

Delaware Lottery Sportsbook Wagering Rules

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Table of Contents

1.	Wagering Rules.....	2
1.1	General Rules.....	2
1.2	Lost, Stolen, or Unreadable Tickets.....	3
1.3	Definition of “Action”	3
1.4	Definition of “Official”	4
1.5	Wagering on Totals – Over or Under	4
1.6	Overtime Periods.....	5
1.7	Determining the Winner	5
1.8	Wagering Ties	5
2.	Baseball and Softball Rules.....	5
3.	Fights: Boxing and MMA Rules.....	6
4.	Hockey	6
5.	Soccer	6
6.	Auto Racing Rules	6
7.	Golf Rules.....	7
8.	Tennis Rules.....	7
9.	Parlay Rules	7
10.	Parlay Card Rules	7

1. Wagering Rules

1.1 General Rules

- a. Please check your tickets for accuracy before leaving the wagering counter.
 - i. Tickets go as written and cannot be altered or voided once accepted by the player.
 - ii. Once both parties accept a wager, it will not be altered or voided prior to the start of the event except at the discretion of the Delaware Lottery.
 - iii. Computer generated point spreads/odds shall determine winners, losers, ties and payout odds.
 - iv. Computer generated wagering tickets are official and may not always match propositions on the display boards.
 - v. The time printed on the tickets is Eastern Standard Time.
- b. For the currently offered odds or point spreads on a given event, please inspect the display boards posted within the book area. The display boards may not list the odds, point spreads or totals for certain events. If such information is not listed on the display boards, then review the odds sheets made available in the book area. If you cannot find the odds, point spreads or totals for a specific event, ask a teller for further assistance.
- c. The Delaware Lottery reserves the right to accept or refuse any wager or delete or limit any selection(s) prior to the acceptance of any wager.
- d. The Delaware Lottery reserves the right to add, delete, or change its Wagering Rules and/or payoff odds subject to regulatory approval of the Delaware Lottery.
- e. The Delaware Lottery reserves the right to determine the minimum and maximum wagers on all sporting events.
- f. The Delaware Lottery is not responsible for lost, stolen, altered or unreadable tickets. Lost, stolen, altered or unreadable tickets will not be reproduced/reprinted or paid.
- g. Tickets are void if stolen, unissued, mutilated, illegible, and altered in any way, defective or incomplete.
- h. Winning wagers are void one year from the date of the conclusion of the last event on the wager. Vouchers are void one year from the date of issuance.
- i. Winning tickets may be mailed in for redemption. See reverse side of ticket for mail-in redemption instructions. The Delaware Lottery is not responsible for tickets not mailed pursuant to instructions on the reverse side of the ticket.
- j. A valid, physical game ticket must be presented for all prize claims. A valid ticket is an original ticket printed on authorized/official Delaware Lottery ticket stock.
- k. The Delaware Lottery is not responsible for paying winning tickets resulting from any system or terminal malfunction.
- l. The Delaware Lottery is not responsible for wagers not placed due to a system or terminal malfunction.
- m. The Delaware Lottery does not recognize defaults prior to the start of the event, result changes, protests or overturned decisions, etc., for wagering purposes. The Lottery does not recognize suspended games unless otherwise specified elsewhere in the rules.
- n. Delaware law prohibits persons under the age of 21 from wagering, collecting winning wagers or loitering in or about the Sportsbook area. All players must be 21 years of age or older.
- o. The use of two-way electronics communication devices while you are at the counter placing a wager is prohibited.
- p. All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity.

Delaware Lottery Sportsbook Wagering Rules

- q. Once a leg of a multi-game ticket has begun, no refunds or changes will be permitted.
- r. Accepting telephone or electronic wagers from inside and/or outside the state of Delaware is strictly prohibited.
- s. Payoffs over \$10,000 may be delayed until the next regular banking day.
- t. Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
- u. Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details. If there is a conflict between a stipulation on an odds sheet/display and these Wagering Rules the stipulation on the odds sheet/display will prevail.
- v. The Delaware Lottery will keep a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the customer and Sportsbook in case of an obvious computer, mechanical, technical or human error.
- w. In the event of a dispute that cannot be resolved at the Sportsbook, a customer may submit a written appeal to the Delaware Lottery. The decision of the Delaware Lottery shall be final.
- x. Any matter not addressed by these rules, as well as the interpretation of these rules, is vested in the sole discretion of the Director of the Delaware Lottery

1.2 Lost, Stolen, or Unreadable Tickets

- a. No winning wager will be paid without a valid, physical game ticket. No reproductions or photos will be accepted. A valid ticket is an original ticket printed on authorized Delaware Lottery ticket stock.
- b. The Delaware Lottery is not responsible for lost, stolen, altered or unreadable tickets. Lost, stolen, altered or unreadable tickets will not be reproduced/reprinted or paid.
- c. Winning wagers are void one year from the date of the conclusion of the last event on the wager. Vouchers are void one year from the date of issuance.

