Catawba Two Kings House Rules

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PATRON ACCESS TO THE RULES OF THE GAMES; GAMING GUIDE

Two Kings Casino shall maintain at its sports wagering lounge or some other area accessible to patrons, a printed copy of the complete text of the rules of all authorized sports wagering and all other information required to be made available to the public. This information shall be made available to the public for inspection upon request.

TWO KINGS CASINO SPORTSBOOK HOUSE WAGERING RULES – RETAIL

1. Game Rules Tickets and Wagers

a. Prior to making a sports wager, the bettor represents that: 1) the bettor is not a participant, referee, official, coach, team owner, or employee or immediate relative of any of the foregoing and 2) has no non-public, confidential information that may have a material effect on the outcome of the event.
b. Patron must be 21 years of age or older to place a sports wager.
c. Patrons should familiarize themselves with Catawba Two Kings House Rules before placing a bet. By placing a bet, the patron acknowledges reading and understanding the 'House Rules'.

Catawba Two Kings House Rules

d. Catawba Two Kings reserves the right to refuse any wager, delete, or limit selections prior to the acceptance of any wagers.
e. Catawba Two Kings reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected and subsequently void any wagers placed on the affected events and markets.

f. Please check your tickets for accuracy before leaving the betting window/kiosk. Leaving the window/kiosk with the ticket is deemed an acceptance of the wager by both parties.
    - Tickets 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, tickets will not be altered or voided after an event officially begins.
    - Tickets will expire 180 days of event start date.
g. 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 and 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 patrons only. Maximum care is taken to ensure the accuracy of such information.
    - Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
h. Catawba Two Kings will determine minimum and maximum wagers on all sports events, in accordance with applicable law.
i. Catawba Two Kings 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 offered on a wager are materially different from those available that are considered to be reasonable or normal for the sporting event at the time the wager is placed. All accepted wagers will be voided and refunded. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.
j. Catawba Two Kings reserves the right to add, change or delete the Sports Book payout ratio limits.
k. Catawba Two Kings 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 The Casino reserves the right to wait at least 120 days after the conclusion of the event and/or racing meet to make its decision regarding payment.
l. All disputes (see above) and redemptions will be addressed within seven (7) calendar days from the date of receipt. All such disputes and redemptions must be sent by mail, in a self-addressed envelope along with supporting documentation, to the address below:

Two Kings Casino
Attn: Sports Book
538 Kings Mountain Blvd.
Kings Mountain, NC 28086

m. Catawba Two Kings reserves the right to add, change or delete the Sports Book House Wagering Rules, subject to regulatory approval.
n. Two Kings Casino will accept cash, sports wagering cash vouchers and winning sports wagering tickets as a methods of funding wagers.
o. Winning tickets over $25,000 may be delayed for 24 hours to allow verification of the wager and funds.
p. Winning tickets may be mailed in for redemption. See the wagering ticket for mail-in collection instructions and address.
q. Two Kings Casino will only accept a wager if the outcome of the event and the score of the event will be reported in newspapers of general circulation; in the official, public records maintained by the appropriate league or governing body; or in other common media outlets (including, but not limited to, ESPN)

2. Action/Official Results

a. Except as noted below or otherwise specified, all events must be held within seven (7) days of the scheduled date to be considered "action." For example, if a game is postponed on a Thursday, it must be completed by the following Wednesday.
b. An abandonment is where a match is halted before the completion of the allocated match time and not played out to conclusion on the same day. Markets which have been determined at the time of abandonment (i.e., the outcome has already been decided) such as “First Team to Score,” “First goalscorer,”, etc. will stand. The market must be fully determined for bets to stand.
c. Football: in case of abandoned or postponed matches all undecided markets are considered void unless the match continues within the same weekly schedule (please, note, that weekly schedule does not mean a timeline of a “week”). For example, for NFL the weekly schedule would be the timeline of Thursday through Wednesday local stadium time.
d. Basketball, Boxing, Hockey, Mixed Martial Arts and Soccer 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”, unless otherwise specified. Game start or conclusion times delayed or extended beyond midnight are not recognized as date changes for wagering purposes.
e. For Soccer and Baseball and unless otherwise specified, if a match is suspended/postponed and is continued within 48 hours of the previous scheduled start time, then all bets will be considered “action” and settled with the final result. If the match is not started within 48 hours, then all undecided bets are considered “no action/void.” unless stipulated otherwise on guest wagering information sheets or odds display.

