BetSkybox

House Rules

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Introduction

This document outlines the House Rules as they pertain to BetSkybox's ("Skybox") sports wagering operations in the state of Ohio. These rules outline the terms and conditions for individuals wishing to utilize our sports wagering services.

1. Patron must be 21 years of age or older to place a sports wager.
2. Patrons should familiarize themselves with Skybox's House Rules before placing a bet. By placing a bet, the patron acknowledges reading and understanding the 'House Rules'.
3. Skybox reserves the right to refuse any wager, delete, or limit selections prior to the acceptance of any wagers.
4. Skybox 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 places on the affected events and markets.
5. 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.
    - Wagers may only be rescinded with the approval of the Director of the Ohio Lottery Commission.
    - Tickets will expire 180 days from event settlement date.
6. 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.
7. Skybox will determine minimum and maximum wagers on all events. Maximum wagers will not exceed $700 for any particular event.
8. Skybox will notify patrons of odds or line changes through automated notifications prior to the submission of a wager, should one occur. Kiosk will not allow patron to place wager if such change occurs after selecting wager.
9. Skybox 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 to the general market at the time the wager is placed. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.
10. Skybox reserves the right to add, change, or delete the payout ratio limits.

11. Skybox 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, Skybox reserves the right to wait at least 120 days after the conclusion of the event to make its decision regarding payment.
12. Management will make every reasonable effort to resolve disputes. Any unresolved dispute arising as a result of wagers accepted by Skybox shall be resolved as set forth in by the Ohio Lottery Commission (the "Lottery").
13. Skybox reserves the right to prohibit the below sportsbook participants:
    - Any patron on the exclusion list
    - Self-excluded patrons
    - Banned patrons
    - Patrons suspected in syndicate wagering
14. Skybox reserves the right to add, change or delete the House Rules, subject to regulatory approval.
15. Skybox does not guarantee a field selection on any future wager.
16. Skybox offers moneyline, total (over/under), spread, and parlay (4-leg maximum) wagers. Skybox does not offer "proposition" wagers. See Appendix A for full list of wager offerings.

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 goalscorer", etc. will stand. The market must be fully determined for bets 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. Football, if a game is postponed and/or rescheduled to a later date, said game will automatically constitute "no action/void", unless played in the same weekly schedule (Thursday – Wednesday local stadium time).
4. 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.
5. Except for boxing, mixed martial arts (all leagues), and tennis – Management is not responsible for location changes. If a game or event is moved from original location, all wagers are "No Action" unless otherwise stipulated.
6. For wagering purposes, unless otherwise stipulated on matches official after: All – considered action once the opening bell/buzzer sounds, regardless of the scheduled length of the bout. All fighting "pick the round" wagers are "No Action" (Refunded) if the scheduled length of the bout is changed from the distance displayed by the sports book, be it on guest wagering information sheets or odds boards.

7. 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.
8. 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. Skybox does not recognize suspended games, result changes one hour or more after the events conclusion, protests, or overturned decisions, etc.
9. 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. 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 (NBA) – 43 minutes of play
    - Basketball (International/Olympic) – 35 minutes of play
    - Basketball (College) – 35 minutes of play
    - Basketball (WNBA) – 35 minutes of play
    - Fighting, Mixed Martial Arts (Professional) – When bell (buzzer etc.) is sounded signifying the start of the opening round the bout is considered official for betting purposes, regardless of the scheduled length.
    - Football (Professional/College) - 55 minutes of play
    - Hockey (Professional/College) – 55 minutes of play
    - Soccer (Professional) - 90 minutes of play
    - All halftimes (1st half and 2nd half), quarter, period, set, etc. wagering must be played to the conclusion of that portion of play to be considered “Action”, and are independent of the game and other wagers. Soccer 1st half or 2nd half wagers must go at least 45 minutes to be considered “Action”.
10. For all sports except Baseball, for player bets the player must **play** for “Action” or all bets for that player will be considered “no action/void.” For Baseball, the player must **start** for “Action” or all bets for that player will be considered “no action/void.”
11. If a game is final for betting purposes, all player bets are Action; however, if the game is suspended/postponed/abandoned before the game is official for betting purposes, all undecided player bets for that game will be “No Action/Void.”
12. Pre-Built Parlay Markets: If any individual leg of the parlay is void (player did not play or for MLB player did not start), the parlay will be graded as “No Action/Void.”
13. 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.

