**Please Gamble Responsibly. Gambling Problem? Call 1 (800) 547-6133**

**Last Modified : March 7, 2023**

1. Lucky Eagle Casino Management reserves the right to limit or refuse any wager. Patrons must be 21 or older to place a wager and/or cash a ticket.
2. Lucky Eagle Casino shall not be responsible for communication delays due to internet outages or speed issues, the failure of electronic equipment, service interruptions, or other network or system flaws.
3. Winning wagers may be subject to local and/or federal (IRS) reporting and withholding guidelines.
4. Any rules written for specific events, such as special prop bets or in-play markets, are considered to be House Rules.
5. Tickets go as written. Any voids or changes will be at Lucky Eagle Casino Management’s discretion.
6. In the event of a dispute, Management will come to a resolution that is deemed fair to all parties. If the patron is not satisfied by this resolution, the patron who accepts and settles a wager is responsible for and may contact Chehalis TGA to review the matter.
7. Chehalis TGA has sole jurisdiction over all disputes regarding any and all wagers.
8. Management reserves the right to add, delete, or change the House Rules and/or payoff odds with the approval of Chehalis TGA.
9. Wagers cannot be altered once an event has started. All bets must be placed before the beginning of each event, with the exception of in-play wagers. Any bet placed after the event has started will be canceled.
10. The winner of an event or game will be determined on the date of the event’s conclusion based on the official result published by the governing body for that event.
    1. Lucky Eagle Casino does not recognize protested or overturned decisions for wagering purposes.
    2. If an event is suspended after the start of competition, the result will be decided according to the wagering rules specified for that sport by Lucky Eagle Casino.
    3. All sporting events must be played on the scheduled date, unless otherwise specified. If an event is postponed, rescheduled and/or there is a change of venue, the event will constitute 'no action' (unless sport specific rules state otherwise).
    4. Future or outright wagers are considered action as long as a winner is officially announced, regardless of team relocation, team name change, league affiliation, playoff format, or season length, unless otherwise specified below, within rules particular to a specific sport.
11. Dates and start times of events shown are for guidance purposes only, and may be changed by the officials of their league. Wagers will be accepted up to the listed start time.
12. Dead Heat rules will be used when applicable to ties and the wager will be graded proportionally.
    1. A dead heat is when two or more selections tie for a given position. In racing events (Motor Racing or Athletics for example), it could be due to both competitors crossing the line at the exact same time and the judge is unable to separate them. In other events, such as Golf, a dead heat occurs when players have scored the exact same score and are therefore classified in a joint position such as joint second place.
    2. In a dead heat for first place, the stake money on a winning selection is divided by the number of winners in a dead heat. The full odds are then paid to the divided stake with the remainder of the money being lost. For example: Kurt Busch and Denny Hamlin have dead heated for first place in a NASCAR race. If you backed either of these drivers, you would be paid half of your stake. Therefore:

$100 on Kurt Busch at +100 = Half Stake $100 = $50 at +100 = $100 returns.

Or

$100 on Denny Hamlin at +800 = Half stake $100 = $50 at +800 = $450 returns.

* 1. Multi-Selection Dead Heats

If there is a dead heat between multiple competitors, the following calculation applies:

The number of positions tied for, divided by the number of players tied in that position.

For example:

1 Brooks Koepka

T2 Tommy Fleetwood

T2 Tiger Woods

T4 Justin Rose

T4 Jordan Spieth

T4 Rickie Fowler

T4 Dustin Johnson

T4 Rory McIlroy

In this scenario there are two (2) players in a dead heat for second place, and five (5) players in a dead heat for fourth place. If you had picked a player to finish in the Top five, then those who finished tied for second place are both winners. Your full stake would then be paid out at full odds. However, if you had picked any of the players who finished tied for fourth place then those wagers would be settled differently. There are five (5) players in a dead heat for two (2) positions (fourth and fifth) and therefore you would be paid at 2/5 (two-fifths) of the stake. For example, if you had $100 on Dustin Johnson Top 5 Finish at +200, your bet would be settled as follows:

