

SPORTS BOOK



SPORTS BETTING
HOUSE RULES

SPORTS BETTING HOUSE RULES



Colville Gaming LLC

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Definitions

Action – The wager is accepted

Completed – Event is finished

Cover – To win by more than the point spread

Decision – Refers to fighting events getting decided by the judges

Draw – Tie

Head to Head – Team/ Player vs. another Team/Player

In-Play – Wagers placed after the event has started

Including Overtime – Wager includes overtime and any points scored in overtime

KO – Knockout

Line – Point spread

No Contest – Neither side of a wager is declared a winner

Off The Board – Event which a wager is not available

Opening Line – The earliest line posted for a specific event

Push – When an event end with no winner or loser for wagering purposes (event end in a “tie”)

Refund – Return on the original wager amount

Run Line – Wager that requires a team to win or lose by a certain margin

The Cut – Refers to if players/teams remain in the event after a predetermined amount of time

Tie – No Winner is declared

To Advance – Players/Teams move on to the next round

Totals – Combined points scored in an event

Wagering Tie – The betting market list a “tie” option

The Field – Includes any participant who is not listed on the odds boards.

TYPES OF BETS:

Spread Bet: A wager on a single game with a point spread. Simply cover the spread to win.

Money Line Bet: A bet on a specific team to win, without a point spread to cover.

Over/Under Bet: Betting that the total combined score of both teams will be over or under a set number.

Future Bets: Wagers placed on a contest at a later date.

Parlay Bets: Combining multiple single bets into one big bet for a larger payout.

Teaser Bets: Combining multiple single bets into one big bet, with the ability to alter the point spread.

Round Robin Bets: A series of smaller parlays created from a larger list of bets.

Prop Bets: A wager not tied to the result of a contest.

How to Place a Sports Bet at the Kiosk

- Insert cash into the bill acceptor.
- Betting options will appear on the Kiosk screen. Select the game, betting amount, and bet type you would like to place.

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- Place bet and print ticket.
- If you win your bet, visit the betting counter and hand the Cashier your ticket to collect your payout.

Disclaimer: Sports Wagering may not be conducted on any Minor League Sport. Sports Wagering may not be conducted on any Collegiate Sport Event or Collegiate Athletic Event offered or sponsored by a Washington State Collegiate Institution.

Colville Gaming LLC is committed to supporting responsible gaming. If you or someone you know has a gambling problem, please call the Washington State Problem Gambling Helpline at 800.547.6133.

1. Colville Gaming LLC Sports Book House Rules

- a. Guest must be 18 years of age or older to place a sports wager.
- b. Guests should familiarize themselves with Colville Gaming LLC House Rules before placing a bet. By placing a bet, the guest acknowledges reading and understanding the 'House Rules'.
- c. Colville Gaming LLC reserves the right to refuse any wager, delete, or limit selections prior to the acceptance of any wagers.
- d. Please check your ticket for accuracy before leaving the Betting Kiosk. Leaving the Kiosk with the ticket is deemed an acceptance of the wager by both parties.
 - Ticket will not be altered or voided prior to the start of an event except at the discretion of management and with the approval of both parties.
 - Once both parties accept a wager, ticket will not be altered or voided after an event officially begins.
 - Tickets will expire 180 days after official results of event are posted.
- e. Management will make every effort to ensure the odds displayed on their screen are accurate.
 - Computer generated point spreads/odds shall determine winners, losers, ties and payout odds.
 - For the protection of all concerned, management will retain a record of all point spreads/odds in case of technical or human error.
 - All statistical and other data displayed on the sports book screens, wall boards, scratch sheets, etc. are for the convenience of our guests only. Maximum care is taken to ensure the accuracy of such information.
- f. Colville Gaming LLC will determine minimum and maximum wagers on all sports events.
- g. Colville Gaming LLC reserves the right to void or amend a wager that is a result of an obvious error with a misstated line or misstated odds of a wager or where the terms

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offered on a wager are materially different from those available to the general market at the time the wager is placed. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.

