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Boomer's Sportsbook

House Rules

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GENERAL RULES

1. These house rules ("House Rules") are subject to all applicable Statutes, Rules, and Regulations ("Applicable Laws") as enforced and interpreted by the Nevada Gaming Control Board ("NGCB"). In the event of any conflict between the House Rules and the Applicable Laws, it is expressly understood that all Applicable Laws will prevail. Moreover, the interpretation of the Applicable Laws by the NGCB shall prevail at all times.
2. Rescission of wagers is subject to approval by the NGCB pursuant to Nevada Gaming Commission Regulation 22.115. Other disputes which cannot be resolved to the satisfaction of the patron may be subject to resolution by the NGCB pursuant to the patron dispute process set out in NRS 463.362 et seq. and Nevada Gaming Commission Regulation 7A.
3. Nevada law prohibits persons under the age of 21 from wagering, collecting winning wagers, or loitering in or around the race and sports book area.
4. By placing a wager, the patron acknowledges having read, understood, and accepted the House Rules.
5. Boomer's Sportsbook reserves the right to modify its House Rules at any time, subject to approval by the NGCB.
6. Boomer's Sportsbook management reserves the right to refuse any wager, delete, or limit selections prior to the acceptance of any wagers.
7. If you are an athlete, coach, owner, manager, or any individual with the ability to influence the outcome of a sporting event, you are strictly prohibited from placing a wager with Boomer's Sportsbook on that sport.
8. Please check your ticket(s) for accuracy before leaving the betting window/kiosk. Leaving the betting window/kiosk with a ticket is deemed an acceptance of the wager by the patron.
    a. Tickets will not be altered or voided prior to the start of an event unless Boomer's Sportsbook and the patron mutually agree to do so.
    b. Wagers may only be rescinded with the approval of the NGCB. The only exception applies to wagers placed after the event or market has concluded; such wagers will be considered "No Action."
    c. Winning tickets will expire 365 days from the date from which the outcome is determined.
9. Boomer's Sportsbook will make efforts to ensure the odds displayed on its screens are accurate.
    a. Computer generated point spreads/odds shall determine winners, losers, ties, and payout odds.
    b. All statistical and other data displayed (including through our mobile app, sportsbook screens, etc.) is provided for the convenience of our patrons. Certain data such as live scores, game statuses, and related updates, may be provided by a third party and could be

subject to time delays and inaccuracies. Boomer's Sportsbook disclaims any responsibility or liability for losses incurred as a result of reliance on this information when placing wagers.

c. Changes in odds, pricing, etc., may be monitored by a patron on the odds boards and kiosks for retail wagering as well as within the mobile app for account wagering.

10. Boomer's Sportsbook management will determine the minimum and maximum wagers, per patron, on all events.
11. Boomer's Sportsbook management reserves the right to void or amend any wager, subject to approval by the Chairperson of the NGCB, this includes if the wager results from an obvious error or patron misconduct. Obvious errors or patron misconduct may include but are not limited to:

    a. Misstated lines or odds of a wager where the terms of a wager differ significantly from those available in the general market at the time the wager was placed.
    b. Incorrect or repetitive selections (teams or individuals) including any misstated lines and/or odds.
    c. Odds that do not accurately reflect the true probability of an outcome at the time the wager was placed.
    d. Wagers accepted during a time when betting should have been suspended.
    e. Incorrect payout amounts or winnings due to error.
    f. Obvious settlement mistakes resulting from human or technical error.
    g. Obvious errors affecting both straight wagers or selections within a parlay.
    h. A patron's structuring of wagers to circumvent Boomer's Sportsbook's internal wagering approval limits or to avoid federal currency transaction reporting thresholds.

12. In the event of a wagering tie, the wagers shall be deemed cancelled and refunded, unless the wager was placed in a three-way market that expressly included odds for a tie outcome.
13. Boomer's Sportsbook is not responsible for lost, stolen, altered or unreadable tickets. At Boomer's Sportsbook's discretion, lost or stolen ticket claims may be paid upon presentation of supporting information or documentation. Boomer's Sportsbook reserves the right to wait at least 365 days after the conclusion of the event and/or racing meet to make its decision regarding payment.
14. Boomer's Sportsbook management will make every reasonable effort to resolve disputes. Any unresolved dispute arising as a result of wagers accepted by Boomer's Sportsbook shall be resolved as set forth in Nevada Gaming Regulations.
15. The maximum win amount of any wager shall not exceed $1,000,000.
16. Payouts over $10,000 may be delayed until the next available banking day.
17. Retail sportsbook payouts up to $10,000 may be paid in cash. Boomer's Sportsbook reserves the right for payouts exceeding $10,000 to be paid by check, ACH, or wire transfer.
18. Boomer's Sportsbook reserves the right to prohibit wagers from anyone.