$100 on Dustin Johnson = 5 players tied for 2 positions = 2/5 (two-fifths) stake

2/5 of $100 = $40 at +200 = $120 returns

1. Wagering options, excepting in-play/live markets, are available up until the official start of the event.
2. Straight bets that are settled as a push or deemed no action will be refunded, unless the selection is part of a parlay or teaser bet, in which case parlay and teaser rules will apply.
3. Management will keep records of all point spreads, odds, final scores, and wagers to protect the customers and management in the case of obvious mechanical or human errors.
4. Lucky Eagle Casino reserves the right to add, delete and/or change the sports book's rules and regulations, as long as approval has been granted by Chehalis TGA.
5. Lucky Eagle Casino is not responsible for altered, unreadable, lost and/or stolen tickets.
6. Wagers will not be accepted at other than posted terms.
7. Retail sports wagers may be made in cash, at the kiosks or through a Lucky Eagle Casino ticket writer.
8. **If a patron is suspected of circumventing betting limits or max payout limits by repeating the same wager under the approval limit, Lucky Eagle Casino reserves the right to restrict payout or cancel wagers that collectively exceed the betting or payout limits.**
9. Sportsbook abides by Chehalis TGA's Rules and therefore it will not accept any wagers on prohibited events; nor accept wagers by any "Prohibited sports betting participant" (which is defined as any individual whose participation may undermine the integrity of the betting or the sports event, or any person who is prohibited for other good cause, including, but not limited to: any individual placing a wager as an agent or proxy; any person who is an athlete, coach, referee, player, in, or on, any sports event overseen by that person's sports governing body based on publicly available information; a person who holds a position of authority or influence sufficient to exert influence over the participants in a sporting contest, including, but not limited to, coaches, managers, handlers, or athletic trainers; a person with access to certain types of exclusive information on any sports event overseen by that person's sports governing body based on publicly available information, or a person identified by any lists provided by the sports governing body to Chehalis TGA, as well as those self-excluded or otherwise prohibited from wagering at the discretion of Lucky Eagle Casino) ("Prohibited Sports Betting Participant"). Should Sportsbook learn of any such wager being made by a Prohibited Sports Betting Participant, Lucky Eagle Casino will investigate the matter and report such activity to Chehalis TGA, and where appropriate, to the sports’ governing body. Moreover, any such wager made by a Prohibited Sports Betting Participant will be deemed void and Chehalis TGA will be notified for further instruction as to disposition of funds.
10. If Lucky Eagle Casino accepts a bet on an event for which the outcome has already been determined, then Lucky Eagle Casino reserves the right to deem that bet void.
11. **DEFINITION OF 'ACTION'**
    1. All football, basketball, hockey, and baseball games must be played on the date specified.
    2. Boxing, MMA and UFC matches must go within one (1) week of specified date to be considered "action" unless otherwise stated.
12. **DEFINITION OF 'OFFICIAL'**
    1. **AUTO RACING**

Driver must start the race for action.

* 1. **BASEBALL**  
     (major league, minor league, and college): In all nine-inning scheduled games, winners and losers are official after a minimum of five innings of play unless the home team is leading after four and one-half innings, subject to 28.2.1 and 28.2.2, below.
     1. Called games must go a minimum of five innings, or four and one-half innings if the home team is ahead. \* The called games rule also applies to seven-innings scheduled games.
     2. If a game goes past five innings and is subsequently called, 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 called, the runs do count.)
     3. In all seven-inning scheduled games, winners and losers are official after a minimum of seven innings of play unless the home team is leading after six and one-half innings.
  2. **BASKETBALL**  
     (College): After 35 minutes of play.
  3. **BASKETBALL**  
     (Professional): After 43 minutes of play.
  4. **BOXING/MMA/UFC**  
     (professional or amateur): When bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for wagering purposes, regardless of the scheduled length.
  5. **FOOTBALL**  
     (both college and professional): After 55 minutes of play.
  6. **AUSSIE RULES FOOTBALL**

The entire scheduled period must be completed to have action.