- h. Colville Gaming LLC reserves the right to add, change or delete the Sports Book payout ratio limits.
- i. Colville Gaming LLC is not responsible for lost, stolen, altered or unreadable tickets. Lost or stolen ticket claims will be paid upon presentation of supporting information or documentation. In the absence of such documentation Colville Gaming LLC reserves the right to wait at least 120 days after the conclusion of the event to make its decision regarding payment.
- j. Mail-in redemptions must be made in accordance with the instructions printed on the reverse side of the ticket. The operator is not responsible for tickets not mailed pursuant to the printed instructions or tickets lost in the mail.
- k. Management will make every reasonable effort to resolve disputes. Any unresolved dispute arising as a result of wagers accepted by Colville Gaming LLC shall be resolved as set forth in Tribal Internal Control standards. (6.6.6. TICS)
- l. Colville Gaming LLC reserves the right to add, change or delete the Sportsbook House Wagering Rules, subject to regulatory approval.

2. Action/Official Results

- a. All “games” (team contests) must be played on the date scheduled, to be considered “Action”, unless stipulated otherwise on guest wagering information sheets or odds display. Game start or conclusion times delayed or extended beyond midnight are not recognized as date changes for wagering purposes.
- b. “Events” including golf tournaments, boxing matches, mixed martial arts, tennis matches, auto races, track and field, and international tournaments (excluding Olympics) or events must be held within seven (7) days of scheduled date to be considered “Action”, unless stipulated otherwise on guest wagering information sheets or odds display.
- c. Management is not responsible for location changes. If a game or event is moved from original location, all wagers are “No Action.”
- d. For wagering purposes, unless otherwise stipulated on matches are official after: All – considered “Action” once the opening bell/buzzer sounds, regardless of the scheduled length of the bout. All fighting “pick the round” proposition wagers are “No Action” (Refunded) if the scheduled length of the bout is changed from the distance displayed by the sports book, or on guest wagering information sheets or odds display.
- e. All results are deemed final once the official agency (official sports body, commission, sanctioning organization, etc.) has posted the result. Subsequent inquiries and changes to official result will not affect the bet settlement after one hour or more of the conclusion of the event.

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- f. For betting purposes, the winner of an event or game will be determined on the date and approximate time of the event's conclusion according to house wagering rules. Colville Gaming LLC does not recognize suspended games, result changes one hour or more after the events conclusion, protests, or overturned decisions, etc.
- g. Minimum play requirements for betting purposes (unless stipulated otherwise on guest wagering information sheets or odds display, games are official after):
- Football (professional and college) - 55 minutes of play.
 - Basketball (professional) - 43 minutes of play.
 - Basketball (college) - 35 minutes of play.
 - Basketball (Women's) - 35 minutes of play.
 - Hockey (professional, college) - 55 minutes of play.
 - Soccer (professional) - 90 minutes of play.
 - Fighting, Mixed Martial Arts (professional) - When bell (buzzer etc.) is sounded signifying the start of the opening round the bout is considered official for betting purposes, regardless of the scheduled length.
 - Baseball (major league, 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. Postponed or Suspended games must go a minimum of five innings or four and one-half innings if the home team is ahead (also applies to seven-inning scheduled games). If a game goes past five innings and is subsequently Postponed or Suspended, the winner is determined by the score after the last full inning of play; except in a case in which the home team scores to tie or take the lead in the bottom-half of the inning in which the game is Postponed or Suspended, the runs do count.
 - All contests not listed above that involve a predetermined length of play, time limit, distance, etc. that are not reached, yet the event is called final by event officials with a winner declared, shall also be considered official for betting purposes, unless stipulated otherwise on guest wagering information sheets or odds display.
 - All other contests not listed above that involve a scheduled length of play or time limit must play to their conclusion or have five minutes or less than 10% of scheduled playing time remaining when the contest concludes to be considered official for betting purposes.
 - All halftime (first-half and second-half), quarter, period, set, etc. wagering propositions must be played to the conclusion of that portion of play to be considered "Action", and are independent of the game and other propositions. Soccer 1st half or 2nd half wagers must go at least 45 minutes to be considered "Action".
- h. Prop bets must go for the duration of the sports minimum play requirement.