14. Both sides must start in any two-way matchup wagers.
15. 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 parlay teaser has a leg that is deemed “no action”, the parlay teaser will reduce by one selection (i.e., 4 team parlay teaser becomes a 3-team parlay teaser, 2- team parlay teaser becomes a refund).
16. For season long player statistical leader and award futures players must play in at least one regular season game for “action”.
17. 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

Sport Contest Rules

Auto Racing/Motorsport

1. All future book wagers on Auto Racing are “Action” once Driver begins event unless stipulated otherwise on guest wagering information sheets or odds display.
2. All participants in event match-up or Driver wagers must start the race, or that wager is “No Action” and wager will be refunded.
3. The winner of driver matchups will be based on the official finish order.
4. 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.
5. 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.
6. The field includes any driver who is not listed.
7. If a specific event is suspended/postponed then bets will be considered “action” provided that the event is completed within 72 Hours.

Baseball

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

7. 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.
8. When wagering on baseball full game "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. For baseball first 5 innings “totals” or “run lines” the game must go 5 complete innings for action.
9. 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.
10. 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.
11. 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). i. 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.
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. Unless odds are quoted for a tie, any market where the result is a tie, those bets will be refunded.
14. For pro baseball regular season wins wagers, the minimum required games to be played for “action” is 159 games.
15. 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

1. 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”.
2. All first and second half, and quarter wagers must be played to their conclusion to be considered “action”.
3. 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.

4. 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.
5. Unless odds are quoted for a tie, any market where the result is a tie will be refunded.
6. If a match starts on the scheduled start date and is not completed within 24 hours, it will be deemed “no action”.
7. For 2nd Half Basketball Bets - For any bets in these markets, unless otherwise stated, Overtime will be counted when tallying the score.
8. 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.
9. For pro basketball regular season wins wagers, the minimum required games to be played for “action” is 80 games.

Boxing/MMA

1. 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 wager winners and losers.
2. 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.
3. On fighting and mixed martial arts “K.O.” wagers, “K.O.” includes knockout, technical knockout, disqualification, or any other stoppage.
4. For pick the knockout round wagers, if a fighter doesn’t answer the bell for the next round, the previous round will be declared the winner. Knockout includes a technical knockout and disqualifications.
5. On fighting and mixed martial arts “Decision” wagers, “Decision” means the fight must go to the judge’s scorecards to determine a winner, including a technical decision.
6. On fighting and mixed martial arts “Draw” 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.”
7. 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 wagers are "no action" if the scheduled length of the bout is changed.
8. 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.
9. 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.
10. 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

1. Games must be played at the venue specified for “action.”
2. In case of abandoned or postponed matches all undecided markets are considered void unless the match continues with 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.
3. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
4. Overtime counts unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
5. Wagers for all partial-game markets 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.
6. Ties will be posted as a “refund”.
7. For 2nd Half Football Bets - For any bets in these markets, unless otherwise stated, Overtime will be counted when determining how the bets are settled.
8. 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.
9. 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.

Golf

1. All bets referring to Tournament Performance (Winner, Place, Group Betting, 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.
2. If a golfer withdraws before the start of a tournament all futures bets will be action unless otherwise specified
3. Most holes played wins golf matchups. If holes are equal, then low score wins.
4. 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.
5. 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
6. 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 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.

7. Round Leader Markets: Bets will be settled after the specific round has been completed. Dead heat rules apply.

Hockey

1. 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.
2. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
3. 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. 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.
5. 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.
6. Ties will be refunded unless the market is a three-way market (where odds are quoted for a tie)
7. Futures/Season Bets – All bets stand on Outright, Conference and Divisional betting regardless of player movement, team movement, team name change or season length.
8. Hockey player wagers do include overtime, but not shootouts unless otherwise specified.
9. For pro hockey regular season points wagers, the minimum required games to be played for "action" is 80 games.

Soccer

1. 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.
2. 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.
3. 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.
4. For 3-way wagering: 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 wagers.
   Three Way wagers will be decided based on the score after 90 minutes of play and any added injury time.
5. Official league data will be used to determine all statistical wagers, player wagers and future book wagers. This may take up to one hour after the conclusion of the match to be settled.

