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HOW TO BET GUIDE



SPORTS PICK

DELAWARE SPORTS LOTTERY



It's the Law: You must be 21 years old to play.

Play responsibly: If someone you know has a gambling problem, call the Delaware Council on Gambling Problems Helpline: 1-888-850-8888 or visit deproblemgambling.org.

The Delaware Sports Lottery is sponsored solely by the Delaware State Lottery and is neither associated with nor authorized by any professional or collegiate sports organization.

WELCOME

Within this brochure, you will find information to assist you with your wagering on a variety of sports events. If you have any questions beyond what is answered here, please refer to the Delaware Lottery Sportsbook Wagering Rules or delottery.com.

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SPORTS BETTING 101

TYPES OF SPORTS WAGERS

STRAIGHT BET – A straight bet is an individual wager on a game or event that will be determined by a point spread, money line or total.

PARLAY – A parlay is a single bet that links two or more wagers; to win the bet, the player must win all the wagers in the parlay. If the player loses one wager, he loses the entire bet. However, if the player wins all of the wagers in the parlay, he wins a higher payoff than if he had placed the bets separately.

FUTURES – A future bet is a wager placed on an event typically far in the future such as which team will win next year's pro football championship game or pro hockey championship series.

PROPOSITIONS – Proposition bets, or "prop" bets, focus on the outcome of events within a given game. Props are often offered on many games. These include Sunday and Monday night pro football games, various high-profile college football games, major college bowl games and playoff and championship games. An example of a prop bet is "Which team will score the first touchdown?"

TEASER – A teaser is a type of football or basketball wager in which the point spread is adjusted by additional points in the player's favor on more than one game. In football, a player may move the posted point spread 6.5, 7, 10 or 14 points. In basketball, 4, 5, 6-point teasers are offered.

ROUND ROBIN – A round robin is a series of parlays. For example, a 3-team round robin consists of four total bets – three 2-team parlays (A + B, A + C and B + C) and one 3-team parlay (A+B+C).

IMPORTANT TERMS

POINT SPREAD – The most popular sports bets are based on the point spread. The point spread represents the margin of points in which the favored team must win by to “cover the spread.” Bets on the point spread are usually offered at 11-to-10 odds. For example, a player must bet \$11 to win \$10 for a total payout of \$21 or \$110 to win \$100 for a total payout of \$210.

MONEY LINE – The money line represents the odds of a team winning the game outright without the use of the point spread. The money line is expressed as a 3-digit number. For example, -150 means a player must bet \$150 for every \$100 they wish to win, \$15 for every \$10 and multiples thereof. Or, +140 means a player will win \$140 for every \$100 they bet.



GLOSSARY OF SPORTS BETTING TERMS

Action – A sports wager of any kind: a bet.

Added Game – A game not part of the typical menu of wagering offerings, often posted as an accommodation to patrons.

Book – An establishment that accepts bets on the outcome of sporting events.

Buy (Points) – A player pays an additional price (lays more money) to receive a half-point or more in his favor on a point-spread game.

Chalk – The favorite.

Cover – Winning by more than the point spread.

Dime – A \$1,000 sports wager.

Dog – The team perceived to be most likely to lose. Short for underdog.

Favorite – The team considered most likely to win an event.

First half bet – A bet placed on the score in the first half of the game only.

Future – Odds that are posted well in advance on the winner of major events, including the Pro Football Championship, the Pro Basketball Championship and the Pro Baseball Championship.

Halftime bet – A bet placed on scoring in the second half of a game, including any overtime periods.

Handle – The total amount of bets taken.

Hold – The percentage the house wins.

Juice – The bookmaker’s commission, most commonly the 11 to 10 bettors lay on straight point spread wagers; also known as “vigorish.”

Laying the points/price – Betting the favorite by giving up points.

Limit – The maximum amount accepted by the house before the odds and/or point spread are changed.

Line – The current odds or point spread on a particular event.

Listed pitchers – A baseball bet placed only if both of the pitchers scheduled to start a game actually start. If they don’t, the bet is deemed “No Action” and refunded.

