MANAGEMENT

1. Management reserves the right to add, delete, or change the House Rules and/or payoff odds subject to regulatory approval of the New Jersey Division of Gaming Enforcement ("DGE").
2. Management reserves the right to refuse any wager or limit or delete or limit any selection(s) prior to the acceptance of the wagers.
3. Management reserves the right to modify any lines, odds, or any other wager prices or payoffs prior to the acceptance of the wager.
4. Management determines the minimum and maximum wagers on all events.
5. Persons under the age of 21 are prohibited from placing wagers or collecting winnings.
6. All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity or anyone else.
7. Accepting telephone or electronic wagers from outside the state of New Jersey is strictly prohibited.
8. Wagers may be accepted at other than the posted odds, please check your bet confirmation.
9. Wagering rules and conditions are subject to change; please refer to wager title for details. If there is a conflict between a stipulation on a wager title and these House Rules the stipulation on the wager title will prevail.
10. We will not offer any prohibited sports events. Prohibited sports event means any collegiate sport or athletic event that takes place in New Jersey or a sport or athletic event in which any New Jersey college team participates regardless of where the event takes place.
    a. A prohibited sports event does not include the other games of a collegiate sport or athletic tournament in which a New Jersey college team participates, nor does it include any games of a collegiate tournament that occurs outside New Jersey even though some of the individual games or events are held in New Jersey.
    b. A prohibited sports event includes all high school sports events, electronic sports, and competitive video games does not include international sports events in which persons under age 18 make up a minority of the participants.
11. Management will keep a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the customer and Sports Book in case of an obvious computer, mechanical, technical or human error.
12. A prohibited sports pool participant, including an owner, athlete, coach, referee, manager, handler, or athletic or horse trainer, or any other person identified in N.J.A.C. 13:69N-1.1, shall not be permitted to wager on any event governed by the league or sports governing body with which they are affiliated. Any other employee of a sports governing body, or one of its member teams, who is not a prohibited sports pool participant, shall register with the DGE prior to placing a sports pool wager.

WAGER ACCURACY

1. Please check your bet confirmation for accuracy as all wagers go as written after you are presented with a bet confirmation. Once a wager is accepted by both parties, wagers will not be altered or voided except at the discretion of Management and with the approval of both parties.
2. Once a selection has been added to the bet confirmation, all subsequent odds and line changes are presented in the form of a message at the bottom of the bet slip.
3. If the odds or line of a selection changes during bet placement, an error is returned to the bet confirmation with an option to review changes and resubmit.
4. The time on the bet confirmation is Eastern Standard Time.

WAGER FUNDING

1. Wagers are funded from your available account balance.
2. To see a list of available funding methods, visit the Deposit section of My Account.

DEFINITION OF "ACTION"

1. Except as noted below or otherwise specified, all events must be held within seven (7) days of the scheduled date to be considered "action."
2. BASKETBALL, HOCKEY, BASEBALL and SOFTBALL games must be played on the date scheduled for "action." If a game is postponed and/or rescheduled to a later date, said game will automatically constitute "no action."
3. AUTO races are "action" when the first car crosses the start line after the green flag is dropped.

4. FUTURE WAGERS are “action” if a winner is officially declared, regardless of team relocation, name change, league affiliation, playoff format, season length, etc.
5. If any change in venue occurs from the originally scheduled venue, there will be “no action” and wagers will be fully refunded.
6. Both sides must start in any two-way match-up propositions.
7. Any straight wager deemed “no action” will be refunded. If a parlay has a leg that is deemed “no action”, the parlay will reduce by one selection (i.e. 4 team parlay becomes a 3-team parlay, 2 team parlay becomes a straight wager).
8. For daily BASEBALL proposition wagers, all wagers constitute “action” regardless of the number of games completed, except for the BASEBALL “Grand Salami” in which case all scheduled games must be completed for there to be “action.”
9. For BASEBALL first inning wagers, the first inning must be fully completed for there to be “action”; otherwise, wagers are refunded. There will be “action” regardless of a change in the originally scheduled starting pitcher.

