72) and PGA officials shorten the tournament, the winner that has officially been determined by the PGA will be the winner for wagering purposes. If at least 36 holes have not been played, all wagers will be deemed NO action, and stakes refunded.

45.6.11. If two (or more) golfers are tied for the lead at the end of regulation play, a sudden death or specified hole, playoff will be used to determine the winner of the tournament. In this case, the winner of the playoff is the winner for betting purposes.

45.6.12. If one golfer continues to play after their opponent has missed the cut, withdrawn, or been disqualified, the golfer who continues to play wins the match-up.

45.6.13. The "Field" includes all players not offered by name

46. **TENNIS**

Tennis wagers are accepted in the following manner:

46.1. **STRAIGHT BET**

This is a wager player against player, and on the number of sets to win. All scheduled players must start the event for the wager to be deemed action.

46.2. **FUTURE BET**

This is a wager on future designated events such as: Wimbledon, U.S. Open, etc.

46.2.1. These wagers are considered as straight bets and pay according to the odds at the time the bet was made.

46.2.2. If an event is postponed, rescheduled, does not start or is incomplete due to either players' incapacity or disqualification, then all bets are no action. No action means wagers will be refunded.

46.2.3. For action, the player must serve.

46.3. **RULES**

46.3.1. In any tennis match one full set must be completed for moneyline wagers to have action.

46.3.2. The full match must be completed for any spread or total wagers to have action. This includes both game spreads and totals and set spread and totals.

46.3.3. Unless specifically stated tennis, spreads and totals refer to the number of games.

46.3.4. The full match must be completed for any prop bets including spreads and totals, to have action. The only exception of 1st set bets if it has already been completed.

46.3.5. If a tennis match is suspended or postponed for any reason, all wagers will stand provided the match is played or re-started within 72 hours of the original start time.

46.3.6. Retirement or disqualification will deem Sets Betting, correct score, handicap and total games wagers as no action.

46.3.7. Retirement or disqualification will deem prop wagers no action with the exception of those already determined.

47. AUTO RACING EVENTS

Auto Racing Event wagering is accepted in the following manner:

47.1. STRAIGHT BET:

This is a wager on the driver who wins the race.

47.2. MATCH-UPS BET

This is a wager on one or more specified driver(s) versus one or more specified driver(s).

47.2.1. Wagers are placed on the driver only, NOT the car or team.

47.2.2. 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 stand.

47.2.3. All drivers in the match-up must start the race for action.

47.2.4. Winners and losers are determined by the results reported immediately following the conclusion of the race by the specified races governing body.

47.2.5. Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded, will not be honored.

47.3. Driver must start the race for action.

47.4. In matchups all drivers must start the race or the wager will be deemed no action.

47.5. Wagers will be accepted on drivers only. No wagers will be accepted on teams or cars.

47.6. The winner at the conclusion of the race will be deemed the winner for wagering purposes.

47.7. All races must run within one week of the scheduled start date to be deemed action.

48. DARTS

48.1. All matches must start on the scheduled date.

48.2. In the case of a match not being finished on the scheduled date, all undecided markets will be deemed void.

48.3. Future or outright wagers are considered action as long as a winner is officially declared, regardless of event location or season length unless otherwise specified.

49. RUGBY

49.1. All matches must be played on the date specified.

49.2. If a match is interrupted and continued within 48 hours after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided wagers will be deemed no action.

49.3. All markets are considered for regular time only unless otherwise specified.

49.4. Rugby Union and Rugby League markets are based on the result at the end of a scheduled 80 minutes of play plus any added injury or stoppage time unless otherwise specified.

49.5. Rugby Sevens markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise specified. This includes any added injury or stoppage time, but does not include extra time, shootout, or sudden death.

50. TABLE TENNIS

50.1. Players must start for action.

50.2. If a match is interrupted or postponed and is not continued within 48 hours after initial start time all undecided wagers will be deemed no action.

50.3. Official point deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

51. Olympic Rules (including trials)

51.1. For wagering purposes, all Olympic winners will be determined by the official IOC Podium results upon a competition's end, and are considered official regardless of protests, reversals, and/or overturned decisions.

51.2. For match-up props, all participants involved in the match-up must start or the wager will be deemed no action.

51.3. Match-up winners will be decided by the official finish order.

51.4. All Olympic wagers will be considered action regardless of date, site/venue, and/or location changes if the event is completed prior to the Closing Ceremonies.

51.5. All competitors must start for action. Any disqualification occurring on the field of play will be considered a start and will deem wagers action unless otherwise specified.