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- i. Futures wagers will be graded within one calendar year of the official league start date, in the circumstances of delayed future wagers including but not limited to division/conference/finals etc., the date change will be considered action if completed within one calendar year of the official league start date.
- j. The odds that are displayed in the system at the time of wager will be the most current. Auxiliary displays will be updated as quickly as possible, if not automatically updated through the system.
- k. Guests will be notified of odds or line changes in the following manner:
 - Posted odds will be changed automatically on the electronic reader boards.
 - Posted odds will be changed manually on all handwritten sports board.
 - Non-posted events will be announced verbally within the premises of the Sportsbook Kiosk.
 - Posted changes will be updated within 10 minutes on the electronic reader boards or the handwritten sports boards.
 - Non-posted printed media will be updated on a weekly basis with the date of the latest issue.
- l. Both sides must start in any two-way matchup propositions
- m. 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). If a teaser has a leg that is deemed “No Action”, the teaser will reduce by one selection (i.e., 4-team teaser becomes a 3-team teaser, 2-team teaser becomes a refund).
- n. For season long player statistical leader and award futures players must play in at least one regular season game for “Action”.
- o. In the event of a tie or a “dead heat” the bet amount is divided by the number of players that are tied for that placing while the original odds stand. An example of this would be a \$100 wager placed on Golfer A at +200 to finish in the Top 5. If Golfer A ties with 4 other Golfers for 5th place the wager will be calculated by dividing the \$100 stake 5 times per Rules. Calculation: $\$20 \times +200 = \60

3. Auto Racing

- a. All future book wagers on Auto Racing are “Action” once Driver begins event unless stipulated otherwise on guest wagering information sheets or odds display.
- b. All participants in event match-up or Driver propositions must start the event, or that proposition is “No Action” and wager will be refunded.
- c. The winner of driver matchups and race propositions will be based on the official finish order.
- d. All auto race wagers are on drivers only; not on a team or car, unless stipulated otherwise on guest wagering information sheets or odds display.

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- e. Auto race results will be considered official for wagering purposes one hour after the events conclusion. At that time auto series recognized results and statistics will be used to determine all winners and losers. Subsequent changes will not be recognized.
- f. The field includes any driver who is not listed.

4. Baseball

- a. Baseball wagers are accepted in the following manner:
 - All bets are action, team against team regardless of starting pitcher. There are no listed pitchers.
 - One Specified Pitcher - A wager on or against one specific pitcher, regardless of another starting pitcher. Specified starting pitcher must throw first pitch or wager is deemed "No Action" and wager will be refunded.
 - Both Specified (Listed) pitchers - A wager that specifies both starting pitchers. Any variation constitutes "No Action" and wager will be refunded.
 - Note: Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the initial pitch.
- b. In the event of a pitcher(s) change prior to the start of a baseball game, money odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, "Action" and any still valid "Specified (Listed) Pitcher" wagers will be computed at the opening price established by management with the new pitcher.
- c. On Baseball five-inning wagers, both specified (Listed) Pitchers must start for "Action." For first five-innings wagers, if a game is suspended in the bottom of the fifth-inning with the home team ahead, all money line bets will be posted as official at the time of suspension, with the total being refunded.
- d. On baseball first-inning wagers, the first-inning must be completed for "Action".
- e. When wagering on "totals" (over/under), extra innings, etc., are counted in the final score, unless stipulated otherwise.
- f. All settlements are based on the results and statistics provided by the relevant league's governing body (e.g. Major League Baseball).
- g. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
- h. 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. 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 Postponed or Suspended; the runs do count.
- i. For all non-US professional leagues and college baseball and softball, wagers are "Action" regardless of starting pitchers. "Totals" and "run line" wagers are subject to the same game length rules as professional US baseball. The bottom team that is listed, does not necessarily bat last.

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- j. 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.
- k. If a game is suspended and continues to a conclusion the following day, then all bets will stand. Anything beyond 24 hours will result in a refund.
- l. If on the day of the events conclusion no winner is determined, minimum play requirements are not met or if "no contest" is declared, all wagers on that event will be considered "No Action" for betting purposes and wager will be refunded.
- m. For pro baseball regular season wins wagers, please check customer sheets for the minimum required games to be played for "Action".
- n. In the event that the All-Star Game does not go into extra innings but is decided by a Home Run Derby the Winner of the Derby will have one (1) run added to its score and this run will count towards the game total. Example of the Home Run Derby scenario: If the score is 3-3 after nine (9) innings the team winning the Home Run Derby will win the game 4-3.