Catawba Two Kings House Rules

f. 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 7 days of scheduled date to be considered "Action", unless stipulated otherwise on guest wagering information sheets or odds display.
g. Management is not responsible for location changes. If a game or event is moved from original location, all wagers are "No Action".
h. 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.
i. 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.
j. For betting purposes, the winner of an event or game will be determined on the date and approximate time of the events conclusion according to house wagering rules. The Catawba Two Kings does not recognize suspended games, result changes one hour or more after the events conclusion, protests, or overturned decisions, etc.
k. Minimum play requirements for betting purposes (unless stipulated otherwise on guest wagering information sheets or odds display, games are official after):
    - Baseball (major league, minor league, college, 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. 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.
    - Basketball (professional) – 43 minutes of play.
    - Basketball (college) – 35 minutes of play.
    - Basketball (Women's/International) – 35 minutes of play.
    - Fighting, Mixed Martial Arts (professional and amateur) – 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.
    - Football (professional and college) - 55 minutes of play.
    - Hockey (professional, college, amateur) – 55 minutes of play.
    - Soccer (professional and amateur) - 90 minutes of play.
    - Australian Rules Football – 75 minutes of play
    - Handball – 60 minutes of play
    - Lacrosse (college/pro) – 55 minutes of play

- Rugby League/Rugby Union – 80 minutes of play
- Volleyball (college/pro) – Match must be fully completed for action
- 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 (1st half and 2nd 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".

l. Prop bets must go for the duration of the sports minimum play requirement.
m. For Proposition bets the player must play for "Action"
n. 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.
o. Both sides must start in any two-way matchup propositions
p. 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**).
q. For season long player statistical leader and award futures platers must play in at least one regular season game for "action".
r. 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*+200=$60

Sporting Event Rules

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. In driver matchup propositions, all drivers involved in any matchup must start or the wager is deemed "no action."
d. The winner of driver matchups and race propositions will be based on the official finish order.
e. 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.
f. Auto race results will be considered official for wagering purposes upon conclusion of post-race inspection. At that time auto series recognized results and statistics will be used to determine all winners and losers. Subsequent changes will not be recognized.
g. The field includes any driver who is not listed.
h. When wagering on auto race over/under cautions, lap leader or lead change propositions, all scheduled laps must be run for “Action”, unless stipulated otherwise on guest wagering information sheets or odds display

Baseball/Softball

a. Baseball wagers are accepted in the following manner:
    i. All bets are action, team against team regardless of starting pitcher. There are no listed pitchers.
b. On baseball first inning wagers, the first inning must be completed for “Action”.
c. On baseball first 5 inning Moneyline wagers the game must go 5 complete innings or 4 ½ innings with the home team winning for action.
d. When wagering on “totals” (over/under), extra innings, etc., are counted in the final score, unless stipulated otherwise.
e. All settlements are based on the results and statistics provided by the relevant league’s governing body (e.g., Major League Baseball).
f. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
g. 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.
h. 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.
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.

j. 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.
k. When wagering on softball "totals" or "run lines", the game must go at least the regulation seven innings (six and one-half innings if the home team is ahead). If the game goes past regulation innings into extra 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 complete their turn at bat in the bottom half of an extra-inning game, the score reverts to the previous full inning of play, unless the home team scores to tie the game, in which then the score will be determined at the point of suspension.
l. For the World Baseball Classic or any other games that are called due to the mercy rule, "totals" and "run lines" are considered "action".
m. Unless odds are quoted for a tie, any sporting event wager where the result is a wagering tie, those bets will be refunded.
n. For pro baseball regular season wins wagers, please check customer sheets for the minimum required games to be played for "action".
o. 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.

