

# **BALDINI'S CASINO SPORTS BOOK HOUSE RULES**

## **1. GENERAL RULES**

- A. NEVADA LAW PROHIBITS PERSONS UNDER THE AGE OF 21 FROM WAGERING, COLLECTING WINNING WAGERS OR LOITERING IN OR ABOUT THE RACE AND SPORTS BOOK AREA.
- B. MANAGEMENT RESERVES THE RIGHT TO REFUSE OR LIMIT ANY WAGER.
- C. ODDS ARE SUBJECT TO CHANGE. ODDS CHANGES WILL BE POSTED ON ODDS BOARDS.
- D. MANAGEMENT RESERVES THE RIGHT TO MODIFY THESE HOUSE RULES AND/OR PAYOUT ODDS SUBJECT TO THE APPROVAL OF THE NEVADA GAMING CONTROL BOARD.
- E. MANAGEMENT IS NOT RESPONSIBLE FOR LOST, STOLEN, ALTERED OR UNREADABLE TICKETS.
- F. TICKETS GO AS WRITTEN. IT IS THE PATRON'S RESPONSIBILITY TO CHECK FOR ACCURACY ON ALL TICKETS WRITTEN. ONCE A WAGER IS ACCEPTED, TICKETS WILL NOT BE ALTERED OR VOIDED EXCEPT AT THE DISCRETION OF MANAGEMENT AND WITH APPROVAL OF BOTH PARTIES.
- G. MINIMUM AND MAXIMUM LIMITS FOR WAGERS ON ALL RACE AND SPORTS EVENTS WILL BE ESTABLISHED BY MANAGEMENT. LIMITS ARE SUBJECT TO CHANGE.
- H. WAGERS WILL NOT BE ACCEPTED AT OTHER THAN THE CURRENT POSTED TERMS.
- I. PAYOUTS MORE THAN \$10,000 MAY BE DELAYED UNTIL THE NEXT REGULAR BANKING DAY.
- J. WINNING TICKETS ARE VOID AFTER 365 DAYS FROM THE CONCLUSION OF THE EVENT.
- K. WINNING TICKETS MAY BE MAILED IN FOR REDEMPTION. SEE THE REVERSE SIDE OF THE WAGERING TICKET FOR MAIL-IN COLLECTION INSTRUCTIONS AND ADDRESS.
- L. CORRECTION TO SCORES OR RESULTS WILL ONLY BE RECOGNIZED UP TO ONE HOUR AFTER THE CONCLUSION OF THE EVENT. FOR WAGERING PURPOSES, THE SCORE OR RESULT BECOMES "OFFICIAL" AND CANNOT BE CHANGED AFTER ONE HOUR. MANAGEMENT DOES NOT RECOGNIZE PROTESTS OR OVERTURNED DECISIONS.
- M. IN THE EVENT OF A DISPUTE THAT CANNOT BE RESOLVED TO THE SATISFACTION OF THE PATRON, THE PATRON HAS THE RIGHT TO FILE A DISPUTE INVESTIGATION WITH THE NEVADA GAMING CONTROL BOARD. THE DECISION OF THE NEVADA GAMING CONTROL BOARD IS FINAL.