* 1. **HOCKEY**  
     (professional, college, and amateur): After 55 minutes of play.
  2. **SOCCER**

(Professional, college and amateur): After 85 minutes of play.

* 1. **TENNIS**

(Professional, college and amateur): After one full set is completed.

* 1. **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 in order to be considered official for wagering purposes.

1. Wagers are settled on the official result published by the governing body immediately after the event has finished.
2. Future or outright wagers are considered action as long as a winner is officially announced, regardless of team relocation, team name change, league affiliation, playoff format, or season length, unless otherwise specified below, within rules particular to a specific sport.
3. **WAGERING ON 'TOTALS'**
   1. When wagering on "totals" (i.e., over or under) on contests involving a scheduled time limit, all game wagering rules applicable to minimum length of play requirements shall also apply to "total" wagers, (i.e., contests must play to their conclusion or have five minutes or less of scheduled playing time remaining for "total" wagers to be considered "action").
   2. When wagering on baseball "totals" (i.e., over or under) 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.

33.2.1 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.

* + 1. 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.

33.2.3 If available, Listed or specified pitchers must start in over/under wagers or "Run Line" wagers or there is "no action". If listed or specified pitchers are not available Total and Run Line wagers are Action according to Baseball rules.

1. **INCLUDING OVERTIME PERIODS**
   1. When wagering on "totals", overtime periods are counted in the final score, except in soccer.
   2. On half-time (in progress) wagers, overtime periods are included as part of the second half.
2. **DETERMINING THE WINNER**
   1. For wagering purposes, the winner of an event or game will be determined on the date of the event's conclusion according to house wagering rules and regulations. Management does not recognize suspended games, protests, overturned decisions, etc. for wagering purposes.
   2. In all future (advance) wagering involving a recognized sport organization (i.e., Super Bowl, World Series, etc.) the winner, as determined by the League Commissioner, Chairman or other authoritative office at the conclusion of said event, will also be declared the winner for wagering purposes. On all future book wagers (advanced wagers) there are no refunds.
3. **Football**

Football wagers are accepted in the following manner:

* 1. POINT SPREAD  
     This is a team against team wager. The favored team is giving up a specific amount of points (the spread) that they have to win by or cover in order for the bet to win. If the margin of victory lands on the spread, all straight bets are considered pushed or 'no action' and will be refunded.
  2. TOTAL SCORE  
     This is a wager that specifies the total points by both teams combined over or under for the game.
  3. MONEYLINE BET  
     This is a wager where you bet on a team to win without a point spread. Instead of betting on the point spread you will be betting a price (Money Line). The money line price is adjusted to reflect the point spread, so if a team is favored to win by the point spread they will also be favored on the money line. If you are wagering on the favored team with the money line you will be giving up money for every dollar bet. If you are wagering on the underdog with the money line you will be getting money for every dollar bet. For example, -260 on the money line means you have to wager $2.60 to win $1. +260 on the money line means you bet $1 to win $2.60.
  4. PARLAY BET  
     This is a wager that specifies from 2 to 8 combined selections to win. All selections must win for the wager to pay as written. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.
  5. TEASER BET  
     This is a wager that specifies from three (3) to eight (8) combined selections to win and/or score according to the odds at the time the bet was made. With the advantage of 6, 6 ½ and 7 point spread less the favorite and 6, 6 ½ and 7 point spread more the underdog against the parlay bet according to the number of points the player wants to buy.
     1. If a Teaser reduces to one team via push or cancellation, the wager will be refunded regardless of the outcome of the event.
     2. Teaser bets are only permitted on the entire event, and are not available on halves, quarters, or any other such partial event.
  6. PARLAY/TEASER RULES

35.6.1 Teaser bets are only permitted on the entire event, and are not available on halves, quarters, or any other such partial event.