DEFINITION OF “OFFICIAL”

1. BASEBALL (major league, minor league, and college): 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 or the game is tied at the end of 9 innings and goes into extra innings. If a game goes into extra innings, winners and losers are “official” after the winner is decided after a full inning of play.
2. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
3. The called/suspended games rule also applies to seven- inning scheduled games.
4. If a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. (For example, in a case in which the home team scores to tie or take the lead in the bottom half of the inning which is not completed, and the game is subsequently called, the runs scored in that inning do not count for wagering purposes.)
5. For first five full inning wagers, five full innings must be completed for “action”; otherwise, all wagers are refunded.
6. SOFTBALL (major league, minor league, and college): In all seven- inning scheduled games, winners and losers are "official" after seven innings of play unless the home team is leading after six and one-half innings or the game is tied at the end of seven innings and goes into extra innings. If a game goes into extra innings, winners and losers are “official” after the winner is decided after a full inning of play.
7. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
8. If a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. (For example, in a case in which the home team scores to tie or take the lead in the bottom half of the inning which is not completed, and the game is subsequently called, the runs scored in that inning do not count for wagering purposes.)
9. BASKETBALL (college): After 35 minutes of play.
10. BASKETBALL (professional): After 43 minutes of play.
11. FIGHTS: When bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered "official", regardless of the scheduled length.
12. FOOTBALL (both college and professional): After 55 minutes of play.
13. HOCKEY (professional and college): After 55 minutes of play.
14. SOCCER: After 90 minutes of play.
15. AUTO: A race must be completed, and a winner declared within seven (7) days of the start of the race to be considered “official”.
16. GOLF: Tournaments must be completed within seven (7) days of the start of the tournament to be considered “official.”
17. 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 to be considered "official" unless otherwise specified.
18. With all types of sports, if any change in venue occurs from the originally scheduled site, then wagers will be fully refunded.

WAGERING ON “TOTALS” – OVER OR UNDER

1. When wagering on "totals" on contests involving a scheduled time limit, all game wagering rules applicable to minimum length of play requirements shall also apply to "totals" wagers (i.e. contests must play to their

conclusion or have five minutes or less of scheduled playing time remaining for "totals" wagers to be considered "action").

2. When wagering on baseball "totals" 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.
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/suspended. 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 to the previous full inning of play.
4. When wagering before the start of a baseball game on “totals” or “run lines,” pitchers will be automatically listed. A pitcher change before the game starts constitutes "no action.”
5. When wagering on softball "totals" or "run lines," the game must go at least the regulation seven innings (six and one-half if the home team is ahead).
6. 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/suspended. 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 to the previous full inning of play.
7. When wagering before the start of a softball game on “totals” or “run lines,” no pitchers will be listed; therefore, all wagers constitute “action.”
8. When wagering on soccer “totals”, extra time and penalty kicks do not count towards the “total”; only 90 minutes plus injury time are counted.

OVERTIME PERIODS

1. When wagering on "totals," overtime periods are counted in the final score, unless otherwise specified.
2. On “half-time” wagers, overtime periods are included as part of the second half, unless otherwise specified.

DETERMINING THE WINNER

1. The winner of an event or game will be determined on the date of the event's conclusion. Management does not recognize suspended games, protests, overturned decisions, changes to the score, etc. Management, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged. Once the score is posted for payment, no subsequent score changes will be recognized.
2. The winner of an event or proposition wager that occurs while a game or match is in progress will be used to determine the winner as soon as the event is complete, regardless if the game or match is played to its conclusion, unless otherwise specified.

WAGERING TIES

1. Straight wager, “no action” and the wager will be refunded.
2. Two team teasers, “no action” regardless of the outcome of the other team.
3. Parlays and Teasers (other than 10/14 point), reduce by one selection.
4. 10 or 14 Point Teasers on professional or college football, ties lose.

DISPUTES

Stage 1 - You can contact us at any time to register a complaint, and our friendly staff will be happy to try and resolve the situation for you. You can contact us via phone, email or live chat at support@nj.williamhill.com or (855)-754-1200.

Please note that it can take up to 72 hours for us to respond to your complaint.

Stage 2 – If you are not satisfied that your complaint has been resolved, you can escalate by contacting William Hill’s Customer Support Manager at complaints@nj.williamhill.com

Your email should have the following information included:

- First and last name
- Description of the what has happened and details of any communication with the Customer Support team
- Your contact details

We will review your complaint and respond to the email address that we have on file within five working days, to let you know our final response.

If you are not satisfied with our final response, you can contact the Complaints Manager or the Managing Director's Office of the Division of Gaming Enforcement.

You can e-mail a complaint to the Division: lgaming@njdge.org

You may contact the Division of Gaming Enforcement by calling (609) 984-0909.