ACTION/OFFICIAL RESULTS

1. 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 Touchdown Scorer," etc., will stand. The market must be fully determined for wagers to stand.
2. Basketball, boxing, hockey, and mixed martial arts 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.
3. For football, unless otherwise specified, if a game is abandoned or postponed, all undecided markets are considered void unless the game continues within seven days of the originally scheduled date. For example, if a game is postponed on a Saturday, then the game must be played by the following Saturday.
4. For soccer and unless otherwise specified, if a match is suspended/postponed and is continued within 48 hours of the previous scheduled start time, then all wagers will be considered "Action" and settled with the final result. If the match is not started within 48 hours, then all undecided wagers are considered "No Action" unless stipulated otherwise.
5. If a game or event is moved from its original location, all wagers are "No Action," except for boxing, mixed martial arts (all leagues), and tennis. Season-long futures are excluded from this provision and all wagers placed will remain "Action."
6. 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 the official result will not affect the wager settlement after one hour of the conclusion of the event. For wagering purposes, the winner of an event or game will be determined on the date and approximate time of the event's conclusion according to the House Rules. Boomer's Sportsbook does not recognize suspended games (except for soccer) result changes one hour or more after the event's conclusion.
7. Minimum play requirements for wagering purposes, unless stipulated otherwise, are official after:
    a. Football (professional and college) – 55 minutes of play.
    b. Basketball (professional men) – 43 minutes of play.
    c. Basketball (college, international/Olympics) – 35 minutes of play.
    d. Basketball (professional women) – 35 minutes of play.
    e. Hockey (professional, college, international/Olympics) – 55 minutes of play.
    f. Soccer (professional and international/Olympics) - 90 minutes of play.
    g. Fighting, mixed martial arts (professional and Olympics) – When a bell (buzzer etc.), is sounded signifying the start of the opening round, the fight is considered official for wagering purposes, regardless of the scheduled length.

h. Baseball (major league, minor league, college, Olympics) – 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.
i. 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 wagering purposes, unless stipulated otherwise.
j. All other contests not listed above that involve a scheduled length of play or time limit must play to its conclusion or have five minutes or less than 10% of scheduled playing time remaining when the contest concludes to be considered official for wagering purposes.
k. First half, 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 first half or second half wagers must last at least 45 minutes to be considered "Action."

8. Minimum play requirements for player proposition wagers are as follows, unless stated otherwise.
   a. Baseball – Player must start (non-pitchers must also have an at-bat)
   b. Basketball – Player must play
   c. Football – Player must play
   d. Hockey – Player must play
   e. Soccer – Player must play
9. In the event of any divisional or conference realignment, all future wagers placed under the original alignment of teams or players will be deemed "No Action."
10. Season-long future wagers are considered "Action" and will remain valid irrespective of a player movement, team movement, team name changes, or modifications to the length of the season.
11. In the event that a league declares a winner at any level, irrespective of deviations from the standard rules or playoff structure, all related wagers will be considered "Action."
12. In the event of All-Star games or events in any sport, should the rules or formats be modified, Boomer's Sportsbook will defer to the official result as declared by the governing league, even if it conflicts with existing House Rules.
13. For certain markets (e.g. statistical leaders, awards, etc.) individuals or teams may be added after the initial odds are posted. If a wager is placed on listed selections but the eventual

winner was not listed at the time the wager was made, those wagers will be considered losing wagers. However, if the eventual winner was never listed as a wagering option at any time, all wagers on that market will be deemed "No Action" and refunded.

14. When multiple wagering events for the same game or event are listed in error (excluding baseball double-headers and other scheduled multiple events involving the same teams or players on the same day), Boomer's Sport Book will settle wagers using the highest odds associated with the duplicate selection(s).
15. 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.
16. A player must play in at least one regular season game for a season-long player proposition wager to be considered "Action." A player's statistics stand irrespective of trades during the regular season. All wagers are "Action" regardless of the number of games played by the player.
17. Dead Heat Rules may apply to certain races, events and/or future wagers. A dead heat is when two or more selections tie for a given position.
    a. In the event of a tie or a "dead heat" the wager amount is reduced by the number of players tied for that place while the original odds stand.
        i. 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 1 other Golfer for 5th place, the $100 bet amount will be multiplied by ½ (one-half). Calculation of Payout: $50 * +200 = $150 payout
    b. A multi-selection dead heat applies if there is a dead heat between multiple competitors for the same finishing position. In this instance, the wager amount is reduced by the number of positions tied for, divided by the number of players tied in that position.
        i. As an example, if a golf event finished with the following leaderboard:

            1 Golfer A

            T2 Golfer B

            T2 Golfer C

            T4 Golfer D

            T4 Golfer E

            T4 Golfer F

            T4 Golfer G

            T4 Golfer H

            In this scenario there are two players in a dead heat for second place, and five players are in a dead heat for fourth place.