35.6.2 A parlay bet will be reduced to the next number of teams played if any of the legs of the parlay result in a tie or become no action due to postponement.

35.6.3 Teaser bets will be reduced to the next number of teams played if any of the legs of the teaser result in a tie or become no action due to postponement unless the reduction leads to only one leg of the teaser remaining. In this case the teaser will be deemed no action.

35.6.4 Teasers are only accepted for football and basketball on pre-match spread and total markets.

35.6.5 The maximum number of legs in a teaser is 8 selections.

* 1. FIRST AND SECOND HALF WAGERING  
     These are wagers for either the first or second half of a football game. First half wagers cannot be parlayed to the same game, nor can halves be teased.
     1. The score at halftime will be the final score for first half wagers. For halftime/second half wagers, overtime periods are included as part of the second half.
     2. The final score for second half wagers will consist of only 3rd quarter, 4th quarter and any overtime points scored.
     3. The final score for the game is not the final score for second half wagers. Second half wagering is only available during halftime of the football game.
  2. BETTING ON QUARTERS
     1. Overtime will not apply to any wager on the fourth quarter.
  3. PROPOSITION WAGERS
     1. Full season proposition wagers include regular season only.
     2. Player stats will stand regardless of any trades during the season.
     3. NFL Regular Season Wins wagers and match-ups are based on teams completing 17 regular season games unless the remaining games during the season will not affect the result.
     4. Canadian Football League Regular Season Wins wagers and match-ups are based on teams completing 18 regular season games unless the remaining games during the season will not affect the result.
     5. College football Regular Season Wins wagers will not include Conference Championship or Bowl games.
  4. BUYING POINTS  
     Buying points moves the point spread in your favor by the number of points purchased.
     1. Customers may buy half points on football game sides only.
     2. First half and half-time point buying is not available.
     3. Each half point purchased costs an extra 10 cents towards your wager. For example if you were to buy a half point on a +4 point spread to make it +4 1/2, instead of paying +4 (-110) you would now be paying +4½ (-120). Buying half points on NFL playoff games are restricted on a game-to-game basis.
     4. Lucky Eagle Casino reserves the right to allow buying On or Off a point spread of three (3) or seven (7), or other Key Numbers, on NFL games at its discretion. Lucky Eagle Casino also reserves the right to add a surcharge for buying On or Off a point spread at its discretion.

* 1. RULES  
     For betting purposes, unless otherwise stipulated games are official after 55 minutes of play. Football games must be played on the date scheduled unless otherwise specified. If an event is postponed and/or rescheduled, said event will automatically constitute "no action" unless otherwise stipulated. "No action" means wagers will be refunded.
  2. On all straight bets, except parlay and teaser cards, if the favorite wins by the exact point spread, all money will be refunded.
  3. The home team is always listed at the bottom unless otherwise specified. If a bettor wagers on the favorite, that team must win by more than the amount they are favored by.
  4. If a bettor wagers on the underdog, that team can win the game or lose by any amount less the point spread.
  5. When wagering on Totals, overtime periods are counted in the final score.
  6. On halftime wagers: overtime periods are included as part of the second half.
  7. Money Lines cannot be parlayed to point spreads in the same game or first half lines of the same game.
  8. On Quarter wagers, overtime is not valid for 4th quarter results
  9. Teaser bets are not allowed on first or second half wagers.

1. **Aussie Rules Football**
   1. The entire scheduled period must be completed to have action.
   2. All markets exclude overtime unless otherwise stated. Regulation includes any added injury or stoppage time, but does not include extra time.
   3. If a match is interrupted and continued within 48 hours after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided wagers will be deemed no action.
2. **Baseball**

Baseball wagers are accepted in the following manner:

Provisions pertaining to Listed Pitchers may be ignored if Listed Pitchers are unavailable/not listed.