5. Basketball

- a. All games must be fully completed for full game basketball wagers to be "Action". Pro must play a minimum of 43 minutes to be considered "Completed", College must play a minimum of 35 minutes to be considered "Completed".
- b. All first and second half, and quarter wagers must be played to their conclusion to be considered "Action".
- c. 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 third-quarter wager in a game postponed during the 3rd quarter is "No Action" and wagers will be refunded.
- d. Overtime is counted in the final score, unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
- e. Unless odds are quoted for a tie, any market where the result is a "Wagering Tie" will be considered "No Action" and wagers will be refunded.
- f. If a match starts on the scheduled start date and is not completed within 24 hours, it will be deemed "No Action".
- g. For 2nd Half Basketball Bets - For any bets in these markets, unless otherwise stated, Overtime will be counted when determining how the bets are settled.
- h. For pre-season, summer league and pro basketball All-Star games, games are "Action" if the league determines a result, no matter what the rule changes are pertaining to the individual games.

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- i. For pro basketball regular season wins wagers, please check customer sheets for the minimum required games to be played for "Action".

6. Boxing/MMA

- a. In "Fighting," a full round is defined as one in which the bell (buzzer, etc.) has sounded signifying the conclusion of such round. If a fighter is counted out or the bout officially stopped prior to the bell, that round is not considered a full round for wagering purposes. If a half round (one minute and thirty seconds of a three-minute round, 2 minute 30 seconds of a five-minute round) or other specified time is listed, the official time of the bout's conclusion, as determined by ring officials, will determine proposition winners and losers.
- b. If a boxing or mixed martial arts fight ends at exactly 1:30 of a 3:00 minute round or 2:30 of a 5:00 minute round, whereas the fight lands exactly on the listed total, over/under wagers will be considered "No Action" for betting purposes and wager will be refunded.
- c. On fighting and mixed martial arts "K.O." proposition wagers, "K.O." includes knockout, technical knockout, disqualification, or any other stoppage.
- d. For pick the knockout round wagers, if a fighter does not answer the bell for the next round, the previous round will be declared the winner. Knockout includes a technical knockout and disqualifications.
- e. On fighting and mixed martial arts "Decision" proposition wagers, "Decision" means the fight must go to the judge's scorecards to determine a winner, including a technical decision.
- f. On fighting and mixed martial arts "Draw" proposition wagers; "Draw" means fight must go to the judges' scorecards and be declared a draw; including a technical draw. In the event of a draw, wagers on who will win are "No Action".
- g. 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.
- h. All wagers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight.
- i. For settlement purposes, in case the match is interrupted for any reason in between rounds, e.g., retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round.
- j. In the event of a fight being declared a "no-contest", all wagers (including totals) on that fight will be considered "No Action", regardless of when the fight is stopped and wagers will be refunded.

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7. Football

- a. Games must be played on the date scheduled for “Action.” If a game is postponed or rescheduled to a later date, it will be deemed “No Action”.
- b. 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.
- c. Overtime counts unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
- d. Wagers for all partial-game markets are valid 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 fourth quarter wager is void if the game is postponed in the 4th quarter.
- e. Unless odds are quoted for a tie, any market where the result is a “Wagering Tie” will be considered “No Action” and wagers will be refunded.
- f. For second-half Football Bets - For any bets in these markets, unless otherwise stated, Overtime will be counted when determining how the bets are settled.
- g. Futures/Season Bets - NFL regular season win totals, and matchups are based on teams completing all 17 regular season games, and for CFL all 18 regular season games, College Football teams must play all scheduled regular season games for action.
- h. When wagering on football regular season win totals (college and professional), teams must play the exact number of games on their schedule for “Action”. If there is a change in opponent, if the team plays the originally scheduled number of games, those bets are still declared as “Action.” For college football regular season wins, conference championship and bowl games do not count towards the win total.
- i. For pro football championship game proposition wagers, please consult the customer sheets for all rules that govern specific bets.