If a wager is placed on a player to finish in the Top Five and that player ties for second place, the full bet amount is paid at the full odds.

However, if a wager is placed on a player who ties for fourth place, and five players are in a dead heat for the two remaining Top Five positions (fourth and fifth), the bet is settled at 2/5 (two-fifths) of the original stake.

For example, a $100 wager on Golfer D to finish in the Top 5 at +200, would be settled as follows:

$100 on Golfer D = 5 players tied for 2 positions = 2/5 (two-fifths) stake 2/5 of $100 = $40 at +200 = $120 payout

18. If a parlay is created due to human or system error where one part of the wager directly contributes to the outcome of another, the total wager amount will be applied to the selection with the highest odds. If two or more selections share the highest odds, the wager amount will be divided equally among them.

AUSTRALIAN RULES FOOTBALL

1. For all match wagers, the match must be fully completed for the wager to be considered "Action."
2. Unless otherwise specified, extra time scenarios will not count toward the outcome of the wager.

AUTO RACING

1. All race winner wagers are "Action," as long as the driver attempts to qualify for the race.
2. All participants in race match-up or driver propositions must start the event, or that proposition is "No Action" and the wager will be refunded.
3. All wagers are on drivers only; not on a team or car, unless stipulated otherwise.
4. Race results will be considered official for wagering purposes upon conclusion of the 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.
5. The "Field" includes any driver who is not listed.
6. If a specific event is suspended or postponed, then wagers will be considered "Action" provided that the event is completed within 72 hours.

BASEBALL/SOFTBALL

1. Baseball wagers are accepted in the following manner:
   a. All wagers are "Action," team against team, regardless of starting pitcher.
2. On first inning wagers, the first inning must be fully completed for "Action."

3. When wagering on totals (over/under), extra innings are counted in the final score, unless stipulated otherwise.
4. All settlements are based on the results and statistics provided by the relevant league's governing body (e.g., Major League Baseball).
5. Called/suspended games must go a minimum of five innings, or four and one-half innings, if the home team is ahead.
6. 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.
7. When wagering on 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.
8. If on the day of the event's conclusion, no winner is determined, minimum play requirements are not met or if a "No Contest" is declared, all wagers on that event will be considered "No Action" for wagering purposes and the wagers will be refunded.
9. For all Major League Baseball ("MLB"), National Collegiate Athletic Association ("NCAA") Baseball, NCAA Softball, or any other baseball or softball league playoff game, all wagers are "Action." This is regardless if a game is postponed, suspended, moved, or completed on another day.
10. For all MLB daily specials (total runs scored, highest/lowest scoring team), all scheduled games for that day must be played at least eight and one-half or nine innings or else wagers will be refunded.
11. For MLB regular season series prices, all scheduled games must be completed and within the listed dates or else wagers will be deemed "No Action."
12. For the World Baseball Classic or any other games that are called due to the mercy rule, totals and run lines are considered "Action."
13. 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 innings, the team winning the Home Run Derby will win the game 4-3.
14. The team listed as the "bottom" team is not necessarily the team that bats last.
15. For MLB regular season team win totals, a minimum of 160 games must be played for wagers to be considered "Action" unless the outcome of the wager has already been determined.

BASKETBALL

1. All games must be fully completed for full game wagers to be "Action." Professional men must play a minimum of 43 minutes to be considered completed. College, professional

women and international/Olympics must play a minimum of 35 minutes to be considered completed.
2. If a game starts on the scheduled start date and is not completed within 24 hours, it will be deemed "No Action."
3. First half, second half, and quarter wagers must be played to its conclusion to be considered "Action."
4. Overtime is counted in the final score, unless otherwise specified. Overtime will count in all second half wagers, unless otherwise specified. Overtime will not count in any wagers involving specific quarters. Exceptions to this include if a "Draw" is listed as a selection in any market, then the result of that market is considered final at the end of regulation time.
5. Pre-season, Summer League, and All-Star games are "Action" if the league determines a result, no matter what the rule changes are pertaining to the individual games.
6. For NBA regular season team win totals, a minimum of 80 games must be played for wagers to be considered "Action" unless the outcome of the wager has already been determined.