Basketball

a. All games must be fully completed for full game basketball wagers to be "action". NBA must play a minimum of 43 minutes to be considered "completed". College, WNBA and International 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 1st 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.
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 sporting event wager where the result is a wagering tie, those bets 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 on these events, 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.
i. For pro basketball regular season wins wagers, please check customer sheets for the minimum required games to be played for "action".

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 bouts 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 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.

Football

a. Games must be played at the venue specified for “action.”
b. In case of abandoned or postponed matches all undecided markets are considered void unless the match continues within the same weekly schedule (please, note, that weekly schedule does not mean a timeline of a “week”). For example, for NFL the weekly schedule would be the timeline of Thursday through Wednesday local stadium time.
c. Wagers for all full-game events stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
d. Overtime counts unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
e. Wagers for all partial-game events are action upon the completion of the specified period. For example, a 1st half wager is action if a game is postponed in the 2nd half; whereas a 4th quarter wager is void if the game is postponed in the 4th quarter.
f. Ties will be posted as “refunded” unless a specific tie game wager has been accepted.
g. For 2nd Half Football Bets - For any bets on these events, unless otherwise stated, Overtime will be counted when determining how the bets are settled.
h. 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.
i. 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.
j. For pro football championship game proposition wagers, please consult the customer sheets for all rules that govern specific bets.

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 will be action 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.
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. All future book wagers on Golf are "Action" once player begins event unless specified.
    a. 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 5th place the wager will be calculated by dividing the $100 stake 5 times per Rules. Calculation: $20*+200-$60
    b. 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.
    c. Round Leader Markets: Bets will be settled after the specific round has been completed. Dead heat rules apply.

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 events 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 1st period wager is action if a game is postponed in the 3rd period; whereas a 2nd period wager is void if the game is postponed in the 2nd period.
f. Tie's will be refunded unless the event on which wager was placed provides three-way wagers (where odds are quoted for a tie), or a specific tie game wager has been accepted.
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".

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. "1st Goalscorer & correct score" - Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals. "Anytime Goalscorer & correct score" - Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals.

f. Yellow&Red Cards for non-players (already substituted players, managers, players on bench) are not considered as well as cards shown after the final whistle.
g. 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.

Tennis/Table 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 serve of the match.
c. All future book wagers on Tennis are "Action" once player begins event unless stipulated otherwise on kiosks or sports book sheets.
d. If a match is suspended after the match has started, all full game wagers are "action" if completed within 48 Hours.
e. 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.
f. 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.
g. In a Doubles match, all bets will be declared void if any of the stated players have been replaced at any time.

Australian Rules Football

a. Match must be played on scheduled day for "action"
b. Matches must go at least 75 minutes for 'action"

Cricket Rules

a. One day matches must be completed on the scheduled day for "action".
b. Test matches must be completed within seven days of the start of the match.
c. If a ball is not bowled during a competition, series, or match, then all bets will be declared "no action".
d. If a match is shortened by weather or otherwise, winning bets will be determined by the official competition rules. Match results may be determined by the Duckworth-Lewis-Stern method in the event of interruption due to weather or other circumstances.
e. Bowl-offs and super-overs count towards the result of a match unless otherwise stated.

Catawba Two Kings House Rules

Darts Rules

a. Matches must be played within seven days of the scheduled date for “action”.
b. If a match is shortened or not completed, the player progressing to the next round in a knockout competition will be deemed the winner for wagering purposes.
c. In a matchup, both players must start, or the match will be declared “no action.”