8. Golf

- a. All bets referring to Tournament Performance (Winner, Place, Group Betting, Top Nationality, Individual Final Position, etc.) will be deemed valid as long as 36 holes have been completed by the eligible players, and an official result has been declared by the tournament organization.
- b. If a golfer withdraws before the start of a tournament all futures bets on that player will be “No Action” for betting purposes and wagers will be refunded unless otherwise specified.
- c. Wagers on players who start tournaments but either withdraw or are disqualified will be graded as losing wagers.
- d. Most holes played wins golf matchups. If holes are equal, then low score wins.
- e. If both golfers listed in a “head-to-head” match-up are involved in a 3-way (or more) playoff, either golfer involved must win the playoff to win that matchup, or proposition is “No Action” and wager will be refunded.

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- f. In "head-to-heads" based on the best finishing position in the tournament, in case one player misses the cut then the other player will be settled as the winner. If both participants fail to make the "Cut" the player with the lowest score at the "Cut" will be resulted as the winner.
- g. In the event of a tie or a "dead heat" the bet amount is reduced by the number of players tied for that placing while the original odds stand. An example of this would be a \$100 wager placed on Golfer A at +200 to finish in the Top 5. If Golfer A ties with 4 other Golfers for fifth place the wager will be calculated by dividing the \$100 stake 5 times per Rules. Calculation: $\$100 \div 5 = \20 * +200 = \$60.
- h. Tournament Group Betting: Winning bets must select the player who achieves the highest tournament placing from a selected group. In the event of any player in the group not teeing off, bets will be refunded. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.
- i. Round Leader Markets: Bets will be settled after the specific round has been completed. Dead heat rules apply.
- j. All future book wagers on Golf are "Action" once player begins event unless specified.

9. Hockey

- a. For wagers that specify "Including Overtime", in the event of a shootout in Hockey, the winner of the shootout will have one (1) goal added to its score and this goal will count towards the game total regardless of the number of shootout goals scored. For player yes-no goal scoring props, shootout goals do not count.
- b. 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.
- c. If overtime includes another period, the first team to score will win the game. This overtime goal scored will be included in the puck line wagers and total wagers that are only specified as "including overtime".
- d. For college hockey wagering purposes, regular season final scores will be determined by the rules of the particular conference. 3-on-3 and shootout results may not count towards the final score.
- e. Wagers for all partial 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 second period wager is void if the game is postponed in the second period.
- f. Unless odds are quoted for a tie, any market where the result is a "Wagering Tie" will be considered "No Action" and wagers will be refunded.

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- g. Futures/Season Bets – All bets stand on Outright, Conference and Divisional betting regardless of player movement, team movement, team name change or season length.
- h. Hockey player proposition wagers do include overtime, but not shootouts unless otherwise specified.
- i. For pro hockey regular season points wagers, please check customer sheets for the minimum required games to be played for “Action.”

10. Soccer

- a. For all goal line, money line, and total wagers, the score at the end of 90 minutes, plus injury time minutes, will be used to determine winning and losing tickets; extra time and penalty kick shootouts do not count, unless otherwise specified. For all first-half goal line, money line and total wagers, the score at the end of 45 minutes, plus injury minutes, will be used to determine winning and losing wagers.
- b. A Wager on a team “To Advance” will include the result of extra time and penalty kick shootouts to determine the winner of the match.
- c. Wagers will be decided based on the score at the referee’s final whistle at the match’s natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
- d. For 3-way wagering propositions: sides must win, lose or draw (each is a separate wagering interest).
 - If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be considered losing propositions.
 - Three Way wagers will be decided based on the score after 90 minutes of play and any added injury time
- e. Official league data will be used to determine all statistical wagering propositions, player proposition wagers and future book wagers. This may take up to one hour after the conclusion of the match to be settled.

11. Tennis

- a. If there is a walkover, retirement, disqualification, or abandonment at any time after the start of the match, the player progressing to the next round will be deemed the winner. If a match is abandoned before the match has begun, all bets are “No Action”.
- b. A tennis match is deemed to have started with the first server of the match.
- c. Any retirements or disqualifications before the completion of the match will result in the match being declared “No Action.”
- d. All future book wagers on Tennis are “Action” once player begins event unless stipulated otherwise on kiosks or sports book sheets.
- e. If a match is suspended after the match has started, all full game wagers are “Action” if completed within 7 days.