51.6. Future wagers are considered action even if the selected athlete does not start.

51.7. For all Olympic events involving a set length of play, the event must go until at least 5 minutes prior to the predetermined amount of time for action unless otherwise specified.

52. Badminton

52.1. Players must start for action.

52.2. If a match is interrupted or postponed and is not continued within 48 hours after initial start time all undecided wagers will be deemed no action.

52.3. Betting is all-in compete or not. Where applicable, the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect wagers.

53. Cycling

53.1. Participants must pass the starting line of the respective event/stage for wagers to be considered action.

53.2. All wagers are settled on the official listings of the governing body at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect wagers.

53.3. Team classification markets will be settled based upon final standings in time based classifications.

53.4. Matchups will be settled upon the cyclist achieving the highest placing in the specified event/stage.

53.5. Matchups will be deemed no action if one or both of the cyclists fail to pass the starting line.

53.6. If both cyclists in a match-up start, but do not finish a stage/event, then the wager will be deemed no action.

53.7. If both cyclists in a match-up start, but only one cyclist finishes the stage/event, the finishing cyclist will be deemed the winner.

54. Volleyball

54.1. All matches must be played on the date specified. If a match is postponed and/or rescheduled, then all markets are deemed no action.

54.2. In the event of a match venue change, wagers will continue to be deemed action so long as the home team is still designated as such.

54.3. If a match is interrupted or postponed all undecided wagers will be deemed no action.

54.4. Betting is all-in compete or not. Where applicable, the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

55. Esports

55.1. eSports wagers will only be accepted on events approved for wagering by the XXXXX Division of Gaming.

55.2. Settlement will be based on the official result as declared by the relevant governing body of the specific competition.

55.3. All matches must be played within 48 hours of the scheduled start time/date to be deemed action.

55.4. In the event of a team name as a result of a team leaving an organization, joining another organization or officially changing their team name, all bets will still be deemed action.

55.5. If a match is played before the scheduled start date/time, then all bets after the actual starting time will be voided. Any wager placed before the actual start time will be deemed action.

55.6. If a match or map is replayed due to a draw, the replayed match or map will be treated as a separate entity.

55.7. If a match is started, but not completed then all wagers will be deemed no action unless after the start of a match a player is disqualified. In which case the player/team advancing to the next round or being awarded the victory by the governing body will be deemed the winner for settlement purposes.

55.8. If a match is replayed due to a disconnection or non-player related technical problem, pre-match wagers will stand on the replayed match in accordance with the official result. In-play/live wagers will be void unless the outcome has already been decided.

56. In Play Wagers

56.1. When wagering on in-play/live markets, if the price has moved against the player request the wager will not be accepted but will instead be reoffered at the new price. A price change in the players favor will be automatically accepted.

56.2. Patrons have the option to change their account settings to accept all price changes. If selected, the patron is agreeing to accept any and all changes made to price, even those not in their favor.

57. FUTURE BET

This is a wager on future designated events such as: NASCAR CUP Championship, Nascar / Formula 1 Races, etc. These wagers are considered as straight bets and pay according to the odds at the time the bet was made.

57.1. If an event is postponed and/or rescheduled, said event will automatically constitute "No Action". "No Action" means wagers will be refunded unless otherwise stipulated.

57.2. For action, the driver must start the designated race.

57.3. The manufacturer must start a race.

57.4. It pays according to the odds at the time the bet was made.

57.5. Future Bets cannot be parlayed to any other future, proposition, match up or game.

58. Parlay/Teaser Rules

58.1. A parlay bet will be reduced to the next number of teams played if any of the legs of the parlay result in a tie or become no action due to postponement.

58.2. Teaser bets will be reduced to the next number of teams played if any of the legs of the teaser result in a tie or become no action due to postponement unless the reduction leads to only one leg of the teaser remaining. In this case the teaser will be deemed no action.

58.3. Teasers are only accepted for football and basketball on pre-match spread and total markets.

House Rules

1. Introduction

1) This set of House Rules govern the use of the Amelco Sports Book. When placing a bet with Amelco, the Patron is therefore agreeing that the Patron has read, understood and will adhere to these House Rules including the general Betting Rules and the Terms and Conditions at any time applicable to Amelco. All documents may be found at www.betamerica.com.

2) The use of this Sports Book is subject to the regulations imposed by the applicable regulator.

3) Any dispute relating in any way to the use of this Sports Book should be emailed to info@Amelco.com. If we are unable to resolve your dispute, you may be entitled to dispute resolution with the state gaming regulator.