BOXING/MIXED MARTIAL ARTS

1. For fight winner wagers, all wagers are considered "Action" regardless of changes in weight class, scheduled fight length, or changes in sanctioning bodies, unless stipulated otherwise.
2. Unless stipulated otherwise, boxing and mixed martial arts matches are official for wagering purposes once the opening bell or buzzer sounds, regardless of the originally scheduled fight length. However, all round total and "pick the round" proposition wagers will be deemed "No Action" if the scheduled number of rounds is changed from the original.
3. A full round is defined as one in which the bell (buzzer, etc.), has sounded, signifying the conclusion of a round. If a fighter is counted out or the fight is 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, two minutes thirty seconds of a five-minute round) or other specified time is listed, the official time of the fight's conclusion, as determined by ring officials, will determine proposition winners and losers.
4. If a boxing or mixed martial arts fight ends at exactly one minute thirty seconds of a three minute round or two minutes thirty seconds of a five-minute round, whereas the fight lands exactly on the listed total, over/under wagers will be refunded.
5. On fighting and mixed martial arts "K.O." proposition wagers, "K.O." includes knockout, technical knockout, disqualification, or any other stoppage.
6. 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.
7. On fighting and mixed martial arts "Draw" proposition wagers; "Draw" means the fight must go to the judges' scorecards and be declared a draw; including a technical draw.
8. For "pick the knockout round" wagers, if a fighter fails to answer the bell for the next round, the previously completed round will be considered the winning round.

9. 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.
10. 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.
11. In the event of a fight being declared a "No Contest", all wagers on that fight will be deemed "No Action" regardless of when the fight is stopped.

CRICKET

1. Matches must take place on the scheduled day, or else wagers will be deemed "No Action.

2. For all matches, at least one ball must be bowled, or else wagers will be deemed "No Action."

3. In the case of a shortened match, wagers will be decided according to the rules of the competition or governing body. This includes matches being decided by the Duckworth-Lewis-Stern method or any other method used to determine a winner.

CYCLING

1. Unless stipulated otherwise, all race winner wagers are "Action" regardless of if the individual starts the race.
2. Results are determined by the podium presentation. Any subsequent changes to the results will not apply to any wagers.

ESPORTS

1. If there is a change to the scheduled number of games or maps played in the match, wagers will be considered "Action."
2. If there is a change in the venue for a match, wagers will be considered "Action."
3. If there is a change in the team members in the match, wagers will be considered "Action."
4. If a player participates in an official match with a different/wrong nickname, wagers will be considered "Action."
5. If the name of a player or team has been spelled incorrectly, wagers will be considered "Action."
6. If a match is postponed or rescheduled, wagers placed on this event will be considered "Action," provided the match is played before the end of the competition.
7. If a match is postponed and not played before the end of the competition, wagers placed on this event will be void.
8. If a player or team is given a walkover on at least one game or map before the match starts, wagers placed on this event will be void.
9. If a player or team is given a buy into the next round before the match starts, wagers placed on this event will be void.

10. If a player or team is disqualified or retires from the match, wagers on this event will be settled on the player or team determined as the winner by the official rules of the respective governing body.

FOOTBALL

1. Wagers for full-game markets will stand so as long as 55 minutes of play have been completed.
2. Games must be played in the initially scheduled location for "Action", or all wagers are void.
3. In the case of postponed or suspended games, all undecided markets are considered void unless the game continues within seven days of the originally scheduled date.
4. First half, second half, and quarter wagers must be played to their conclusion to be considered "Action."
5. Overtime counts unless otherwise specified. Overtime will count in all second half wagers and all football wagers, unless otherwise specified. Overtime will not count in any wagers involving specific quarters. Exceptions to this include if a "Draw" is listed as a selection in any market, then the result of that market is considered final at the end of regulation time.
6. Special teams tackles are excluded from all player tackles markets.
7. Futures/Season Wagers - NFL regular season win totals and matchups are based on a team completing all 17 regular season games, and if one or more games are cancelled/not played, such wagers should be considered "No Action," unless the outcome of the wager has already been determined. Canadian Football League regular season win totals and matchups are based on a team completing all 18 regular season games, and if one or more games are cancelled/not played, such wagers should be considered "No Action," unless the outcome of the wager has already been determined. College football regular season win totals and matchups are based on a team completing all regular season games, and if one or more games are cancelled/not played, such wagers should be considered "No Action," unless the outcome of the wager has already been determined.

GOLF

1. If a golfer does not start a tournament or event, all wagers involving that golfer will be deemed "No Action."
2. All wagers 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 governing body.
3. Wagers on players who start tournaments but either withdraw or are disqualified will be graded as losing wagers.
4. In tournament player matchups that include a "Draw" selection, the results do not include any holes played in a playoff. If the listed players are tied after the end of the completed rounds of the tournament, the "Draw" will be deemed the winning selection.
5. In two-player tournament matchups, the player who completes the most holes wins the head-to-head matchup. If the holes played are equal, then the player with the lowest score wins. If

one player misses the cut, then the other player who makes the cut will be settled as the winner. If both players fail to make the cut, the player with the lowest score wins. If both players listed in a head-to-head matchup are involved in a playoff, either player involved must win the playoff to win that matchup or the matchup is deemed "No Action" and the wager will be refunded.