SPORT-SPECIFIC RULES

BASEBALL AND SOFTBALL RULES

1. Professional baseball wagers are accepted in the following manner:
2. Action: Team against team regardless of the starting pitcher.
3. One Specific Pitcher: A wager on or against one specific pitcher regardless of the other starting pitcher. The specified pitcher must start or the wager is deemed "no action".
4. Both Specified Pitchers: A wager that specifies both starting pitchers. Any variation constitutes "no action."
5. NOTE: Each team's starting pitcher is defined, for wagering purposes, as the pitcher who throws the initial pitch.
6. In the event of a change in pitcher(s) prior to the start of a baseball game, money line odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, "action" and "specified pitcher" wagers will be computed at the opening price established with the new pitcher.
7. First five inning wagers are automatically listed pitchers. A pitching change constitutes "no action."
8. All college baseball and softball wagers are "action," regardless of starting pitchers.
9. Baseball parlay payoffs are computed using standard money line calculations.
10. NOTE: for rules on "totals" and "run lines" reference "WAGERING ON TOTALS" section.

FIGHTS: BOXING AND MMA RULES

1. 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 is officially stopped prior to the bell, buzzer, etc., such round is not considered a "full round" for wagering purposes.
2. In the event of a draw, wagers on who will win are "no action".
3. All straight win wagers will have "action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, knock-out ("K.O.") or decision proposition wagers are "no action" if the scheduled length of the bout is changed.
4. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, technical decision, or any other stoppage.
5. On decision proposition wagers, "decision" means the fight must go the entire scheduled distance.

HOCKEY RULES

1. For professional hockey wagering purposes, in the event of a shootout, the winner is awarded one goal, which is considered in the determination of the winner and loser and counted toward the game total.
2. For college hockey wagering purposes, final scores will be determined by the rules of the conference. Shootout results may not count towards the final score.

SOCCER RULES

1. For all point line, money line, and total soccer wagers, the score at the end of 90 minutes, plus injury minutes, will be used to determine winning and losing tickets; extra time and shoot-outs do not count, unless otherwise specified.
2. For 3-way wagering propositions: sides must win, lose or tie (each is a separate wagering interest).

AUTO RACING RULES

1. Unless otherwise specified all wagers are "action" regardless if driver starts the race; no refunds except match-up propositions.

2. In match-up propositions, all drivers involved in any match-up must start or the wager is deemed "no action."
3. If any driver in a match-up is substituted during the race, then the match-up is considered “no action.”
4. The winner of match-up propositions will be based on the official finish order.
5. Wagers accepted on drivers only, not on teams or cars unless stipulated on the odds sheets/displays.
6. The winner at the end of the race will be the winner for wagering purposes.

GOLF RULES

1. Unless otherwise specified, all wagers are “action” regardless if golfer starts the tournament; no refunds, except for match-up proposition.
2. All golfers in a match-up must tee off to start the tournament for full tournament match-ups or round for individual round match-ups, or that match-up is "no action."
3. Golfer with the lower score wins the match-up (with equal rounds played).
4. If one golfer continues play after his opponent has missed the cut, withdrawn (WD) or been disqualified (DQ), the golfer who continues play wins his match-up.
5. If both golfers in a match-up are in a play-off, the winner of the play- off wins match-up.

TENNIS RULES

1. Unless otherwise specified, all wagers are “action” regardless if player starts the tournament; no refunds, except for match-up proposition.
2. For match-ups, both players must start the match and complete at least one full set for “action.”
3. For game handicap and total games wagers, the match must be fully completed for “action.” Retirements or disqualifications void all wagers.

PAYOUT

Calculations for wager types are as follows:

1. **Money line payoff** – The money line is expressed as a 3-digit number. For example, -150 means a player must bet $150 for every $100 they wish to win, and multiples thereof. Or, +140 means a player will win $140 for every $100 bet.
2. **Point spread payoff -** Bets on the point spread are offered at 11 to 10 odds, unless otherwise stated. For example, a player must bet $11 to win $10, or $110 to win $100.
3. **Parlay payoff –** Parlay payout is determined by multiplication of odds of all selections in the parlay.
4. **Teaser payoff –** Off the board teaser pay charts are posted alongside the house rules.

PARLAY & TEASER RULES

1. Management reserves the right to cap parlay payout odds at 2,500/1
2. Teasers pay in accordance with the pay table.
3. Final calculations are rounded down to the nickel.
4. Teaser pay tables are posted alongside the house rules.

PARLAY CARD RULES

1. Management reserves the right to refuse any wager or delete any game prior to acceptance of wagers.
2. All house wagering rules apply unless otherwise stipulated on this card.
3. All games/events must be played with seven (7) days of the originally scheduled date of action.