Esports

a. If there is a change to the scheduled number of games or maps played in the match, bets placed on these events will stand.
b. If there is a change in the venue for a match, bets placed on these events will stand.
c. If there is a change in the team members in the match, bets placed on these events will stand.
d. If a player participates in an official match with a different/wrong nickname bets placed on these events will stand unless it is clear that it was not the player that was supposed to play the match.
e. If the name of a player or team has been spelt incorrectly, bets placed on these events will stand.
f. If a match is postponed or re-scheduled, bets placed on these events will stand, provided, the match is played before the end of the competition.
g. If a match is postponed and not played the end of the competition, bets placed on these events will be void.
h. If a player or team is given a walkover on at least one game or map before the match starts, bets placed on these events will be void
i. If a player or team is given a bye into the next round before the match starts, bets placed on these events will be void
j. If a player or team is disqualified or retires from the match, bets on these events will be settled on the player or team determined as the winner by the official rules of the respective governing body.

Handball Rule

a. Matches must be held on the scheduled date for “action”. Any change in venue will result in a match being declared “no action” unless otherwise specified.
b. Matches must go at least 60 minutes for “action”
c. Goals scored in overtime and penalty shootouts count towards the final score.

Lacrosse Rules

a. Matches must be played on the scheduled day for “action”.
b. Overtime/extra time counts in all wagers unless otherwise specified.

Catawba Two Kings House Rules

Rugby League and Rugby Union Rules

a. Matches must be played on the scheduled day for "action".
b. Overtime/extra time counts in all wagers, unless otherwise specified.

Volleyball Rules

a. Matches must be played on the scheduled day for "action".
b. Matches must be fully completed for "action".

Wrestling Rules

a. For dual meets a match must be held in all 10 weight classes for "action"
b. Meets must be held on the scheduled day and site for "action"

Olympics

a. All events will be settled based on the official International Olympic Committee podium results.
b. Wagering on the Championship Medal Counts will be settled following the final event and according to the podium results.
c. If an event is postponed during the Olympics, wagers will stand as long as the event is completed prior to the closing ceremony.
d. For an event with a time limit, the full time of the game must expire for a wager to be considered "action".
e. In head-to-head match, best time/score is the winner
Medal Winners
f. Medal winners are considered "action", when awarded their medal at the podium

In-Play House Rules

- If games do not finish in their entirety, Handicap and Total "In-play" wagers will be refunded.
- Once an in-play wager is submitted, it will be considered "action" and will not be voided.
- For partial-game wagering, wagers are considered "action" upon the completion of the specified proposition.

Football

- Overtime periods count towards the point line, total, and money line for full game wagers, unless otherwise specified.
- Ties will be refunded.

Basketball

- Overtime periods count towards the point line, total, and money line for full game and second half wagers, unless otherwise specified.
- Ties will be refunded.

Baseball

- The event needs to go at least 8 ½ innings for the spread and totals wagers on these events to be "action". At least 6 ½ innings for a seven-inning game

Hockey

- For In-play period wagers, the period must be played to its conclusion to have "action".

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.

Tennis

- If a player retires or is disqualified from a match before its completion; all wagers placed will be refunded.

Wager Information

a. Funding A Wager

Wagers at Catawba Two Kings may only be funded in cash or with funds from a winning sports betting ticket or voucher. All wagers are placed at the Sportsbook Kiosks after cash or a winning ticket or voucher has been inserted/scanned.

b. Redeeming a winning bet

- All winning bets must be redeemed for cash at the Cashier's Cage during normal hours of operation.
- Winning tickets may be mailed in for redemption. See the wagering ticket for mail-in collection instructions and address.

c. Maximum/Minimum Wager Limit

- The minimum wager accepted at a sports betting kiosk is $5.00 with a maximum wager of $500 per wager.
- Wagers over $500 will be accepted at the cage. The maximum wager at the cage is determined by management based on risk.
- Any request to place a wager over the predetermined maximum must be approved by the President or Vice President.