4) Amelco reserves the right to make changes to the site, betting limits, payout limits and offerings.

5) Amelco may update, amend, edit, and supplement these House Rules, Betting Rules and the Terms and Conditions at any time.

6) Any reference in these House Rules to words/objects that appear in singular also applies to plural. References to gender are non-binding and to be treated for information purposes only.

2. Definitions

1) "Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration error, transaction error, manifest error, force majeure and/or similar. Examples of errors include, but are not limited to: a. bets accepted during technical problems that would otherwise not have been accepted; b. bets placed on events/overs that have already been decided; c. bets on markets containing incorrect participants; d. bets placed at odds that are materially different from those available in the general market at the time the bet was placed; e. bets offered at odds which react an incorrect score situation; or else, f. odds being clearly incorrect given the chance of the event occurring at the time the bet was placed.

2) "Influence Betting" is an act, prohibited by Amelco, where a Patron, or parties acting in association with a Patron, can influence the outcome of a match or an event - directly or indirectly.

3) "Syndicate Betting" is an act, prohibited by Amelco, where Patrons act together to place a series of bets on the same event or competition. Where there is evidence of Patrons acting together in this manner Amelco reserves the right to void the relevant bets and/or withhold payment pending the outcome of subsequent investigations.

3. Bet Acceptance

1) A bet is not valid until it is validated. In cases of uncertainty about the validity of a bet, it is the Patron's responsibility to check the bet slip or contact a customer service representative.

2) Unless accepted in Error, once accepted, a bet will remain valid and cannot be withdrawn. It is the responsibility of the Patron to ensure details of the bets placed are correct. Under no circumstance will Amelco accept any responsibility for any mistakes (perceived and actual), deriving from either Errors as listed above, or any other reason, such as but not limited to, incorrect listing of the odds/betting objects.

3) Should a dispute arise about the acceptance (or lack thereof) of any transaction, the book Management will be the ultimate authority in deciding such matters.

4. Betting and Payout Limitations

1) Amelco reserves the right to limit the net payout (the payout after the stake has been deducted) on any bet or combination of bets by one Patron. This limit may be lower depending on the specific sport, league, and type of bet over. For further information it is recommended to consult the Sport Specific Limits.

2) All bet selections are subject to pre-imposed limits set solely at Amelco discretion which may be lower than the limits mentioned above. Should this limit be reached, the Patron has the right to ask for it to be exceeded. Amelco reserves the right to accept (fully or partially) or reject the said request without any prior notice and further explanation.

3) Amelco reserves the right to decline, solely at its own discretion, all, or part of, any bet requested. This includes the possibility that a "System bet" as defined in the Betting Rules is not accepted in full, either in terms of stakes or combinations included in said "System bet".

4) Amelco reserves the right to restrict or deny access, totally or partly, to a patron, at its own discretion.

5) All bets placed through any Amelco platform, also including bets requesting manual approval, may be subject to a time delay prior to acceptance, the length of which may vary. Such delay is to be determined by Amelco at its sole discretion.

6) Amelco reserves the right to withhold payment and/or to declare bets void on an event (or series of events), if there is sufficient evidence that any of the following has occurred: a. the integrity of the event has been called into question; b. the price(s) or pool has been manipulated; c. Match-rigging has taken place, or the match is under investigation for such.

7) Evidence of the above may be based on the size, volume or pattern of bets placed with Amelco across any or all its betting channels, as well as information received from other betting providers or officially recognized organizations.

8) All odds offered are subject to variation. Such fluctuation is determined solely at Amelco's discretion. Bets are accepted only at the odds available at the time the bet was accepted by Amelco, irrespective of any other claim or previous publication present on the website or any other media detailing otherwise. 9) All payout calculations when settling bets will be done based on decimal odds, irrespective of any other format displayed/chosen at time of bet placement.

5. Cancellation (Voiding) of Bets

1) A bet can be declared void, and will be, if that event settled with odds of 1.00.

2) A bet made as a parlay shall remain valid notwithstanding a match or an event which is part of the accumulative bet being void.

3) Amelco reserves the right, at its own discretion, to declare a bet void, totally or partly, if it is obvious that any of the following circumstances have occurred: a. Bets have been offered, placed and/or accepted due to an Error; b. Bets placed while the website was encountering technical problems, that would otherwise not have been accepted; c. Influence Betting; d. Syndicate Betting; e. A result has been affected by criminal actions - directly or indirectly; f. A public announcement has occurred in relation to the bet which significantly alters the odds.