## **2. DEFINITIONS**

- A. POINT SPREAD: POINT(S) EITHER ADDED TO OR SUBTRACTED FROM THE ACTUAL GAME SCORE FOR WAGERING PURPOSES.
- B. MONEY LINE: ODDS THAT CALCULATE THE AMOUNT A WAGER WILL PAY BASED ON \$100 INCREMENTS. NEGATIVE MONEY LINES SHOW THE AMOUNT TO WAGER TO WIN \$100. POSITIVE MONEY LINES SHOW THE AMOUNT PAID FOR EVERY \$100 WAGERED.
- C. TOTAL (OVER/UNDER): A WAGER OVER OR UNDER THE TOTAL POINTS SCORED IN A GAME. CALCULATED BY ADDING BOTH TEAMS' FINAL SCORES TOGETHER.
- D. STRAIGHT WAGER: A WAGER MADE ON A SINGLE TEAM, TOTAL OR PROPOSITION.
- E. PARLAY WAGER: A WAGER COUPLING TWO OR MORE TEAMS, TOTALS OR PROPOSITIONS.
- F. TEASER WAGER: A WAGER COUPLING TWO OR MORE TEAMS, TOTALS OR PROPOSITIONS THAT ALLOW THE PATRON TO MODIFY THE POINT SPREAD OR TOTAL BY AN ESTABLISHED VALUE.
- G. OFF THE BOARD: WAGERS USING BET INDEX (BI) NUMBERS AND ODDS POSTED ON ODDS BOARDS AND SHEETS.
- H. PUSH: A WAGER, THAT WHEN THE POINT SPREAD IS APPLIED, RESULTS IN A TIE SCORE.
- I. OFFICIAL: A WAGERING EVENT IS CONSIDERED AUTHORIZED FOR A RESULT TO BE DETERMINED. IF AN EVENT IS UNABLE TO BE DEEMED OFFICIAL FOR WAGERING AS DEFINED IN THE RULES, WAGERS WILL BE REFUNDED.
- J. NO ACTION: A WAGER THAT IS DISREGARDED DUE TO A PUSH OR OTHER EVENT DEFINED IN THE RULES.
- K. IN-GAME: IN-GAME WAGERS ARE PLACED AFTER THE START OF A GAME OR OTHER

DEFINED PERIOD AND ARE DETERMINED BY THE FINAL SCORE OF THE PERIOD SPECIFIED REGARDLESS OF WHEN THE WAGER IS PLACED.

- L. BUYING HALF POINTS: COST IS 10 CENTS PER HALF-POINT. INCLUDES PARLAY WAGERS. BUYING ON/OFF "3" IN FOOTBALL COSTS 30 CENTS. BUYING ON/OFF "7" IN FOOTBALL COSTS 25 CENTS.

3. TIME, DATE, SITE, LENGTH OF PLAY CHANGES

- A. ALL BASEBALL, BASKETBALL, AND HOCKEY GAMES MUST BE PLAYED ON THE DATE SPECIFIED FOR "ACTION" UNLESS NOTED OTHERWISE.
- B. ALL OTHER EVENTS INCLUDING FOOTBALL MUST BE PLAYED WITHIN ONE (1) WEEK OF SCHEDULED DATE FOR "ACTION" UNLESS NOTED OTHERWISE.
- C. A CHANGE IN THE EVENT SITE MAKES ALL WAGERS PRIOR TO THE CHANGE "NO ACTION" UNLESS NOTED OTHERWISE.
- D. FOR FULL GAME WAGERS (NOT INCLUDING BASEBALL), GAMES THAT ARE SUSPENDED, POSTPONED, OR CANCELED PRIOR TO THEIR TIMED CONCLUSION MUST HAVE THE FOLLOWING AMOUNT OF GAME TIME COMPLETED TO BE "OFFICIAL":
  - 35 MINUTES OF COLLEGE BASKETBALL PLAY
  - 43 MINUTES OF PROFESSIONAL BASKETBALL PLAY
  - 55 MINUTES OF COLLEGE & PRO FOOTBALL PLAY
  - 55 MINUTES OF PRO HOCKEY PLAY
- E. FOR ALL OTHER TIMED SPORTS, GAME MUST HAVE 5 MINUTES OR LESS REMAINING OF SCHEDULED PLAY TO BE "OFFICIAL" UNLESS NOTED OTHERWISE.
- F. WAGERS ON GAMES THAT HAVE NOT MET THE GAME LENGTH REQUIREMENT AT THE TIME OF SUSPENSION, POSTPONEMENT, OR CANCELATION AND DO NOT RESUME PLAY ON THE SCHEDULED DATE ARE "NO ACTION" AND ARE REFUNDED.