- Patrons are limited to placing no more than three (3) wagers with identical odds on the same event via self-service kiosks. Any additional wagers of this nature must be placed with a cashier.

Cancellation & Voiding Wagers

Although Catawba Two Kings 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 and reasonable betting lines when the bet was placed. In these instances, Catawba Two Kings reserves the right to correct the odds and pay the winning bet at correct price as determined by Catawba Two Kings or void any bets placed.
- If an event is offered in error, the scheduled start time is incorrect, or for any other reason Catawba Two Kings 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.
- Patrons 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 Catawba Two Kings, 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.
    - The field includes any participant who is not listed.

Voids/Cancellations

Catawba Two Kings 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:

a. Bets have been offered, placed and/or accepted due to an Error.
b. Bets placed while the kiosk or betting terminals are encountering technical problems that would otherwise not have been accepted.
c. Influence Betting defined as bets made to purposefully move or change the odds offered on a specific event
d. Syndicate Betting defined as a group of wagers done by either an individual or group of affiliated individuals made purposefully to move or change odds offered on a specific event or outcome. Furthermore, wagers used to collectively mitigate odds risks for the syndicated group.
e. A result has been affected by illegal activity- directly or indirectly.
f. Any erroneous pre-game wagers accepted after the scheduled start time.

g. Any erroneous live-game wagers accepted at an incorrect price due to delayed or failing of the 'Live' coverage.

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

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.

Calculating Teaser Payout

Calculating Teaser Payout

Football Teaser

Teams	6	6.5	7
2	-135	-142	-155
3	140	130	120
4	240	200	180
5	380	330	280
6	500	450	400
7	800	700	600
8	1000	900	800

Basketball Teaser

Teams	5	5.5	6
2	-120	-125	-140
3	140	135	120
4	200	190	180
5	350	300	280
6	500	450	400
7	700	650	600
8	1000	900	800

Lost Ticket Policy

Catawba Two Kings are not responsible for lost or stolen tickets. If the rightful owner of a lost ticket can be confirmed by Catawba Two Kings a payment may be processed.

Catawba Two Kings House Rules

Parlays & Teasers

Parlays

a. 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.
b. Off-the-board maximum parlay payoff limit is cap at 299/1

Teasers

a. 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 1 team remains the bet becomes a refund.

Prohibited Participants

a. Persons under 21 years old.
b. Persons placing a wager as an agent or proxy.
c. Any person who is an athlete, coach, referee, player in or on any sports event overseen by that person's sport's governing body.
d. Any owner, member or employee of a team, participant. coach, referee, athletic trainer, or official (or immediate relative of any of the foregoing)
e. 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.
f. 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 by a sports governing body.
g. Excluded person(s) (both casino banned and self-excluded)
h. Two Kings Employees
i. Any conduct, including the use of self-service kiosks or similar tools, undertaken with the intent to evade, circumvent, or manipulate established sportsbook wagering limits or internal controls

Patron Questions and Complaints

In the event that a customer has a dispute involving a placed wager, or the way in which a bet or wager has been settled, Catawba Two Kings is responsible receiving and addressing any patron disputes.

Catawba Two Kings House Rules

Patron questions or complaints can be sent to:

Catawba Two Kings Casino
Attn: Sportsbook
538 Kings Mountain Blvd.
Kings Mountain, NC 28086

In addition, patrons may call 704-750-7777 and ask to make a Sportsbook question or complaint request. All requests will be responded to within ten (10) business days. Catawba Two Kings will attempt to resolve any disputes with the patron.

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 Catawba Two Kings 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. Catawba Two Kings 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. Catawba Two Kings and affiliated parties reserve the right to cancel or suspend the services without incurring any liability.
d. Patrons agree that these house rules have been read and accepted prior to the submission of any wagers.
e. The sports and/or offerings listed in these house rules may not be currently available in the jurisdiction of the Catawba Indian Nation, and therefore will not be available for wagering.