4) A bet made as an accumulative bet shall never include two or more offers the outcomes of which might turn out to be related (e.g. Team X to become champions and Player Y to be Top Goal Scorer in the same league). Although Amelco takes all necessary steps to prevent such possibilities, should this occur, Amelco reserves the right, solely at its own discretion, to declare void all parts of the accumulative bet which include the correlated outcomes.

5) Bets can be voided regardless of whether the event has been settled or not.

6) Furthermore, all bets placed (and/or accepted) in the following circumstances will be declared void: a. Pre-match betting i. Betting effected after the event has started; ii. Betting effected after a related event was underway and where conditions could have been altered in a direct and indisputable way. b. Live betting i. Betting effected at incorrect price due to delayed or failing 'Live' coverage; ii. Betting effected on particular offers after these have

occurred, or else after an event which could normally be deemed as leading to the outcome has happened or is happening (e.g. bets placed on offers such as Total Goals Scored or Next Goal while a penalty is being taken, or has been awarded); iii. Betting effected on odds which represented a different score than the actual.

6. Disclaimer and Priority

1) Amelco reserves the right, at its own discretion, to adjust a payout credited to a Patron's balance if it is obvious that the payout has been credited to the Patron due to an Error.

2) In order to adjust any inaccuracy in the Patron's balance following amounts credited due to an Error, Amelco reserves the right to take any necessary action, without prior notice and within reasonable limits, to adjust the Patron's balance through the reversal, amendment or cancellation, of any subsequent transaction.

3) Any complaints/disagreements towards settlement of any bet offer should reach Amelco within 14 days of the initial settlement to require a full investigation. All other complaints will only be considered if indisputable evidence of an inaccurate settlement is presented by the Patron. Such evidence will only be taken into consideration unless it is in any way attributable to situations as described in the Betting Rules.

4) Amelco reserves the right to suspend a Patron's access until it completes any investigations it deems necessary.

5) These rules are applicable to all transactions with Amelco Sports Book and may be supplemented with other the Betting Rules and the Terms & Conditions. In the event of ambiguity, priority should be considered in the following order: a. Rules and conditions published in conjunction with an offer and/or campaign; b. Should these be inconclusive, reference will be made to these House Rules and The Bill of Rights, unless the Betting Rules declare otherwise.

6) In cases where Amelco deems these Rules inconclusive, Amelco reserves the right, according to its own discretion, to settle wagers on an individual basis on the basis of equity, attaining itself to generally accepted betting norms, customs and definitions.

7) Any data provided or accessible in, from or related to the Sports Book may be used by the Patron for private, non-commercial use only and any use or attempted use of such data for commercial purposes is strictly prohibited.

8) Amelco has the right to enforce a term of the contract relating to the Sports Book against any Patron

FAQ's

Are cash and credit accepted?

Cash only.

What kind of bets can I make?

Amelco's Sportsbook offers Straight Bets, Parlay and Teaser Bets, Live Betting, Future and Proposition Bets.

How do I register?

The Amelco Sportsbook does not require players to register.

What are the sportsbook hours?

The sportsbook is open 24/7.

What sports can I bet on?

Amelco offer odds on all major U.S and International sports including, football, soccer, basketball, baseball, hockey, tennis, MMA, boxing, golf, cricket, rugby and many more!

Can I use promo cash or slot vouchers to place a wager?

Promo cash and slot vouchers cannot be used to place a wager.

What happens if a game is cancelled or postponed?

If a game is cancelled or postponed, you will receive a refund when you bring the ticket in or you can use the ticket for future bets.

What is the minimum and maximum betting limit?

There is a \$1 minimum betting limit. Maximum betting limits vary by sport, league, and wager types.

How do I cash in a winning ticket or voucher?

Redeem winning tickets and vouchers with the Island Cashier or use your winning ticket to place bets at the kiosk. Winning tickets can also be redeemed via mail by following the instructions on the back of the ticket.

Am I able to bet on Horse Racing?

No.

When will be the odds become available?

Odds availability varies by sport.

How many teams can I bet on a parlay?

Up to 12 on a ticket.

Can I cancel or get a refund on my wager?

No, not if the bet has already been placed.

How long does it take the bets to settle after completion of the game?

Bets are settled within a few minutes after completion of the game.

How long are winning tickets honored?

Winning tickets are honored up to one year from conclusion of the event.

When do the cash vouchers expire?

Cash vouchers expire 60 days from the date of issuance.

What happens if I lose my ticket?

Amelco's Sportsbook is not responsible for lost or stolen tickets.

Is sports betting available online?

Amelco's Online Sportsbook and Casino is scheduled to be available late 2020