6. For final round matchups, only the 18 holes that are played in the round count towards the wager. Playoff holes do not count towards the outcome of the wager, even if both players in the final round matchup are a part of the playoff.
7. Most holes played win head-to-head matchups. If the holes played are equal, then the player with the lowest score wins.
8. In tournament group betting, the winning selection is the player who finishes with the highest placing within the specified group. If any player in the group does not tee off, all wagers will be refunded. Players who miss the cut are eliminated from the group bet unless all players in the group miss the cut, in which case, the player with the lowest score at that point will be deemed the winner. If two or more players are tied at the end of the tournament, dead heat rules will apply unless a playoff determines the outcome, in which case the playoff winner is considered the group winner.
9. In the event of a tie, "dead heat" rules apply.
10. If a tournament is reduced to fewer than the scheduled number of rounds, due to weather or any other circumstances, all wagers placed after the final shot of the last completed round will be deemed "No Action."

HOCKEY

1. Wagers for full-game markets will stand so as long as 55 minutes of play have been completed.
2. For wagers that specify "Including Overtime", in the event of a shootout, the winner of the shootout will have one goal added to its score and this goal will count towards the game total regardless of the number of shootout goals scored.
3. 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."
4. If a "Draw" is listed as a selection in any market, the result of that market is considered final at the end of regulation time.
5. For college hockey wagering purposes, regular season final scores will be determined by the rules of the particular conference. As an example, overtime (three on three) and shootout results may not count towards the final score.
6. Wagers for all partial-game markets (periods) must be completed in full to constitute "Action."
7. Hockey player proposition wagers do include overtime. However, shootout goals are not included for the purposes of player propositions, unless otherwise specified.

8. For NHL daily specials (total goals scored, highest/lowest scoring team), all scheduled games for that day must be fully completed or else wagers will be deemed "No Action."
9. For NHL regular season team point totals, a minimum of 80 games must be played for "Action" unless the outcome of the wager has already been determined.

HORSE RACING

1. For long-term horse racing futures (e.g. Kentucky Derby futures), all wagers are considered "Action" even if the horse wagered on does not make or start the race for any reason.
2. Races must be run anytime in the listed year and regardless of location for "Action."
3. Non-Pari-Mutuel Wagering Rules
   a. Wagers are paid at full track odds, but are capped at the following limits:

Win 30/1	Trifecta: 500/1
Place 20/1	Double: 299/1
Show 10/1	Pick 3: 500/1
Exacta 299/1	

   b. Boomer's Sportsbook management reserves the right to increase or decrease non-pari mutuel payout odds limits at any time.
   c. Races must be run on the day scheduled for "Action."

OLYMPICS

1. All medal events will be settled based on the official International Olympic Committee podium results. Subsequent changes to the podium results will not affect the wager settlement.
2. Wagers on the championship medal counts will be settled following the final event and according to the podium results.
3. If an event is postponed during the Olympics, wagers will stand so long as the event is completed prior to the closing ceremony.
4. For an event with a time limit, the full duration of the game must expire for a wager to be considered "Action," unless otherwise specified in the House Rules for specific sports
5. In a head-to-head matchup, the best time/score is the winner.

RUGBY LEAGUE/RUGBY UNION

1. For all match wagers, at least 80 minutes of play must be completed for the wager to be considered "Action."
2. Extra time or golden point scenarios are not included unless stipulated otherwise.

SOCCER

1. For all goal line, money line (including 3-Way wagering), total wagers, and player propositions, results are based on the score at the end of 90 minutes plus added injury time.

Extra time and penalty kick shootouts do not count, unless stipulated otherwise. For all first half goal line, money line (including 3-Way wagering), total wagers, and player propositions, results are based on the score at the end of 45 minutes, plus added injury time minutes. Extra time and penalty kick shootouts do not count, unless stipulated otherwise.

2. A wager on a team "To Advance/Qualify" will include the result of extra time and penalty kick shootouts to determine the winner of the match.
3. For goalscorer markets, the following rules apply:
    a. Own goals or goals scored by goalkeepers do not count in any player goalscorer markets.
    b. In the first/last goalscorer markets, if the first/last goal in a match is an own or goalkeeper goal, the next/preceding goal will be deemed the winning selection.
    c. If the chosen player does not start the match and enters play at any time before the first/last goal is scored, wagers on that player will stand.
4. For cards/bookings markets, the following rules apply:
    a. Only cards issued to active players on the field count for wagering purposes.
    b. The maximum number of cards one player can be issued is two, even if they receive a red card following two yellows
    c. Cards issued after the final whistle do not count for wagering purposes.
5. For "1st Goalscorer & Correct Score" and "Anytime Goalscorer & Correct Score" markets, any player who does not score will be settled as "Other." Additionally, if a team scores more than four goals, those goals will also be included under "Other."
6. For Matchflow (Regular Time), the wager is determined by who scores the first goal of the match and what the result of the match will be at the end of regular time (90 minutes+injury time).
7. Official league data will be used to determine all statistical wagering propositions.