Longshot – A team perceived to be unlikely to win.

Middle – To win both sides of a game; wagering on the underdog at one point spread and the favorite at a different point spread and winning both sides. For example, if the player bets the underdog +4 ½ and the favorite -3 ½ and the favorite wins by 4, he has “middled” the book and won both bets.

Money line – Odds expressed in terms of money. With money odds, whenever there is a minus (-) the player lays that amount to win \$100; where there is a plus (+) the player wins that amount for every \$100 wagered.

Nickel – A \$500 sports wager.

No Action – A wager in which no money is lost or won, and the original bet amount is refunded.

Off the board – A game in which no bets are being accepted.

Opening line – The earliest line posted for a particular sporting event.

Over – A sports bet in which the player wagers that the combined point total of two teams will be more than a specified total.

Parlay – A single bet that links together two or more wagers; to win the bet, the player must win all the wagers in the parlay. If the player loses one wager, he loses the entire bet. However, if he wins all the wagers in the parlay, he wins a higher payoff than if he had placed the bets separately.

Pick or Pick 'em – A game in which neither team is favored.

Point spread – The margin of points in which the favored team must win by to “cover the spread.”

Price – The odds or point spread.

Prop (Proposition) Bet – A bet that focuses on the outcome of events within a given game. Props are often offered on marquee games of great interest. These include high profile college or pro football games. An example of a prop bet is “Which team will score the first touchdown?”

Puck line – In hockey, a spread used instead of the money line.

Push – When the contest ends with no winner or loser for wagering purposes; a tie for wagering purposes.

Round Robin – A series of parlays. For example, a 3-team round robin consists of four total bets- three 2-team parlays (A + B, A + C and B + C) and one 3-team parlay (A + B + C).

Run line – In baseball, a spread used instead of the money line.

Sides – The two teams playing: the underdog and the favorite.

Sports book – A physical location that accepts sports bets.

Straight bet – An individual wager on a game or event that will be determined by a point spread, money line or total.

Straight-up – Winning the game without any regard to the point spread: a money line bet.

Take the points – Betting the underdog and receiving its advantage in the point spread.

Teaser – A type of parlay in which the point spread or total of each individual play is adjusted. The price of moving the point spread (teasing) is lower payoff odds on winning wagers.

Tie – A wager in which no money is lost or won because the teams' scores were equal to the number of points in the given point spread or total.

Total – The combined amount of runs, points or goals scored by both teams during the game, including overtime.

Under – The player bets that the total points scored by two teams will be less than a certain figure.

Underdog – The team perceived to be most likely to lose. Also known as the “dog.”

Vigorish – The bookmaker's commission; also known as “juice” or “vig.”

FOOTBALL

The most basic way to bet on football is a straight bet on the point spread. When making a straight bet, the team the player bets must cover the point spread. This means that the favored team must win by a stipulated number of points, or the underdog will receive that number of points. Wagers on the point spread are usually offered at 11 to 10 odds. This means that the bettor must "lay" \$11 for every \$10 he wishes to win. Because of this, when placing a point spread bet, it is customary to bet in \$11 increments (\$22, \$55, \$110, \$550, etc.)

EXAMPLE:

TIME	BET#	TEAM	LINE	TOTAL	MONEY
1:00 PM	101	Washington		42	+ 140
	102	Philadelphia	- 3		- 160

The point spread on the electronic display boards and wagering sheets is always listed next to the favorite. The home team is always listed on the bottom, unless otherwise specified.

In the example, Philadelphia (-3) is favored by 3 points. Philadelphia must win the game by more than three points for the player to win his bet on Philadelphia. If the player bets Washington (+3), Washington must win the game outright or lose by two points or less for the player to win. If Philadelphia wins by exactly three points, it is considered a tie or "push" for wagering purposes, and all straight bets on the point spread are refunded.

The number next to the point spread (42) is the total for the game (also called over/under). The player can wager that the final score will be more or less than this number. All points scored in overtime are counted in the final score. Like the point spread, the player wagers \$11 for every \$10 he wishes to win or multiples thereof, unless stated otherwise. For example, the player would lay \$55 to win \$50 or \$110 to win \$100, etc.