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- f. For partial-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.
- g. All tennis matches are “Action” regardless of a venue change, surface change, court type, or change of scheduling as long as they are fully completed.
- h. In a Doubles match, all bets will be declared “No Action” for betting purposes and wagers will be refunded if any of the stated players have been replaced at any time.

12. In-Play House Rules

- a. If games do not finish in their entirety, Handicap and Total “In-play” wagers will be refunded.
- b. Once an in-play wager is submitted, it will be considered “Action” and will not be voided.
- c. For partial-game wagering, wagers are considered “Action” upon the completion of the specified proposition.
- d. **Football**
 - Overtime periods count towards the point line, total, and money line for full game wagers, unless otherwise specified.
 - Unless odds are quoted for a tie, any market where the result is a “Wagering Tie” will be considered “No Action” and wagers will be refunded.
- e. **Basketball**
 - Overtime periods count towards the point line, total, and money line for full game and second half wagers, unless otherwise specified.
 - Unless odds are quoted for a tie, any market where the result is a “Wagering Tie” will be considered “No Action” and wagers will be refunded.
- f. **Baseball**
 - The event needs to go at least 8 and a half innings for the spread and totals markets to be “Action”. At least 6 and a half innings for a seven-inning game.
- g. **Hockey**
 - For In-play period wagers, the period must be played to its conclusion to have “Action.”
- h. **Soccer**
 - Wagers for all full-game propositions are valid providing at least 90 minutes of play plus added injury time by the officials has occurred, unless otherwise specified. Extra time or penalty kicks are not included.
- i. **Tennis**

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- If a player retires or is disqualified from a match before its completion; all wagers placed will be “No Action” for wagering purposes and wagers will be refunded.

13. Wager Information

a. Funding A Wager

Wagers at Colville Gaming LLC may only be funded in cash. All wagers are placed at the Sportsbook Kiosk using cash only.

b. Redeeming a winning bet

All winning bets must be redeemed at the Cashier’s Cage during normal hours of operation.

c. Maximum/Minimum Wager Limit

The maximum wager accepted at the Sportsbook kiosk is \$500 per wager. Minimum wager is \$5.00.

d. Cancellation & Voiding Wagers

Although Colville Gaming LLC works to ensure no errors are made in accepting sports betting wagers, due to technical or human error, a bet may be accepted that is an obvious error. An obvious error could be one of the following:

- The odds or terms offered are materially different from the general betting market when the bet was placed. In these instances, Colville Gaming LLC reserves the right to correct the odds and pay the winning bet at correct price as determined by Colville Gaming LLC or void any bets placed.
- If an event is offered in error, the scheduled start time is incorrect, or for any other reason Colville Gaming LLC may void these erroneous bets at its discretion and will provide explanation of why the decision to void was made after an investigation.
- Any other instances due to system or technical issues will be addressed individually.
- Guests shall verify that all information on their ticket is accurate before leaving the Sportsbook Kiosk. Unless agreed upon by both parties, and at the discretion of Colville Gaming LLC, no ticket will be altered or voided prior to the start of the event.
- All future wagers are “Action” if winner is officially declared, unless otherwise posted or noted on printed media.
 - o The field includes any participant who is not listed.
- Bets are not accepted at terms other than those posted.

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14. Voids/Cancellations

Colville Gaming LLC reserves the right, at its own discretion, to declare a bet void, totally or partially, if it is obvious that any of the following circumstances have occurred:

- Bets have been offered, placed and accepted due to an Error.
- Bets placed while the website was encountering technical problems that would otherwise not have been accepted.
- Influence Betting - An act, prohibited by the Operator, where a customer, or parties acting in association with a customer, can influence the outcome of a match or an event - directly or indirectly.
- Syndicate Betting - A group of bettors who work together, sharing handicapping and profits from the team's bets.
- A result has been affected by illegal activity- directly or indirectly.
- Any erroneous pre-game wagers accepted after the scheduled start time.
- Any erroneous live-game wagers accepted at an incorrect price due to delayed or failing of the 'Live' coverage.
- All voids will be processed through the system, no manual voids will be processed.