TENNIS/TABLE TENNIS

1. If there is retirement, disqualification, or abandonment (whereas one player/team does not continue on during the match) at any time after the start of the match, the player progressing to the next round will be deemed the winner so long as one set has been completed. If a match is a walkover or abandoned before the match has begun, all wagers are "No Action."
2. A match is deemed to have started with the first serve of the match.
3. If a match is suspended after the match has started, all full match wagers are "Action" if completed by the conclusion of the tournament.
4. For partial-match wagering (e.g., game and set wagering), wagers are considered "Action" upon the completion of the specified period; for example, first set wagers are "Action" upon the completion of the first set.
5. If a match ends early due to retirement or disqualification, all markets that are unequivocally determined will be deemed "Action." Markets that could be affected, but not limited to, are: Total Games, Game Spread, Set Spread, Double Result, Total Number of Sets, Winner and Total Games, etc.

6. All matches are "Action" regardless of a venue change, surface change, court type, or change of scheduling as long as they are fully completed.
7. If a player does not start a tournament/event, all wagers involving that player will be deemed "No Action."
8. If a tournament is postponed or rescheduled to a date different than the original date, wagers will have "Action" as long as the tournament is completed within the calendar year.

IN-PLAY

1. If games are not fully completed, handicap and total "In-Play" wagers will be refunded.
2. Once an "In-Play" wager is placed, it will be considered "Action."
3. No patron requested voids will be processed for "In-Play" wagers.
4. In-play wagers are subject to a pre-set time delay prior to acceptance.
5. If there are any changes to the terms of an in-play wager after the customer submits a wager, the customer will have to re-submit the wager, before the wager may be accepted.
6. For partial-game wagering, wagers are considered "Action" upon the completion of the specified proposition.
7. Sport Specific Rules
    a. Football
        i. Overtime periods count towards the spread, total, and money line for full game and second half wagers, unless otherwise specified.
    b. Basketball
        i. Overtime periods count towards the spread, total, and money line for full game and second half wagers, unless otherwise specified.
    c. Baseball
        i. For run line and totals, games must go eight and one-half innings for a nine-inning game and at least six and one-half innings for a seven-inning game for the markets to be "Action."
    d. Hockey
        i. For "In-Play" period wagers, the period must be played to its conclusion to have "Action."
    e. Soccer
        i. Unless otherwise specified, at least 90 minutes, plus added injury time minutes by the official, must be played for wagers on all full game propositions to be considered "Action." Unless otherwise specified, extra time or penalty kicks are not included.
    f. Tennis
        i. If a player retires or is disqualified from a match before its completion, all wagers placed on the match winner will be "Action." All other markets will be refunded.

PARLAYS (NOT INCLUDING SAME GAME PARLAY) & TEASERS

1. Parlays
   a. Parlay payouts are based on true odds calculations.
   b. Parlay payoffs are capped at 2500/1.
   c. All parlays are subject to House Rules for the given sport(s) that relates to any leg of a parlay wager.
   d. In the event of a push, void, or a "No Action", a parlay is reduced to the next lowest number of selections.
2. If any leg of a pre-built parlay is a void (e.g. player not playing or MLB player not starting), then the entire parlay deemed "No Action."

SAME GAME PARLAY

1. Same Game Parlay
   a. A Same Game Parlay (SGP) is a special type of parlay that links two or more non-main market selections ("leg(s)") from a single game.
   b. If any leg of the SGP wager is voided or settles as a push, then the whole wager is a void or a push.
   c. If any leg of an SGP wager relates to an existing market on site, rules for that market will apply.
   d. Maximum payout odds of 299/1 apply and supersede the true odds of an SGP. The maximum payout odds in a SGP are subject to change at Boomer's Sportsbook management's discretion.
   e. The total maximum number of selections in a SGP is eight. The maximum number of legs in a SGP are subject to change at Boomer's Sportsbook management's discretion.
2. Same Game Parlay Plus
   a. A Same Game Parlay Plus (SGP+) is a parlay that combines a SGP with a non-SGP parlay.
   b. Regular Same Game Parlay rules apply to the legs of an SGP+. See SGP rules.
   c. Parlay rules (SGP and non-SGP) apply to the parlay legs of an SGP+. Refer to the SGP rules and Parlay (Not Including Same Game Parlay) and Teaser rules.
   d. If the SGP leg of an SGP+ is void, then all the legs in that SGP will be voided. The remaining selections in the SGP+ wager will remain active and will be calculated at either: the listed SGP odds of the other selections or true odds where relevant.
   e. Maximum payout odds of 299/1 apply and supersede the true odds of an SGP+. The maximum payout odds in a SGP are subject to change at Boomer's Sportsbook management's discretion.
   f. The total maximum number of selections in an SGP+ is eight. The maximum number of selections in an SGP+ are subject to change at Boomer's Sportsbook management's discretion.