4. HALFTIMES, QUARTERS, OVERTIME, SHOOTOUTS

- A. WHEN WAGERING ON A QUARTER OR A HALF, THE QUARTER OR HALF MUST BE COMPLETED TO BE "OFFICIAL" FOR WAGERING.
- B. WHEN WAGERING ON TOTAL SCORES, OVERTIME PERIODS ARE COUNTED IN THE FINAL SCORE (EXCLUDING SOCCER).
- C. FOR HALFTIME WAGERS, OVERTIME PERIODS ARE INCLUDED AS PART OF THE SECOND HALF.
- D. FOURTH QUARTER WAGERS DO NOT INCLUDE OVERTIME UNLESS NOTED OTHERWISE.
- E. IF A HOCKEY OR SOCCER GAME IS DECIDED BY A SHOOTOUT, THE WINNING TEAM RECEIVES ONE ADDITIONAL GOAL FOR WAGERING PURPOSES.

5. PUSHES / TIES

- A. STRAIGHT WAGERS THAT RESULT IN A PUSH, BASED ON THE WAGERED POINT SPREAD, WILL BE CONSIDERED "NO ACTION" AND THE WAGER WILL BE REFUNDED.
- B. "OFF THE BOARD" PARLAY WAGERS OF TWO TEAMS WHICH INCLUDE ONE WINNER & ONE PUSH WILL BE REDUCED TO A STRAIGHT WAGER. PARLAY WAGERS WITH 3 OR MORE TEAMS, TOTALS, OR PROPOSITIONS THAT INCLUDE A PUSH WILL BE REDUCED TO THE NEXT LOWEST NUMBER OF TEAMS AND THE PUSH IS TREATED AS "NO ACTION."
- C. "OFF THE BOARD" TEASER WAGERS THAT INCLUDE A PUSH WILL BE REDUCED TO THE NEXT LOWEST NUMBER OF TEAMS. A TWO-TEAM TEASER WITH A PUSH WILL BE CONSIDERED "NO ACTION" (EXCEPT 10-POINT TEASERS WHICH ARE TIES LOSE) AND WAGER WILL BE REFUNDED.

6. PROPOSITIONS

- A. BOTH SIDES MUST PLAY IN ANY TWO WAY MATCHUP FOR ACTION.
- B. FOOTBALL - A KNEEL DOWN IS CONSIDERED A RUSH ATTEMPT.
- C. FOOTBALL - A SACK COUNTS AGAINST A QUARTERBACK'S TOTAL PASSING YARDS, NOT THEIR RUSHING TOTAL, AND DOES NOT COUNT AS A RUSH ATTEMPT.

- D. FOOTBALL - FOR ANY PLAYER TO SCORE 8 POINTS ON ONE POSSESSION, HE MUST SCORE A TD AND THE IMMEDIATE FOLLOWING 2 POINT CONVERSION FOR "YES" TO WIN.
- E. FOOTBALL - TEAM TO SCORE FIRST IN X QUARTER/HALF: IF THERE IS NO SCORE IN X QUARTER/HALF, THEN THE PROP IS NO ACTION.
- F. FOOTBALL – SCORE IN FIRST 5 MINUTES OF GAME – SCORE AT EXACTLY 10:00 MINUTES REMANING IN 1<sup>ST</sup> QUARTER, THEN "YES" WINS
- G. FOOTBALL – SCORE IN LAST 2 MINUTES OF HALF/GAME – SCORE AT EXACTLY 2:00 MINUTES LEFT IN HALF/GAME, THEN "YES" WINS
- H. FOOTBALL – TEAM CONVERTING A 3<sup>RD</sup>/4<sup>TH</sup> DOWN ATTEMPT BY MEANS OF A PENALTY RESULTS IN "NO ACTION"
- I. FOOTBALL – TEAM WITH THE MOST PENALTY YARDS/YARDS OF THE LONGEST PENALTY/TEAM WITH FIRST PENALTY – ACCEPTED PENALTIES ONLY, OFFSETTING AND DECLINED PENALTIES DO NOT COUNT
- J. FOOTBALL – OVERTIME DOES NOT COUNT AS OR TOWARDS A QUARTER
- K. FOOTBALL – NUMBER OF PLAYS IN FIRST TOUCHDOWN DRIVE – IF FIRST TD IS A KICKOFF, PUNT OR INT RETURN THEN "1 PLAY" IS WINNER
- L. FOOTBALL – DISTANCE OF FIRST TOUCHDOWN PASS: IF NO TD PASS, PROP IS NO ACTION.
- M. FOOTBALL – YARDS OF FIRST RUSH ATTEMPT/RECEPTION: IF NO RUSH OR RECEPTION, THEN PROP IS NO ACTION.
- N. FOOTBALL – YARDS OF FIRST KICKOFF/PUNT RETURN: IF NO RETURN, THEN PROP IS NO ACTION.
- O. FOOTBALL – WILL PLAYER RECORD A SACK: IF PLAYER RECORDS ½ A SACK, THEN "YES" IS THE WINNER
- P. FOOTBALL – WILL A TOUCHDOWN BE SCORED ON 4<sup>TH</sup> DOWN: PUNT RETURNS COUNT