NOTE: Point spreads fluctuate, but in sports betting the odds when the bet is placed are "fixed." The listed point spread at the time of the wager, which is printed on the ticket, may be different than the opening or closing point spread of the game and the odds appearing on the wagering sheets and display screens.

THE MONEY LINE – Bettors also have the option of wagering on a team to win the game without the use

of the point spread - the margin of victory does not matter. The money line is the number at the far right used to display these odds. The team with the minus sign (-) next to the money odds is the favorite. All money lines are based on \$100. In the example, players can bet Philadelphia to win the game at -160 instead of laying 3 points at -110. A \$16 wager on Philadelphia would win \$10 for a payback of \$26, and a \$160 wager would win \$100 for a payback of \$260. A \$100 bet on Washington would win \$140 for a payback of \$240 if Washington wins the game.

FIRST HALF/HALFTIME WAGERING – There is the ability to wager on a point spread or total for only the first or second half of a game. A first half wager is determined by the score once a game reaches halftime. A halftime wager, for betting purposes, resets the score of a game at 0-0 at halftime of a game. For example, if the Green Bay Packers lead the San Francisco 49ers at halftime by a score of 14-10 and you wager on the Packers -3 ½ points in the second half, the Packers must win the game by eight points or more to cover the spread. Halftime wagers also include any overtime periods that are played.

PARLAYS – Combining several teams into a single bet is a known as a parlay. Totals may also be used in parlays. To win a parlay, ALL teams in the parlay must win. In "off-the-board" parlays, the player may parlay from two to ten teams.

In the event of a tie or "push" with the point spread or total, the parlay is reduced to the next lowest number of teams. For example, a 4-team parlay with one tie would become a 3-team parlay, etc. A 2-team parlay with one tie becomes a straight bet.

PARLAY CARDS – Parlay cards, most popular during football season, offer the potential for a large return on a small bet.

Players darken the circles on the stub that apply to the teams in their parlay, the number of teams desired and the bet amount.

There are several types of parlay cards to choose from during football season, and each has a different payoff scale. The most popular variety of parlay card is the "1/2 point" card, in which ½-point point spreads are used, eliminating the possibility of a tie.

BASKETBALL

TEASERS – We offer 6-, 6 ½-, 7-, 10- and 14-point teasers in football. A teaser allows the player to add extra points from the point spread on an underdog or subtract points on a favorite on multiple games. Football and basketball can be mixed on the same teaser. Like a parlay, a teaser is a loss if any selected side loses. Teasers also pay less than a parlay since the spreads are adjusted to the player's advantage. In the event of a tie in any game, the teaser is reduced to the next lowest number; for example, a 4-team teaser with one tie would become a 3-team teaser, etc. In the event of a wagering tie, a 2-team teaser is deemed "No Action," and all money wagered is refunded except 10- and 14- point teasers. For 10- and 14-point teasers, ties lose.



Basketball betting is similar to football betting. Most bets are made against the point spread or the total. The odds are 11 to 10 on straight bets.

EXAMPLE:

TIME	BET#	TEAM	LINE	TOTAL	MONEY
7:00 PM	201	Washington		218	+ 130
	202	New York	- 4 ½		- 150

In the example, New York is favored by 4 ½ points. New York must win the game by 5 points or more for a player to win his bet. If the player bets Washington (+4 ½), they must win the game outright or lose by four points or less for the player to win. There is no possibility of a tie in the example because a ½-point line is used.

The number 218 in this example is the total (over/under). The player can wager that the final score will be more or less than this number. All points scored in overtime count in the final score. When wagering on totals, the odds are 11 to 10 unless stated otherwise. For example, the player would lay \$55 to win \$50 or \$110 to win \$100, etc.

BASKETBALL PARLAYS – Basketball parlay rules are the same as football. A player can combine up to eight teams into a single parlay wager. All teams must win, i.e., cover the point spread.