Tennis

1. 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”.
2. A tennis match is deemed to have started with the first serve of the match.
3. All future book wagers on Tennis are “Action” once player begins event unless stipulated otherwise on kiosks or sports book sheets.
4. If a match is suspended after the match has started, all full game wagers are “action” if completed within 48 hours.
5. 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.
6. 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.

Olympics

1. All events will be settled based on the official International Olympic Committee podium results.
2. Wagering 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 as long as the event is completed prior to the closing ceremony.
4. For an event with a time limit, the full time of the game must expire for a wager to be considered “action”.
5. In head-to-head match, best time/score is the winner.
6. Medal Winners are considered “action”, when awarded their medal at the podium.

In-Game House Rules

1. If games do not finish in their entirety, Handicap and Total “in-game” wagers will be refunded.
2. Once and in-game wager is submitted, it will be considered “action” and will not be voided.
3. For partial-game wagering, wagers are considered “action” upon the completion of the specified wager.
4. Football
    a. Overtime periods count towards the point line, total, and money line for full game wagers, unless otherwise specified.
    b. Ties will be refunded.
5. Baseball
    a. The event needs to go at least 8 ½ innings for the spread and totals markets to be “action”.
6. Basketball
    a. Overtime periods count towards the point line, total, and money line for full game and second half wagers, unless otherwise specified.
    b. Ties will be refunded.

7. Hockey
    a. For in-game period wagers, the period must be played to its conclusion to have “action”.
8. Soccer
    a. Wagers for all full-game wager 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.
9. Tennis
    a. If a player retires or is disqualified from a match before its completion, all wagers placed on match winner will be action.
    b. All other markets will be refunded.

Wager Information

1. Funding a wager
    a. Wagers at Skybox may only be funded with cash or with funds from a winning ticket or voucher. All wagers are placed at the Sportsbook Kiosks after cash, or a winning ticket or voucher has been inserted.
2. Redeeming a winning bet
    a. A patron may redeem a winning ticket either at any BetSkybox host location or by Mail-In Redemption.
        - Host Location Payouts (if no W-2G filing necessary)
            - The patron must take the winning ticket to the host location’s cashier, who will pay the amount documented on the ticket.
            - A list of BetSkybox host locations can be found at https://betskybox.com.
        - Mail-In Payouts
            - The patron must complete a claim form and submit to Skybox by use of a self-addressed, stamped envelope to 300 Marconi Blvd, Suite 205, Columbus, OH 43215. Upon receipt of the claim form, Skybox will process the claim within five business days and mail a check to the address provided by the patron. Claim forms are available upon request at Host locations, http://betskybox.com and the Gaming section of the Ohio Lottery website.
3. Minimum Wager Limit
    a. The minimum wager limit is $5.
4. Maximum Wager Limit
    a. The maximum wager accepted at the sports betting kiosk is $700 per wager.
    b. The maximum combined wagers per patron per week is $700.
5. Maximum Payout Limit
    a. There is no maximum payout limit currently implemented.
6. Cancellation & Voiding Wagers
    a. Although Skybox works to ensure no errors are made in accepting sports betting wagers, due to technical or human error a bet may be accepted that is an obvious error. An obvious error could be one of the following:

- The odds or terms offered are materially different from the general betting market when the bet was placed. In these instances, Skybox reserves the right to correct the odds and pay the winning bet at correct price as determined by Skybox or void any bets placed.
- If an event is offered in error, the scheduled start time is incorrect, or for any other reason, Skybox 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 Counter/Kiosk. Unless agreed upon by both parties, and at the discretion of Skybox, 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

1. Skybox 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 system/kiosk was encountering technical problems, that would otherwise not have accepted the bet.
    c. We reserve the right to void bets placed on known outcomes or known results.
    d. Influence betting.
    e. Syndicate betting.
    f. A result has been affected by illegal activity – directly or indirectly.
    g. Any erroneous pre-game wagers accepted after the schedule start time.
    h. 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 amount wagered.

PARLAY ODDS (-110)
2 TEAMS 2.64 - 1
3 TEAMS 5.95 - 1
4 TEAMS 12.28 - 1

Negative odds (odds with minus sign) are converted in the following way: divided 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 value with 100 and then add 1 to the result).
Example: (+110 / 100) + 1 = 2.10

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 the next lower number of parlays. Acceptance of all parlays is at the discretion of management.