ROUNDING

1. All payouts will be rounded to the nearest nickel in the following manner:

    1-2 cents will be rounded down
    3-7 cents will be rounded up or down to the nickel
    8-9 cents will be rounded up

CASHOUT

1. Cashout is accessed in the "Active Bet" tab. A settlement value will be offered based upon the original wager details combined with the current game state.
2. Wagers can be cashed out only when a value appears to the patron.
3. The cashout value offered is not negotiable.
4. Boomer's Sportsbook may offer or remove cashout on any market at its discretion.
5. If there is a change in the cashout settlement value offered during a settlement transaction, the patron will have to re-approve the new cashout settlement amount offered before the transaction can be finalized.
6. In the event of system error or an acceptance of a cashout settlement in error, Boomer's Sportsbook reserves the right, with the approval of the NGCB, to settle the cashout at the correct value or to void the wagers in question.
7. Due to system issues and technical problems, a cashout may not be available at certain times. Patrons are not allowed to retroactively request a cashout value.

WAGER INFORMATION

1. Redeeming a Winning Wager
    a. All winning wagers must be redeemed at the retail windows during designated hours of operation.
    b. At certain locations, the casino cage will cash winning tickets after regular sports book hours.
    c. Winning tickets may be mailed in for redemption. See the reverse side of the wagering ticket for mail-in redemption instructions. Boomer's Sportsbook is not responsible for tickets that are not mailed in, in accordance with the printed instructions on the reverse side of the wagering ticket. Boomer's Sportsbook is not responsible for lost or stolen mail.
2. Cancellation & Voiding Wagers

    a. Boomer's Sportsbook management reserves the right to void or amend a wager, with the approval of the Chairperson of the NGCB when needed, if the wager results from an obvious error, whether due to human input or system malfunction. Obvious errors may include:

(i) Misstated lines or odds of a wager where the terms of a wager differ significantly from those available in the general market at the time the wager was placed.
(ii) Incorrect or repetitive selections (teams or individuals) including any misstated lines and/or odds.
(iii) Odds that do not accurately reflect the true probability of an outcome at the time the wager was placed.
(iv) Wagers accepted after an event or market has been officially decided, or during a time when betting should have been suspended.
(v) Incorrect payout amounts or winnings due to error.
(vi) Obvious settlement mistakes resulting from human or technical error.
(vii) Obvious errors affecting both straight wagers or selections within a parlay.
(viii) If an event is offered in error and wagers are placed on the event after the outcome is already known, all wagers will be voided.

3. Patrons shall verify that all information on their ticket is accurate before leaving the betting window/kiosk. Leaving the betting window/kiosk with the ticket is deemed an acceptance of the wager by the patron.
4. Patrons do not have the ability to void wagers placed on the Boomer's Sportsbook mobile app.
5. In case of scheduling changes and/or cancelled events, in which a wager is placed prior to any change or cancellation, the patron's wager will be refunded, and the amount wagered will be automatically credited to the individual's mobile wagering account.
6. The "Field" includes any participant who is not listed with individual odds. The "Field" option may be listed at various locations within the selection offerings.
7. Boomer's Sportsbook reserves the right, with the approval of the NGCB, to declare a wager void, totally or partially, if it is obvious that any of the following circumstances have occurred:

    a. Wagers have been offered, placed and/or accepted due to an obvious error.
    b. Wagers placed while the mobile app was encountering technical problems, that would otherwise not have been accepted.
    c. A result has been affected by illegal activity, directly or indirectly.
    d. Any erroneous pre-game wagers accepted after the scheduled start time.
    e. Any erroneous "in-play" wagers accepted at an incorrect price due to delayed or failing of the "in-play" coverage.

LOST TICKET POLICY

1. Boomer's Sportsbook is not responsible for lost, stolen, altered or unreadable tickets. At Boomer's Sportsbook's discretion, lost or stolen ticket claims may be paid upon presentation of supporting information or documentation. Boomer's Sports Book reserves the right to wait at

least 365 days after the conclusion of the event and/or racing meet to make its decision regarding payment.