BASKETBALL TEASERS – In basketball, we offer 4-, 5-, and 6-point teasers. The bettor may "tease" the point spread up or down from that specified number of points. Like a parlay, a teaser is a loss if any selected side loses. Teasers also pay less than a parlay since the spreads are adjusted to the player's advantage.



BASEBALL

Baseball wagering is based on a money line, which means laying or taking money odds. Unlike point spread bets, the payoff on a winning selection varies, according to the odds. Baseball odds are expressed as a 3-digit money line. All money lines are based on \$100.

The minus (-) on the display screens and wagering sheets next to the starting pitcher indicates the favorite. The plus (+) indicates the underdog.

EXAMPLE:

Time	BET#	Teams	Probable Pitchers	Money Line	Run Line	TOTAL
1:05 PM	903	Chicago	Darvish	-115	-1½ + 140	9½ - 110
	904	Philadelphia	Nola	+105	+1½ - 160	-110

In this example, Philadelphia is the home team. Chicago is a -115 favorite, which means for every \$100 the player wants to win on Chicago, he must lay \$115. To win \$10, he would bet \$11.50 and collect \$21.50 if Chicago wins. A wager on Philadelphia would win \$105 for every \$100 wagered or \$10.50 for every \$10. A \$10 wager would return \$20.50.

The number to the right of the money line is the run line. The run line in baseball is similar to the point spread in other sports, except the payouts vary according to the money line odds and are not most often set at -110 on each side. The player making this wager is getting 1½ runs with Philadelphia by laying \$160 for every \$100 he wants to win. Philadelphia could lose the game by one run and the player would still win. The player may wish to give 1½ runs with Chicago and win \$14 for every \$10 wagered. Chicago would have to win by two runs.

The number at the far right (9½) is the total (over/under) on the game. This is the combined number of runs scored by both teams. The player may wager on the game to go over or under this number. This price is -110 on each side in this example. If final score falls exactly on the number, the wager is "No Action" and will be refunded.

When betting the total, the game must go 9 innings or 8½ innings if the home team is ahead. Both listed pitchers must start the game or the bet is refunded. All runs scored in extra innings count in total bets.

Alternate & Reverse Run Lines – Alternate & reverse run lines are propositional wagers offered by William Hill on each baseball game. An alternate run line allows bettors to lay 2½ runs on a team listed as the favorite, or take 2½ runs on an underdog. In order for a favorite to cover the alternate run line, they must win the game by three runs or more, while an underdog must lose a game by two runs or fewer in order to cover. With a reverse run line, bettors can lay 1½ runs on an underdog for a bigger potential payout, while they can also take 1½ runs with a favorite.

LISTED PITCHER(S) OPTION – When wagering on baseball, the player may choose to apply one of the following methods to each bet:

- **Action** – Team against team regardless of the starting pitcher. Since baseball odds are dependent upon the starting pitchers, all action wagers are subject to odds adjustment if the actual starting pitchers are different from those listed on the board at the time of the wager.
- **One Specified Pitcher** – A wager on or against one specified pitcher, regardless of the other starting pitcher. In the event that the specified listed pitcher does not start, the bet is "No Action," and the wager will be refunded. The wager will be subject to an odds adjustment should there be a change in the other listed or starting pitcher.
- **Both Specified Pitchers** – A wager in which both listed pitchers must start the game. If both actual starting pitchers are not exactly listed on the wagering ticket, the wager will be deemed "No Action" and refunded.

In the event there is a pitching change prior to the game, money line odds, totals and run line odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, "Action" wagers will be computed by the opening price with the new pitcher.

A pitcher is deemed to be a starting pitcher after throwing one pitch at the start of the game.

FIRST FIVE INNING WAGERING – There is the ability to wager on a money line or total for only the first five innings of a game. The first five inning wager is determined by the score once five full innings of a game are completed.

HOCKEY

BASEBALL PARLAYS – In baseball, up to 10 teams may be used in a parlay. Totals may also be included in parlays. In a parlay, all teams chosen must win, or the bet is a loser. In the event of a rain-out, cancellation or tie, the parlay is reduced to the next lowest number of games. For example, a 4-team parlay with one rain-out game becomes a 3-team parlay; a 2-team parlay with one rain-out game becomes a straight bet on the remaining game.