15. Pay Charts

6 Point Football Teaser Pay Table - Totals Included							
2	3	4	5	6	7	8	
-125	+150	+250	+400	+600	+900	+1250	
TIES REDUCE TO NEXT LEVEL							
6.5 Point Football Teaser Pay Table - Totals Included							
2	3	4	5	6	7	8	
-140	+140	+200	+350	+500	+800	+1100	
TIES REDUCE TO NEXT LEVEL							
7 Point Football Teaser Pay Table - Totals Included							
2	3	4	5	6	7	8	
-150	+120	+180	+300	+425	+650	+900	
TIES REDUCE TO NEXT LEVEL							
5 Point Basketball Teaser Pay Table - Totals Included							
2	3	4	5	6	7	8	
-120	+140	+200	+350	+500	+700	+1000	
TIES REDUCE TO NEXT LEVEL							
5.5 Point Basketball Teaser Pay Table - Totals Included							
2	3	4	5	6	7	8	
-125	+135	+190	+300	+450	+650	+900	
TIES REDUCE TO NEXT LEVEL							
6 Point Basketball Teaser Pay Table - Totals Included							
2	3	4	5	6	7	8	
-140	+120	+180	+280	+400	+600	+800	
TIES REDUCE TO NEXT LEVEL							

- Odds are for Football and Basketball based on -110.
- Max "Off the Board" payout on any parlay or teaser is 299 to 1.
- In the event of a tie or "No Action," parlay is reduced to next lower number of parlays.
- Acceptance of all parlays is at the discretion of management.

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- a. Money line payoff – The money line is expressed as a three-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.
 - 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.
 - Parlay payoff – Parlay odds are calculated by multiplying odds of each leg within a Parlay, the Parlay will ignore that selection.
- b. Payouts (Rounding)
- All payout calculations for Retail/Kiosk bets are rounded to the nearest nickel.
 - Rounding of the payout of all cash-equivalent bets to the nearest nickel are 1 cent and 2 cent amounts to be rounded down to 0 cents.
 - 3 cent and 4 cent amounts rounded up to 5 cents.
 - 6 cent and 7 cent amounts rounded down to 5 cents.
 - 8 cent and 9 cent amounts rounded up to 10 cents.
 - Rounding is applied to all bet types and amounts applicable to wagers refunded due to them being cancelled, voided, or pushed bets.

16. Calculating Parlay Payout

Straight Bets pay 10-11 unless posted or specified otherwise on printed media. In the event of a tie in a straight wager, wager is considered “No Action” and money is refunded.

All parlays are based on a True Odds format. This is calculated by multiplying the decimal equivalent of each event by the amount wagered.

PARLAY ODDS (-110)

2 TEAMS 2.64 - 1

3 TEAMS 5.95 - 1

4 TEAMS 12.28 - 1

5 TEAMS 24.35 - 1

6 TEAMS 47.41 - 1

7 TEAMS 91.42 - 1

8 TEAMS 175.44 - 1

Negative odds (odds with minus sign) are converted in following way; divide 100 with the odd value (for -110 value is 110) and then add 1 to the result.

Example: $1+(100/110) = 1.91$

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Odds equivalent to one dollar

American odds	Decimal odds
-105	1.952
-110	1.909
-120	1.833
-130	1.769
-140	1.714
-150	1.667

If the odds are positive (odds with a plus sign) the formula is as follows (divide positive odd value with 100 and then add 1 to the result.

Example: $(+110/100)+1 = 2.100$

American odds	Decimal odds
+105	2.050
+110	2.100
+120	2.200
+130	2.300
+140	2.400
+150	2.500

A maximum payoff limit of 299-1 is paid on parlays "off the board". In the event of a tie or "No Action," parlay is reduced to next lower number of parlays. Acceptance of all parlays is at the discretion of management.

17. Lost Ticket Policy

Colville Gaming LLC is not responsible for lost or stolen ticket. If the rightful owner of a lost ticket can be confirmed by Colville Gaming LLC a payment may be processed.