## 7. PARLAYS AND TEASERS

- A. "OFF THE BOARD" PARLAYS PAY AT THE FOLLOWING ODDS:

2 TEAMS	13/5
3 TEAMS	6/1
4 TEAMS	11/1
5 TEAMS	22/1
6 TEAMS	45/1
7 TEAMS	90/1
8 TEAMS	180/1

- B. "OFF THE BOARD" PARLAYS' MAXIMUM PAYOUT ODDS ARE 299/1.

- C. "OFF THE BOARD" TEASER ODDS PAY AT THE FOLLOWING ODDS:

ALL FOOTBALL	6 PTS	6 1/2 PTS	7 PTS
ALL BASKETBALL	5 PTS	5 1/2 PTS	6 PTS
2 TEAMS	-120	-130	-140
3 TEAMS	160	150	130
4 TEAMS	260	220	190
5 TEAMS	425	375	325
6 TEAMS	700	600	500
7 TEAMS	800	700	600
8 TEAMS	10/1	900	800

- D. "OFF THE BOARD" 10-POINT, 3-TEAM TEASERS – ALL TEAMS MUST WIN, TIES LOSE.
- E. PARLAY CARD RULES ARE AVAILABLE ON THE REVERSE SIDE OF THE CARD.

## 8. FUTURES

- A. FOR WAGERS TO WIN EVENTS SUCH AS CONFERENCE OR LEAGUE CHAMPIONSHIPS, PENNANTS, TOURNAMENTS, ETC., ODDS ON THESE EVENTS MAY NOT BE DISPLAYED ON ODDS BOARDS BUT ARE AVAILABLE AT COUNTER.
  - B. ODDS MAY CHANGE WITHOUT NOTICE.
  - C. PAYOUTS ARE DETERMINED BY THE ODDS POSTED IN THE COMPUTER SYSTEM AT THE TIME THE WAGER IS MADE.
  - D. FUTURE WAGERS ARE CONSIDERED "ACTION" IF A WINNER IS DETERMINED FOR THE SPECIFIED EVENT. IF THE SPECIFIED EVENT IS CANCELED WAGERS WILL BE REFUNDED.
9. BASEBALL
- A. PRO BASEBALL TICKETS ARE WRITTEN THE FOLLOWING WAYS:
    - *ACTION*: THIS IS A TEAM VS. TEAM WAGER. WAGER HAS "ACTION" REGARDLESS OF EITHER STARTING PITCHER.
    - *LISTED PITCHERS*: THIS IS A WAGER WHERE ONE OR BOTH PITCHERS ARE SPECIFIED. SPECIFIED PITCHERS MUST THROW THE FIRST PITCH OF THEIR HALF OF THE FIRST INNING, OTHERWISE THE WAGER HAS "NO ACTION."
  - B. COLLEGE BASEBALL IS WRITTEN AS "ACTION" UNLESS NOTED OTHERWISE.
  - C. IN THE EVENT OF AN OFF PITCHER PRIOR TO THE START OF THE GAME, ALL "ACTION" WAGERS WILL BE ADJUSTED TO THE PRICE OF THE NEW PITCHER. ALL LISTED PITCHER, TOTAL AND RUN LINE WAGERS WITH THE ORIGINAL PITCHERS WILL BE REFUNDED.
  - D. LISTED PITCHERS MUST START FOR TOTAL, RUN LINE AND FIRST FIVE INNING WAGERS.