Baseball parlays are calculated at true odds by taking the player's original wager plus winnings and applying it to each successive game, using the money lines at the time of the wager. Calculating baseball parlay payoffs can be tricky, but the wagering terminal will quickly calculate and display the payoffs for a player when the bet is entered.



Wagering on hockey is based on a money line. The minus (-) on the electronic wagering display and wagering sheets indicates the favorite. The plus (+) indicates the underdog.

EXAMPLE:

TIME	BET#	TEAMS	LINE	TOTAL	MONEY
7:00 PM	1011	Detroit	+1 ½ -180	5 ½ +130	+ 130
	1012	Pittsburgh	-1 ½ +160	5 ½ -150	- 150

In this example, Pittsburgh is the home team, which is always listed on the bottom, unless otherwise specified. Pittsburgh is a -150 favorite, which means the player would lay \$150 to win \$100, or \$15 to win \$10. A wager on Detroit would win \$130 for every \$100 wagered, or \$13 for every \$10.

The next number (5 ½) is the total. This is the combined number of goals scored by both teams, including any overtime. With a wager on the "over," the player would lay \$100 to win \$130, or \$10 to win \$13. With a wager on the under, the player must lay \$150 to win \$100, or \$15 to win \$10. No ties will occur with a half-point line.

In the event of a shootout, for wagering purposes, the winner is awarded one goal, which is considered in the determination of the winner and loser and counts in the game total.

PUCK LINE WAGERING

Also available on all hockey games is puck line wagering, which allows bettors to either lay 1 ½ goals with a favorite at steeper odds, or lay lesser odds by taking 1 ½ goals with an underdog.



SOCCER

Full-game soccer wagers are official at the completion of a full soccer game (90 minutes of play, plus referee stoppage time), unless otherwise specified on the sports sheets or display boards. For the purposes of a soccer wager, the results of any extra time period(s) of play are not used to calculate winning or losing wagers, unless otherwise specified on the sports sheets or display boards. Only the main 90-minute period is considered for soccer wagers.

EXAMPLE:

TEAM	MONEY LINE	SPREAD	TOTAL
Manchester United	-115	- 1/2 -115	2 1/2 OV-100
Chelsea	+310	+ 1/2 -105	UN -120
Draw	+250		

Soccer events can be offered for wagering as a 3-way (Team A, Team B, and Draw) or 2-way (Team A or Team B). When wagering on the 3-way money line, there are three options. Your selected option must be correct for your wager to be a winner. For example, if you selected Team B and the event ends in a Draw, your selection on Team B loses.

In the above 3-way price example, Manchester United is -115 (wager \$115 to win \$100), Chelsea is +310 (wager \$100 to win \$310) and the draw is +250 (wager \$100 to win \$250). Your selection must be correct for you to win your wager.

When wagering on soccer using goals as the point spread, your bet must "cover the spread." On this wager, if you wager on the favored team, you are betting that the favorite is going to win by more goals than the point spread. Conversely, if you bet the underdog, you are betting that the team will lose by less than the point spread or win the game outright.

In the 2-way price in the above example, Manchester United is -1/2 and -115. You wager \$115 to win \$100, and Manchester United must win by one or more goals. If your wager is on Chelsea, you wager \$105 to win \$100, and your team must tie or win the match.

The total (over/under wager) in this example is 2 1/2 goals. You may wager that the score after full time is more than or less than the total. This total is the score of both teams added together. This is an independent wager. It makes no difference which team wins or if the game ends in a draw. You can wager over 2 1/2 (wagering \$100 to win \$100) or under 2 1/2 (wagering \$120 to win \$100).

BOXING / MMA

Like baseball and hockey, the money line is used to display the odds of winning in boxing and MMA.

The minus (-) on the wagering sheets and display boards indicates the favorite. The plus (+) indicates the underdog.