18. Parlays & Teasers

Parlays

- Tickets consisting of all money line wagers that are not -110, are determined using standard money line calculations.
- Combination parlays are figured by first referring to the pay table, then applying the result to the standard money line calculations when not the standard -110.
- All parlay bets placed are subject to the sportsbook house rules that apply to each individual sport that relates to any leg of any parlay bet.
- Off-the-board maximum parlay payoff limit is cap at 299/1.

Teasers

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- e. Pushes and refunds in an off-the-board teaser wager cause the wager to reduce to the payoff bracket representing the number of remaining teams, if only one (1) team remains the bet becomes a refund.

19. Prohibited Participants

- a. Persons under 18 years old.
- b. Any guest on the Master Exclusion List
 - In accordance with Colville Tribal Code 6-5 Gaming section 6-5-300(h); During any period of exclusion, such excluded person shall not be eligible to claim any prize or participate in any promotion sponsored by the Gaming Enterprise or conducted in a Gaming Facility and if such excluded person shall enter any Gaming Facility and participate in any gaming activity or promotion, any wager, prize, or jackpot for which he/she would otherwise be eligible shall be null and void.
- c. Self-excluded guests
- d. Persons placing a wager as an agent or proxy.
- e. Athletes, Proxy, or any Sport's Governing Body whose performance may be used to determine, in whole or in part, the outcome of such wagering
- f. Any person who is an athlete, coach, referee, player in or on any sports event overseen by that person's sport's governing body.
- g. Any person who holds a position of authority or influence to persuade the participants in a sporting contest, including, but not limited to coaches, managers, handlers, or athletic trainers.
- h. Any person with access to certain types of exclusive information on any sports event overseen by that person's sport's governing body based on publicly available information or based on a list provided to the Colville Tribal Gaming Commission by a sport's governing body.
- i. Any person which the Gaming Operation knows or reasonably should know, is placing a wager by, or on behalf of a Prohibited Sports Wagering Participant.
- j. Any person whose participation may undermine the integrity of wagering on a sports event itself, or any person who is prohibited for other good cause.
- k. Please refer to Team Member Gambling Procedures.

20. Prohibited Activities

- a. The Gaming Operation may not accept any sports wagers on a collegiate sport or athletic event offered or sponsored by a Washington Collegiate Institution.
- b. The Gaming Operation may not accept any sports wager on a Minor League sport.
- c. Sports wagers are not transferrable between guests.

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- d. No Gaming Operations Team Member may advise or encourage guests to place a sports wager of any specific type, kind, subject, or amount. This restriction does not prohibit general advertising, promotional activities, or answering general questions about sports wagers.
- e. The Gaming Operation will not knowingly accept a sports wager on an event where the outcome has already been determined (past posting).

21. Guest Questions and Complaints

- a. In the event that a customer has a dispute involving a placed wager, or the way in which a bet or market type has been settled, Colville Gaming LLC is responsible for receiving and addressing any guest disputes.
- b. Guest questions or complaints can be sent to <https://colvillecasinos.com/>. In addition, guests may call (800) 559-4643 and ask to make a Sportsbook question or complaint request. All requests will be responded to within ten (10) business days.
- c. Colville Gaming LLC will attempt to resolve any disputes with the guest, however if a resolution cannot be reached the Sportsbook will notify the Colville Tribal Gaming Commission.

22. Acceptance of Disclosed Terms and Liabilities

- a. You hereby accept that by using the services, there is a risk that you may, as well as winning money, lose money. You agree that your use of the services is at your own risk and Colville Gaming LLC and affiliated parties accept no responsibility and shall not be liable for any consequences that are alleged to have occurred through your use, or misuse, of the services.
- b. Colville Gaming LLC and affiliated parties are not liable for any failure of equipment/ software and or loss by any act of God, power failure, disputes that may affect the placing of wagers/bets.
- c. Colville Gaming LLC and affiliated parties reserve the right to cancel or suspend the services without incurring any liability.
- d. Guests agree that these house rules have been read and accepted prior to the submission of any wagers.
- e. The sports and/or markets listed in these house rules may not be currently available in your jurisdiction, therefore will not be available for wagering.