Calculating Parlay Teaser Payout

6 Point Football Teaser Pay Table - Totals Included		
2	3	4
-125	+150	+250
TIES REDUCE TO NEXT LEVEL		
6.5 Point Football Teaser Pay Table - Totals Included		
2	3	4
-140	+140	+200
TIES REDUCE TO NEXT LEVEL		
7 Point Football Teaser Pay Table - Totals Included		
2	3	4
-150	+120	+180
TIES REDUCE TO NEXT LEVEL		
5 Point Basketball Teaser Pay Table - Totals Included		
2	3	4
-120	+140	+200
TIES REDUCE TO NEXT LEVEL		
5.5 Point Basketball Teaser Pay Table - Totals Included		
2	3	4
-125	+135	+190
TIES REDUCE TO NEXT LEVEL		
6 Point Basketball Teaser Pay Table - Totals Included		
2	3	4
-140	+120	+180
TIES REDUCE TO NEXT LEVEL		

Same Game Parlays (SGP)

1. A Same Game Parlay (SGP) is a special type of Parlay that links two or more non main market selections (legs) from a single game.
2. If any leg of the Same Game Parlay wager is made void or settles as a push, then the whole wager is a void or a push.
3. If any leg of a Same Game Parlay wager relates to an existing market on site, rules for that market will apply.
4. Maximum payout odds of two hundred ninety-nine to one (299-1) apply and supersede the true odds of a Same Game Parlay.
5. The total maximum number of selections in a Same Game Parlay is 4. The maximum number of selections in a Same Game Parlay are subject to change at Skybox's discretion.

Same Game Parlay Plus (SGP+)

1. A Same Game Parlay Plus (SGP+) is a parlay that combines multiple Same Game Parlays (SGPs) or combines an SGP with a Parlay (Traditional Parlay) or combines an SGP with a straight wager selection.
2. Regular Same Game Parlay rules apply to the legs of a Same Game Parlay Plus. See Same Game Parlay (SGP) Rules.
3. Parlay rules apply to the Parlay (Traditional Parlay) legs of a Same Game Parlay Plus. See Parlay (Traditional Parlay) and Teaser Rules.

4. If a Same Game Parlay leg of a Same Game Parlay Plus 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 Same Game Parlay odds of the other selections or true odds where relevant.
5. Maximum payout odds of two hundred ninety-nine to one (299-1) apply and supersede the true odds of a Same Game Parlay Plus.
6. The total maximum number of selections in a Same Game Parlay Plus is 4. The maximum number of selections in a Same Game Parlay Plus are subject to change at Skybox's discretion.

Lost Ticket Policy

Skybox is not responsible for lost or stolen tickets. If the rightful owner of a lost ticket can be confirmed by Skybox, a payment may be processed.

Parlays, Parlay Teasers & Parlay Round Robins

Parlays

1. 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.
2. Off-the-board maximum parlay payoff limit is capped at 299-1.

Parlay Teasers

1. Pushes and refunds in an off-the-board parlay 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.

Parlay Round Robins

1. A parlay round robin bet is a series of parlay bets that contain every combination of teams in the parlay. The parlay can be broken up into individual parlays that include every team in your original parlay. So, if you have a 4-team parlay, you could also break that down to where you are wagering on every individual 2 team or 3 team parlays. You would have to pay for every possible combination.
2. Example: If someone were to place a 4-team parlay round robins by 4's, 3's and 2's it would be a total of 11 bets (1 4-team parlay, 4 3-team parlays and 6 2-team parlays). So, if you bet $5 per way that would be a total of $55. You would also have the option to bet a parlay round robin with just 2 teams and/or 3 teams and the cost and payout would adjust accordingly. If you wager the $55 ticket above you only get paid on the winning combinations, so if only two teams win you will just get paid on the $5 wager on the one two team parlay that was successful.
3. The ticket payout won't be listed on the ticket as there are so many combinations and different possibilities.

Refunds

In the event a patron is entitled to a refund as allowed by the House Rules, patron may redeem such refund by:

1. Cashing at any BetSkybox host location; or
2. Mailing ticket per the instructions on back of ticket.

A list of BetSkybox locations can be found at https://betskybox.com.