EXAMPLE:

TIME	BET#	FIGHTER	TOTAL
9:00 PM	2001	Manny Pacquiao	+130
	2002	Floyd Mayweather	-150

In this example, Floyd Mayweather is favored, and the player must lay \$150 to win \$100 or \$15 to win \$10. The player would wager \$100 to win \$130 or \$10 to win \$13 on Manny Pacquiao. In the event of a draw, wagers on who will win the fight are refunded.

ROUNDS PROPOSITION

On some fights, players have the option of betting whether the fight will go a specified distance.

EXAMPLE:

TIME	BET#	ROUNDS	ODDS
9:00 PM	2051	Over 11.5	+140
	2052	Under 11.5	-160

In this example, the player would wager \$100 to win \$140 or \$160 to win \$100 that the duration of the fight will last 12 full rounds. In rounds propositions, it does not matter which fighter wins.

For major fights, a broad range of wagers and propositions may be offered such as how a fighter will win (KO or decision), round propositions and odds on picking the round in which the fight will end.



AUTO RACING/GOLF*

The payoff on a winning selection varies according to the odds.

EXAMPLE:

DRIVER	ODDS
Jimmie Johnson	6 - 1
Kyle Busch	8 - 1
Kasey Kahne	50 - 1
Ryan Newman	100 - 1

To wager on auto racing, you typically pick the winner of the race.

Typically, 20-30 drivers will be listed along with a "field" (all others).

For example, if you wager \$10 on Kyle Busch and he wins the race, you win \$80 plus your \$10 back totaling \$90.

PROPOSITION WAGERS:

DRIVER	ODDS
Jimmie Johnson	- 130
Kyle Busch	+ 110

Auto racing match-ups pit two drivers against each other in a head-to-head wager. The driver with the better finish in the race wins the match-up. Sometimes multiple drivers are listed in a group where the best finish in the group wins the wager.

In the example, a wager on Jimmie Johnson for \$13 wins \$10, returning \$23. Wagering \$10 on Kyle Busch pays \$11 plus your \$10 back for a total of \$21.

Other props may also be posted such as the over/under on the number of cautions in the race or which car manufacturer wins.

Lines can be found on other series and open wheel races.

*Golf works the same as Auto Racing.



WAGERING RULES

GENERAL RULES

1. Please check your tickets for accuracy before leaving the wagering counter.
 - Tickets go as written and cannot be altered or voided once accepted by the player.
 - 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.
 - Computer generated point spreads/odds shall determine winners, losers, ties and payout odds.
 - Computer generated wagering tickets are official and may not always match propositions on the display boards.
 - The time printed on the tickets is Eastern Standard Time.
2. 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.
3. 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.
4. 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.
5. The Delaware Lottery reserves the right to determine the minimum and maximum wagers on all sporting events.
6. 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.
7. Tickets are void if stolen, unissued, mutilated, illegible, altered in any way, defective or incomplete.
8. 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.
9. 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.
10. A valid, physical game ticket printed on authorized/official Delaware Lottery ticket stock must be presented for all prize claims.

11. The Delaware Lottery is not responsible for paying winning tickets resulting from any system or terminal malfunction.
12. The Delaware Lottery is not responsible for wagers not placed due to a system or terminal malfunction.
13. 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 Delaware Lottery does not recognize suspended games unless otherwise specified elsewhere in the rules.
14. 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.
15. The use of two-way electronics communication devices is allowed while you are at the counter placing the wager only; and such devices can not be used on behalf of any entity.
16. Once a leg of a multi-game ticket has begun, no refunds or changes will be permitted.
17. Accepting telephone or electronic wagers from inside and/or outside the state of Delaware is strictly prohibited.
18. Payoffs over \$10,000 may be delayed until the next regular banking day.
19. Wagers may be accepted at other than posted odds; please check your ticket prior to leaving the window.
20. Wagering rules and conditions are subject to change; please refer to odds sheet/display 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.
21. 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.
22. 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.
23. 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.

LOST, STOLEN OR UNREADABLE TICKETS

1. No winning wager will be paid without a valid, physical game ticket printed on authorized/official Delaware Lottery ticket stock. No reproductions of photos will be accepted.
2. 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.
3. 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.

For complete wagering rules and information, see **delottery.com**