1.3 Definition of "Action"

- a. Except as noted below or otherwise specified, all events must be held within seven (7) days of the scheduled date to be considered "action."
- b. BASKETBALL, HOCKEY, BASEBALL and SOFTBALL games must be played on the date scheduled for "action." If a game is postponed and/or rescheduled to a later date, said game will automatically constitute "no action."
- c. AUTO races are "action" when the first car crosses the start line after the green flag is dropped.
- d. FUTURE WAGERS are "action" as long as a winner is officially declared, regardless of team relocation, name change, league affiliation, playoff format, season length, etc.
- e. If any change in venue occurs from the originally scheduled venue, there will be "no action" and wagers will be fully refunded.
- f. Both sides must start in any two-way match-up propositions.
- g. 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).
- h. For daily BASEBALL proposition wagers, all wagers constitute "action" regardless of the number of games completed, except for the BASEBALL "*The Big B*"* in which case all scheduled games must be completed for there to be "action."

**The Big B is a single sport wager in either Baseball or Hockey, offering a line on the total runs or goals scored in all the baseball or hockey games in that day. It can only be bet straight, cannot be parlayed.*

- i. For BASEBALL first inning wagers, the first inning must be fully completed for there to be “action”; otherwise, wagers are refunded. There will be “action” regardless of a change in the originally scheduled starting pitcher.

1.4 Definition of “Official”

- a. BASEBALL (major league, minor league, and college): In all nine- inning scheduled games, winners and losers are "official" after nine innings of play unless the home team is leading after eight and one- half innings or the game is tied at the end of 9 innings and goes into extra innings. If a game goes into extra innings, winners and losers are “official” after the winner is decided after a full inning of play.
 - i. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
 - ii. The called/suspended games rule also applies to seven- inning scheduled games.
 - iii. If a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. (For example, in a case in which the home team scores to tie or take the lead in the bottom half of the inning which is not completed and the game is subsequently called, the runs scored in that inning do not count for wagering purposes.)
 - iv. For first five full inning wagers, five full innings must be completed for “action”; otherwise, all wagers are refunded.
- b. SOFTBALL (major league, minor league, and college): In all seven- inning scheduled games, winners and losers are "official" after seven innings of play unless the home team is leading after six and one-half innings or the game is tied at the end of seven innings and goes into extra innings. If a game goes into extra innings, winners and losers are “official” after the winner is decided after a full inning of play.
 - i. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
 - ii. If a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. (For example, in a case in which the home team scores to tie or take the lead in the bottom half of the inning which is not completed and the game is subsequently called, the runs scored in that inning do not count for wagering purposes.)
- c. BASKETBALL (college): After 35 minutes of play.
- d. BASKETBALL (professional): After 43 minutes of play.
- e. FIGHTS: When bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered "official", regardless of the scheduled length.
- f. FOOTBALL (both college and professional): After 55 minutes of play.
- g. HOCKEY (professional and college): After 55 minutes of play.
- h. SOCCER: After 90 minutes of play.
- i. AUTO: A race must be completed and a winner declared within seven (7) days of the start of the race to be considered “official”.
- j. GOLF: Tournaments must be completed within seven (7) days of the start of the tournament to be considered “official.”
- k. OTHER: All other contests that involve a scheduled length of play or time limit must play to their conclusion or have five minutes or less of scheduled playing time remaining when the contest concludes to be considered "official" unless otherwise specified.
- l. With all types of sports, if any change in venue occurs from the originally scheduled site, then wagers will be fully refunded. This rule does not apply to football.