Prohibited Participants

1. Persons under 21 years old.
2. Persons placing a wager as an agent or proxy.
3. Any person who is an athlete, coach, referee, player in or on any sports event overseen by that person's sport's governing body.
4. Any person who holds a position of authority of influence to persuade the participants in a sporting contest, including, but not limited to coaches, managers, handlers, or athletic trainers.
5. Any person with access to certain types of exclusive information on any sports event overseen by that person's sport's governing body based on publicly available information or based on a list provided to the Ohio Casino Control Commission by a sport's governing body.
6. Any person listed on the Ohio Voluntary Exclusion Program (VEP) list. Refer to Skybox's *Responsible Gambling Policy* at https://betskybox.com for additional information.
    a. The Voluntary Exclusion Program offers individuals the ability to ban themselves from gambling activity in Ohio for one year, five years or indefinitely. Individuals seeking more information about the Voluntary Exclusion program (VEP) can visit TimeOutOhio.com.

Patron Questions and Complaints

Patrons may contact BetSkybox customer service at support@betskybox.com or 833-503-0941 to ask questions or make a complaint. All requests will be responded to within ten (10) business days. BetSkybox will attempt to resolve any disputes with the patron. However, if a resolution cannot be reached, BetSkybox will notify the Ohio Lottery Commission.

Acceptance of Disclosed Terms and Liabilities

1. 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 Skybox 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. Skybox and affiliated parties are not liable for any failure of equipment/software and or loss by an act of God, power failure, or disputes that may affect the placing of wager/bets.
3. Skybox and affiliated parties reserve the right to cancel or suspend the services without incurring any liability.

4. Patrons agree that these house rules have been read and accepted prior to the submission of any wagers.
5. The sports and/or markets listed in these House Rules may not be currently available in your jurisdiction, therefore will not be available for wagering.

Common Terms of Reference

Action – Any live wagering option or the total amount wagered on a specific event. Bookmakers accept action on all posted betting odds.

Against The Spread (ATS) – Placing a bet where the outcome will be decided by a point spread.

American Odds – One of the three main formats for expressing odds. American Odds post as a minus (-) or plus (+). American money lines posted at (-110) are the same as 1.91 decimal odds and 10/11 fractional pricing. All three formats return a $100 profit on a winning $110 wager.

Bet – Any wager involving money placed at a sportsbook, casino, race book, kiosk, etc. Used synonymously with "Wager".

Bookmaker – An individual or an organization which takes bets in a professional capacity. Used synonymously with "Book".

Cover the Spread – Winning a wager placed against the point spread.

Decimal Odds – One of the three main formats for expressing odds. Decimal Odds post as a decimal (e.g., 1.91). Commonly used in Europe.

Closing Line – The final betting odds posted prior to the start of an event.

Even Money – Odds that return the exact amount of the original bet. A $100 bet on Fractional (1/1), American (+100), or Decimal (2.0) odds would return a $100 profit.

Exposure – Amount of money a better or bookmaker stands to lose on any given wager.

Fractional Odds - One of the three main formats for expressing odds. Fractional Odds post as a fraction (e.g. 10/11). Commonly used in the United Kingdom.

Favorite – The side/team perceived to win an event, priced with a negative number (e.g., -360).

Futures Bet – A wager placed on an event that will take place in the near or distant future.

Handle – The total amount of money a bookmaker accepts on a single game or event.

Line – Betting odds posted by a bookmaker.

Live Betting – Live Betting is offered once a sporting event begins. Spreads, money lines, and totals are adjusted and re-posted as a match plays out. Used synonymously with "in-game wagering".

Moneyline – A straight up bet, without any point spread, where bettors need to predict the outright winner.

No Action – Betting options cancelled by a bookmaker are graded as no action. Original stakes are returned to bettors.

Odds – Betting lines set by a bookmaker on a variety of events.

Odds Format – American (+100), Decimal (2.00) and Fractional (1/1) are the three main odds formats.

Off The Board (OTB) – OTB games are displayed on betting boards but don't have odds attached to them. An injury to a star player may cause bookmakers to pull odds off the board.

Outright Betting – Predicting the overall winner of a tournament of playoff competition.

Over/Under – A number posted on how many runs/goals/points will be scored in a match. Bettors need to determine if the combined scores of both teams will go over or remain under the number. Also known as game total odds.

Parlay – A single bet, also known as an accumulator or multiple, that consists of two or more sides. Each side must win to product a winning ticket. A selection that ends as "push" is voided from a parlay ticket.

Payout – The amount a bettor collects on a winning wager. When a wager is placed, the possible payout on a betting receipt usually includes the original stake.