  - E. FOR FULL GAME MONEY LINE WAGERS, GAMES BECOME "OFFICIAL" AFTER FOUR AND ONE-HALF INNINGS IF THE HOME TEAM IS LEADING OR FIVE INNINGS IF THE VISITING TEAM IS LEADING.
  - F. FOR FULL GAME TOTAL OR RUN LINE WAGERS, GAMES BECOME "OFFICIAL" AFTER EIGHT AND ONE-HALF INNINGS IF THE HOME TEAM IS LEADING OR NINE INNINGS IF THE VISITING TEAM IS LEADING.
  - G. FOR ALL FIRST FIVE INNING WAGERS, GAMES BECOME "OFFICIAL" AFTER FIVE FULL INNINGS. IF HOME TEAM IS LEADING AFTER FOUR AND ONE-HALF INNINGS AND DOES NOT COME TO BAT IN THE BOTTOM OF THE FIFTH, WAGERS WILL BE REFUNDED.
  - H. IF A BASEBALL GAME IS CANCELED, POSTPONED, OR SUSPENDED AND PLAY DOES NOT RESUME ON THE SCHEDULED DATE, THE WINNER FOR WAGERING PURPOSES IS DETERMINED BY THE SCORE AFTER THE LAST FULL INNING PLAYED, UNLESS THE HOME TEAM TIES OR TAKES THE LEAD IN THE BOTTOM HALF OF THE INCOMPLETE INNING WHERE THE WINNER IS DETERMINED BY THE SCORE AT THE TIME THE GAME IS CALLED.
10. FIGHTS / BOXING / MIXED MARTIAL ARTS
- A. FOR ALL FIGHTS, WHEN THE BELL (BUZZER, ETC.) IS SOUNDED SIGNALING THE START OF THE FIGHT THE BOUT IS CONSIDERED "OFFICIAL" FOR WAGERING PURPOSES REGARDLESS OF THE SCHEDULED LENGTH.
  - B. WHEN THE BELL SOUNDS, SIGNIFYING THE END OF A ROUND, IT IS CONSIDERED A FULL ROUND FOR WAGERING PURPOSES. IF THE BOUT IS OFFICIALLY STOPPED PRIOR TO THE BELL, IT IS NOT CONSIDERED A FULL ROUND.
  - C. WHEN WAGERING ON BOXING, "KO" PROPOSITIONS INCLUDE KNOCKOUT, TECHNICAL KNOCKOUT, DISQUALIFICATION OR ANY OTHER STOPPAGE.
  - D. IN THE EVENT A FIGHT IS DEEMED "NO CONTEST," ALL WAGERS INCLUDING ROUND PROPOSITIONS WILL BE CONSIDERED "NO ACTION" AND ALL WAGERS WILL BE REFUNDED.
11. SOCCER
- A. WAGERS ARE FOR 90 MINUTES OF PLAY, INCLUDING STOPPAGE/INJURY TIME BUT DO NOT INCLUDE EXTRA TIME, SUDDEN DEATH, OR PENALTY SHOOTOUTS UNLESS NOTED OTHERWISE.
  - B. FOR 3-WAY WAGERING EACH TEAM AND THE DRAW ARE SEPARATE WAGERING

INTERESTS. IF THE MATCH ENDS IN A DRAW, DRAW WAGERS WIN AND BOTH TEAM WAGERS LOSE.