1.5 Wagering on Totals – Over or Under

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

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

- b. When wagering on baseball "totals" or "run lines," the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game and seven innings (six and one half if the home team is ahead) for a scheduled seven-inning game.
 - i. If the game goes past regulation innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not bat (complete their turn at bat) in the bottom half of an extra-inning game, the score reverts back to the previous full inning of play.
 - ii. When wagering before the start of a baseball game on "totals" or "run lines," pitchers will be automatically listed. A pitcher change before the game starts constitutes "no action."
- c. When wagering on softball "totals" or "run lines," the game must go at least the regulation seven innings (six and one-half if the home team is ahead).
 - i. If the game goes past regulation innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not bat (complete their turn at bat) in the bottom half of an extra-inning game, the score reverts back to the previous full inning of play.
 - ii. When wagering before the start of a softball game on "totals" or "run lines," no pitchers will be listed; therefore, all wagers constitute "action."
- d. When wagering on soccer "totals", extra time and penalty kicks do not count towards the "total"; only 90 minutes plus injury time are counted.

1.6 Overtime Periods

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

1.7 Determining the Winner

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

1.8 Wagering Ties

- a. Straight wager, "no action" and the wager will be refunded.
- b. 2 team teasers, "no action" regardless of the outcome of the other team.
- c. Parlays and Teasers (other than 10/14 point), reduce by one selection.
- d. 10 or 14 Point Teasers on professional or college football, ties lose.

**Note: Football and Basketball House Rules are covered throughout the Wagering Rules of Section 1. The following sections detail the House Rules for the sports that require unique or additional rules, definitions, and/or outcomes for those sport types.*

2. Baseball and Softball Rules

- a. Professional baseball wagers are accepted in the following manner:

- i. Action: Team against team regardless of the starting pitcher.
 - ii. One Specific Pitcher: A wager on or against one specific pitcher regardless of the other starting pitcher. The specified pitcher must start or the wager is deemed "no action".
 - iii. Both Specified Pitchers: A wager that specifies both starting pitchers. Any variation constitutes "no action."
 - iv. NOTE: Each team's starting pitcher is defined, for wagering purposes, as the pitcher who throws the initial pitch.
 - v. In the event of a change in pitcher(s) prior to the start of a baseball game, money line odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, "action" and "specified pitcher" wagers will be computed at the opening price established with the new pitcher.
 - vi. First five inning wagers are automatically listed pitchers. A pitching change constitutes "no action."
- b. All college baseball and softball wagers are "action," regardless of starting pitchers.
 - c. Baseball parlay payoffs are computed using standard money line calculations.
 - d. NOTE: for rules on "totals" and "run lines" reference section 1.5.

3. Fights: Boxing and MMA Rules

- a. A "full round" is defined as one in which the bell, buzzer, etc. has sounded signifying the conclusion of such round. If a fighter is counted out or the bout is officially stopped prior to the bell, buzzer, etc., such round is not considered a "full round" for wagering purposes.
- b. In the event of a draw, wagers on who will win are "no action".
- c. All straight win wagers will have "action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, knock-out ("K.O.") or decision proposition wagers are "no action" if the scheduled length of the bout is changed.
- d. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, technical decision, or any other stoppage.
- e. On decision proposition wagers, "decision" means the fight must go the entire scheduled distance.

4. Hockey

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

5. Soccer

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

6. Auto Racing Rules

- a. Unless otherwise specified all wagers are "action" regardless if driver starts the race; no refunds except match-up propositions.
- b. In match-up propositions, all drivers involved in any match-up must start or the wager is deemed "no action."
- c. If any driver in a match-up is substituted during the race, then the match-up is considered "no action."
- d. The winner of match-up propositions will be based on the official finish order.
- e. Wagers accepted on drivers only, not on teams or cars unless stipulated on the odds sheets/displays.
- f. The winner at the conclusion of the race will be the winner for wagering purposes.

7. Golf Rules

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

8. Tennis Rules

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

9. Parlay Rules

- a. Parlay tickets consisting of all football and/or basketball wagers laying 11/10 pay in accordance with the pay table.
- b. Parlay tickets consisting of all money line wagers are determined using standard money line calculations.
- c. Combination parlays are figured by first referring to the pay table, then applying the result to the standard money line calculations.
- d. Final calculations are rounded down to the nickel.
- e. Off-the-board maximum money line parlay payoff limit is 720-1.
- f. Parlay and Teaser pay tables will be available in the Sportsbook.
- g. Winning off the board wagers – In the event that the wagered number of games/selections result in a wagering tie, cancellation of game or the game is not played, winning wagers will be paid at the odds of the number of remaining wagers.

10. Parlay Card Rules – Please see back of parlay cards for rules.

- a. All initial wagers must be parlays consisting of three or more selections (Super Teaser Card-four or more selections).
 - i. Winning parlay card wagers – In the event that less than the required minimum number of selections remain on a wager, the wager will be refunded.