MOBILE WAGERING ACCOUNTS

1. An account holder must be at least 21 years of age.
2. Boomer's Sportsbook posted House Rules and regulations are applicable to mobile wagering accounts. House Rules are available to view in the support area of mobile wagering app.
3. Mobile wagering account transactions will not be accepted from any individual who does not have a valid mobile wagering account which is in good standing.
4. Boomer's Sportsbook management reserves the right to refuse any application.
5. Boomer's Sportsbook management reserves the right to suspend an account for any reason.
6. Boomer's Sportsbook management reserves the right to terminate and settle the account balance with a patron for any reason.
7. Boomer's Sportsbook reserves the right to pay withdrawals exceeding $10,000 via check, ACH, or wire transfer and may be delayed until the next available banking day.
8. Only the person named and identified as the account holder for an individual account can conduct transactions on the account. No agents or representatives are permitted to access the account.
9. Wagers placed through the mobile wagering app are binding when the patron verifies and confirms the placement of the wager displayed on the screen.
10. Wagers will not be accepted if they exceed the balance in the account.
11. Mobile wagering account withdrawals made at any authorized retail location must be authorized by the account holder.
12. Mobile wagering account winnings are subject to IRS reporting and/or withholdings.
13. Wagers placed through the mobile wagering app are the sole responsibility of the account holder. Boomer's Sportsbook management is not responsible for unauthorized access to the account.
14. History of transactions placed through the mobile wagering app will be available for a minimum of 60-days in the "My Wagers" section.
15. If you do not place any wagers for sixteen months consecutively, your account will be suspended from play and classified as dormant. To reactivate the account, you must submit a request by contacting Boomer's Sportsbook Support at (725) 238-2666.
16. Unless otherwise stated, all rules apply to both wagers made in person and to wagers made using the mobile wagering app.
17. For wagers made through the mobile wagering app, the terms of your wager are displayed before you tap "Place Bet." By placing of the wagers, the action is deemed an acceptance of the wager terms by you. The acceptance of the wager request is displayed in a confirmation message on your mobile device and can be reviewed in the "My Bets" section of the mobile wagering app at any time.

18. Payment of winning wagers will be made when the system confirms and posts the results. Winning wagers will be applied directly to your mobile wagering account.
19. Wagers may only be accepted from within the State of Nevada.
20. Lines or odds change will automatically be updated within the mobile wagering app. Any line or odds changes will require your acceptance of the revised change before your wager can be confirmed.
21. Mobile wagering accounts are subject to an audit, at any time. If it is determined that account balances are inaccurate or in error as a result of posting errors, late decision adjustments, modifications mandated by notifications or decisions of the NGCB, or other system errors, the mobile wagering account will be adjusted to reflect the findings of the audit. An account may also be adjusted as a result of the resolution of a patron dispute. In the event an adjustment would result in a negative balance in the account, all activity in the account will be suspended until agreement on the adjustment is reached between the account holder and Boomer's Sportsbook. If the parties are unable to agree on the adjustment, the matter will be submitted to the NGCB for resolution as a patron dispute.
22. Mobile wagering account rules are subject to change by Boomer's Sportsbook.
23. Due to possible delays or inaccuracies, the "in-play" scoreboard may not be reflective of actual scores and, therefore, should not be relied upon in determining whether to place a wager or not.

PATRON QUESTIONS, COMPLAINTS, SELF-EXCLUSION

1. If a patron has a dispute involving a placed wager, or the way in which a wager or market type has been settled, Boomer's Sportsbook is responsible for receiving and addressing any patron disputes.
2. Upon reasonable request by a patron and consistent with Boomer's Sportsbook's internal control policies, Boomer's Sportsbook shall provide a statement of the account showing wagering account deposit and withdrawal made during the time period reported by the account statement.
3. Patron questions or complaints should be addressed with Boomer's Sportsbook personnel to resolve. In addition, patrons can send a complaint to P.O. Box 401444, Las Vegas, NV 89140, or may call (725) 238-2666 and ask a question or make a complaint.
4. In the event a dispute cannot be resolved to the satisfaction of the patron, the patron has the right to file a dispute with the NGCB. Decisions by the NGCB are final.
5. For the purposes of responsible gaming, Boomer's Sportsbook's mobile app provides you with the ability to set limits on your activity. If you are interested in implementing responsible gaming limits including but not limited to cooling off periods or self-exclusion, please see the responsible gaming page for additional information. You may also request self-exclusion at any Boomer's Sportsbook's retail location.

Problem Gambling | Nevada Council on Problem Gambling.

ACCEPTANCE OF DISCLOSED TERMS AND LIABILITIES

1. You hereby accept that by using the services, there is a risk that you may lose money. You agree that your use of the services is at your own risk. Boomer's Sportsbook 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.
2. Boomer's Sportsbook and affiliated parties are not liable for any failure of equipment/software and/or loss by any act of nature, power failure, or disputes that may affect the placing of wagers.
3. Boomer's Sportsbook and affiliated parties reserve the right to cancel or suspend the services without incurring any liability.