12. TENNIS

- A. INDIVIDUAL TENNIS PLAYER WAGERS TO WIN A TOURNAMENT ARE "ACTION" REGARDLESS IF THE PLAYER STARTS THE TOURNAMENT UNLESS NOTED OTHERWISE.
- B. BOTH TENNIS PLAYERS IN A MATCH-UP MUST START THE MATCH AND COMPLETE AT LEAST ONE FULL SET FOR "ACTION."

13. MOTOR RACING

- A. INDIVIDUAL DRIVER WAGERS TO WIN A RACE ARE "ACTION" REGARDLESS OF QUALIFYING RESULTS, MECHANICAL FAILURE OR INJURY UNLESS NOTED OTHERWISE.
- B. BOTH DRIVERS IN A MATCH-UP MUST START THE RACE FOR "ACTION." THE WINNER OF A MATCH-UP IS DETERMINED BY THE OFFICIAL FINISH ORDER.
- C. IF A DRIVER IN A MATCH-UP IS SUBSTITUTED DURING THE RACE THEN THE MATCH-UP IS "NO ACTION."

14. GOLF

- A. INDIVIDUAL GOLFER WAGERS TO WIN A TOURNAMENT ARE "ACTION" REGARDLESS IF THE PLAYER STARTS THE TOURNAMENT UNLESS NOTED OTHERWISE.
- B. BOTH GOLFERS IN A MATCH-UP MUST TEE OFF TO START THE TOURNAMENT OR ROUND FOR "ACTION."
- C. GOLFER WITH THE LOWER SCORE WINS MATCH-UP WITH EQUAL ROUNDS PLAYED.
- D. IF ONE GOLFER IN A MATCH-UP CONTINUES PLAY AFTER THE OPPONENT HAS MISSED THE CUT, WITHDRAWN, OR HAS BEEN DISQUALIFIED, THE GOLFER WHO CONTINUES PLAY WINS THE MATCH-UP.
- E. IF BOTH GOLFERS IN A MATCH-UP ARE IN A PLAYOFF, THE WINNER OF THE PLAYOFF WINS THE MATCH-UP.

15. PARI-MUTUEL RACE

- A. FOR ALL PARI-MUTUEL SCRATCHES, HOST TRACK RULES APPLY FOR THE SCRATCHED ENTRY.
- B. TICKETS ARE PAID IN ACCORDANCE WITH OFFICIAL RESULTS AT THE HOST TRACK.
- C. CONSOLATION PAYOUTS ARE RECOGNIZED FOR PARI-MUTUEL WAGERS.

16. NON-PARI-MUTUEL (BOOK) RACE

- A. RACE MUST GO ON THE TRACK AND DATE SCHEDULED FOR "ACTION."
- B. TICKETS GO AS WRITTEN REGARDLESS OF ANY CHANGE IN JOCKEY.
- C. TRACK ENTRIES AND FIELD HORSES GO AS ONE WAGERING INTEREST, UNLESS NOTED OTHERWISE.
- D. FOR ALL NON-PARI-MUTUEL SCRATCHES, WAGERS ARE REFUNDED EXCEPT WHEN A SCRATCH INVOLVES PART OF AN ENTRY OR FIELD. THE REMAINING PORTION OF THE ENTRY OR FIELD HAS "ACTION."
- E. TICKETS ARE PAID IN ACCORDANCE WITH OFFICIAL RESULTS AT THE HOST TRACK.
- F. CONSOLATION PAYOUTS ARE NOT RECOGNIZED FOR NON-PARI-MUTUEL WAGERS.
- G. NON-PARI-MUTUEL PAYOUT LIMITS ARE AS FOLLOWS, UNLESS NOTED OTHERWISE:
  - FULL TRACK ODDS ON WIN, PLACE & SHOW WAGERS
  - 150 / 1 ON EXACTA & DAILY DOUBLE WAGERS
  - 300 / 1 ON PICK 3 WAGERS
  - 500 / 1 ON TRIFECTA WAGERS