Point Spread – Odds posted on a match that are designed to level the playing field. Favorites are listed with a negative (-6.5) point spread while the underdog is given a 'head start' with positive (+6.5) odds.

Push – Any wager where the final result is a tie. If a basketball spread is 11 points and the final score is 120-109, spreads on both teams are graded as a push and original stakes are returned.

Sportsbook – A free standing shop, or in dedicated space at land-based casinos, where bettors may wager on events.

Stake – The amount of money a bettor risks when placing a bet. Original stakes are returned on all winning wagers and many bets that are graded as a push.

Underdog – Perceived to be the inferior side/team of a match. Underdogs are posted with a positive number (e.g., +280).

Wager – Placing a bet on any even ordered at a sportsbook, casino, or racebook.

Appendix A – Wager Offerings

Pre-Game Wagers

NFL	Max Wager	NBA/NCAAF	Max Wager	MLB/NHL	Max Wager
Point Spread	$700	Point Spread	$700	Moneyline	$700
Moneyline	$700	Moneyline	$700	Run/Puck Line	$700
Total	$700	Total	$700	Total	$700
Team Total	$250	Team Total	$250	Team Total	$250
1H Point Spread	$500	1H Point Spread	$500	First 5 Innings Moneyline	$500
1H Moneyline	$500	1H Moneyline	$500	First 5 Innings Run Line	$500
1H Total	$500	1H Total	$500	First 5 Innings Total	$500
1H Team Total	$250	1H Team Total	$250	First Period MoneyLine(NHL)	$250
1Q Point Spread	$250	1Q Point Spread	$250	First Period Puck Line(NHL)	$250
1Q Moneyline	$250	1Q Moneyline	$250	First Inning/Period Total	$250
1Q Total	$250	1Q Total	$250	Team/Player Wagers	$250
Team/Player Wagers	$250	Team/Player Wagers	$250		

NCAABK	Max Wager	Boxing/UFC	Max Wager	Top Tier Soccer	Max Wager
Point Spread	$700	Moneyline	$500	Moneyline(3way)	$700
Moneyline	$500	Total	$250	Goal Line	$350
Total	$300	Fight Goes Distance	$250	Total	$350
1H Point Spread	$250	Winner/Exact Rounds-Winning Method	$250	To Advance	$700
1H Moneyline	$250	Set/Games Handicap(Tennis Only)	$250		
1H Total	$250				

Tennis(ATP/WTA)	Max Wager	Bellator	Max Wager	UFC Contender Series	Max Wager
Moneyline	$500	Moneyline	$300	Moneyline	$300
Total	$250	Total	$250	Total	$250
Game/Set Winner	$250				

CFL/USFL	Max Wager	NFL Preseason	Max Wager	NBA Summer League	Max Wager
Point Spread	$300	Point Spread	$500	Point Spread	$300
Moneyline	$200	Moneyline	$250	Moneyline	$250
Total	$100	Total	$250	Total	$250

NBA Preseason	Max Wager	NHL Preseason	Max Wager	MLB Spring Training	Max Wager
Point Spread	$300	Moneyline	$300	Moneyline	$300
Moneyline	$250	Goal Line	$250	Run Line	$250
Total	$250	Total	$250	Total	$250

In-Game Wagers

IR NFL	Max Wager	IR NBA/NCAAF	Max Wager	IR MLB/NHL	Max Wager
Point Spread	$300	Point Spread	$300	Moneyline(3way ML Soccer)	$300
Moneyline	$200	Moneyline	$200	Run/Puck/Goal Line	$200
Total	$200	Total	$200	Total	$200
Team Total	$200	Team Total	$200	Team Total	$200

IR NCAABK	Max Wager	IR Top Tier Soccer	Max Wager	IR WNBA/WNCAABK	Max Wager	IR NCAABB/NCAAHK	Max Wager
Point Spread	$200	Moneyline(3way)	$300	Point Spread	$250	Moneyline	$200
Moneyline	$200	Goal Line	$200	Moneyline	$200	Run/Puck Line	$100
Total	$200	Total	$200	Total	$200	Total	$100

IR 2nd Tier Soccer	Max Wager	IR Tennis	Max Wager	IR NFL Preseason	Max Wager
Moneyline(3way)	$250	Moneyline	$250	Point Spread	$200
Goal Line	$200	Total Games	$200	Moneyline	$200
Total	$200			Total	$200