<u>Half Point Parlay Card</u>

1. Minimum bet - $2.00. Maximum bet subject to the approval of Management.
2. Tickets must have a minimum of 3 propositions in action or the wager is void and the wager amount will be refunded. Ties are considered “no action” and reduce to the number of propositions with action.
3. All player propositions require the listed player to play at least one play for action. In the event the player does not play the proposition is considered no action, and the odds reduce to the level applicable to the number of propositions with action.

4. The maximum aggregate payoff for the week [or "day" if applicable] on all parlay cards of this type is $250,000 plus twice the amount wagered on all parlay cards of this type for the same day. If amounts to be paid exceed the maximum payoff, winners will be paid in proportion to the amounts won.

Progressive Parlay Card

1. Card has a progressive prize jackpot. The card will contain 15 propositions. Customers must select 15 winning propositions to win the progressive jackpot. Multiple winners with 15 correct picks will divide the progressive jackpot equally. Tickets must have 15 propositions wagers on or the wager is void and money will be refunded.
2. The wager is $5.00 per progressive parlay card.
3. The minimum amount of the progressive jackpot will be stated on the card.
4. 70% of all money wagers will be added to the progressive jackpot, rolling over to the following week if no winners.
5. In the event of a canceled game or any selection which results in no action as determined by these House Rules, there will be no winner of the progressive jackpot. In the event of canceled game(s), all tickets finishing with a perfect record (all remaining selections are winners) will share a $5,000 consolation prize.
6. Point spread displayed at the time the wager is accepted are used in the determination of winners and losers if applicable; in the event of a tie, both propositions will be considered as a winner.
7. Winning tickets will be paid starting at 12:00 P.M. the day following the last proposition on the progressive parlay card.
8. If the progressive jackpot is not won on the final day of the regular professional football season (week 17), it will be carried over to the following professional football season (week 1).
9. All winnings are subject to I.R.S. reporting and withholding rules.

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INPLAY SPECIFIC RULES

INPLAY WAGERS

1. When wagering on "InPlay", if the price or line has moved against the player's request, the wager will not be consummated but instead will be re-offered at the new odds.
2. When wagering on "InPlay", if the price or line has moved in the player's favor, the wager will be automatically consummated at the improved odds without notification to the player of the improved price.

PRO FOOTBALL/COLLEGE FOOTBALL

1. Overtime counts unless otherwise specified. Overtime will not count in any bets involving specific halves or quarters.
2. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
3. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first half wager is action if a game is postponed in the second half; whereas a 4th quarter wager is void if the game is postponed in the 4th quarter.
4. Unless odds are quoted for a tie, any market in which the result is a wagering tie will be refunded.

PRO BASKETBALL/COLLEGE BASKETBALL

1. Overtime counts unless otherwise specified.
2. All basketball games must be fully completed for full-game wagers to be considered action. Any games canceled or postponed before completion will be void.
3. Any part-game wagers are action upon completion of the specified period. For example, a first quarter wager in a game postponed in the 2nd half is action; whereas a 3rd quarter wager in a game postponed during the 3rd quarter is void.
4. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

BASEBALL

1. For all full-game wagers on baseball 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 for action.
2. For all specific inning or combined inning (e.g. first 5 innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th Inning where a game is postponed in the 7th is action; whereas if the game were to be called at any time during the 5th, the wager is void (regardless if a run has already been scored).
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

HOCKEY

1. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
2. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first period wager is action if a game is postponed in the third period; whereas a 2nd period wager is void if the game is postponed in the 2nd period.
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

SOCCER

1. For all soccer betting, unless otherwise specified, the score at the end of regulation time (90 minutes plus any added injury minutes) will be deemed the final score and used to settle all markets. Goals scored in “Extra Time” or during “Penalty Shoot Outs” do not count.
2. Bets for all markets stand provided the game goes 90 minutes and an official result is declared, unless otherwise specified.
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded. For example, when betting on MONEY LINE LIVE, the tie option is deemed the winner in the event of a drawn game.

TENNIS

1. If a player is disqualified or retires from a match; all wagers placed on full-match markets are void.
2. If a match is suspended after play has commenced, all full-match wagers are action if the match is completed within one-week. If a suspended match is not rescheduled or the scheduled number of sets not completed within one week, wagers are void.
3. For part-match wagering (e.g. game and set betting), wagers are considered action upon the completion of the specified period; for example, 1st set wagers are action upon the completion of the 1st set.