* 1. STRAIGHT BET/ MONEY LINE  
     Is a team against team wager, regardless of the starting pitcher. Money lines are the primary wagering method used in baseball.
  2. TOTAL SCORE  
     A wager that specifies total runs by both teams combined over or under for the game. Total wagers will be considered no action in the event of any pitching change prior to the start of the game.

If Listed Pitchers are not available, Total is Action regardless of starting pitcher(s).

* 1. RUN LINE  
     This is a team against team wager. The favored team is giving up a specific number of runs (the run line) that they have to win by or cover in order for the bet to win. If the margin of victory lands on the run line, all straight bets are considered pushed or 'no action' and will be refunded. Run Line wagers will be considered no action in the event of any pitching change prior to the start of the game.

If Listed Pitchers are not available, Run Line is Action regardless of starting pitcher(s).

* 1. PARLAY BET  
     This is a wager that specifies from 2 to 8 combined selections to win, all selections must win and money line may change if a different pitcher starts. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket. Same game Run Line cannot be parlayed with Money Line or Total.
  2. FIRST 5 INNINGS  
     In this wager you can place a bet on any of the previous betting options (straight bet, one specified pitcher, total score, etc.) with the difference that the result at the end of the first 5 complete innings (4½ if the home team is ahead) , is the one that counts.
     1. The betting limits are the half of the betting limits for the complete game.
     2. To have action the first 5 complete innings must be played.
     3. In case of tie in the first 5 innings, the wagers placed in straight bet and specified pitcher are considered no action, parlay bet reduces to the next lower number and total score bets are considered action.
     4. First 5 side and/or total cannot be parlayed with the game.
     5. All Baseball rules apply for the First 5 Innings.
  3. SECOND HALF (6th inning to game final)
     1. The betting limits are the half of the betting limits for the complete game.
     2. In case of a tie in the second half, the game is no action and only the over/under bets are official.
     3. Extra innings counts for the second half (No listed pitcher).
     4. To have action the nine complete innings must be played (8½ innings if the home team is ahead).
  4. LISTED PITCHER  
     This is a wager that specifies a starting pitcher.
     1. This type of wager ensures that if the pitcher you have listed on your bet does not start, your bet will be "No Action".
     2. If you have a straight bet, your money will be refunded.
     3. If you have a parlay, a two (2) team parlay becomes a straight bet.
     4. A tie in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.
     5. There are three ways to bet using a listed pitcher: Listed pitcher vs. team. If the pitcher you list does not start the bet will be considered 'no action'.
        1. Team vs. listed pitcher. You can choose a team against a listed pitcher. If the listed pitcher you are betting against doesn’t start, the bet will be considered 'no action'.
        2. Listed pitcher vs. listed pitcher. You can choose both pitchers listed. In case one of them doesn’t start your bet will be considered 'no action'.
           1. If Listed Pitchers are not available, all money lines, totals, and run lines are action.
  5. RULES
     1. If available, the listed pitchers must start or there is "No action".
     2. Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the first pitch of the game.
     3. When wagering on totals, extra innings are counted in the final score.
     4. In the event of a pitcher(s) change prior to the start of a baseball game, money odds may be adjusted.
     5. If one scheduled pitcher starts against an unscheduled pitcher, "action" and live "one specified pitcher" wagers will be computed at the opening price established with the new pitcher.
  6. For betting purposes, winners and losers of a game are official after 5 innings of play.
     1. If the home team is leading, the game is official after 4 ½ innings. Thereafter, if a game is called or suspended, the winner is determined by the score after the last full inning (unless the home team scores to tie or to take the lead at the bottom half of the inning, in which case the winner is determined by the score at the time the game is called).
  7. Money will be refunded if the home team ties the game and it is suspended.
     1. Events will not carry over to the following day unless otherwise specified.
     2. When wagering on Total Runs and/or Run Lines, the game must go nine (9) innings (8 ½ if the home team is ahead) to have action.
     3. Rules for baseball proposition bets and run line bets are the same as those for baseball totals.
     4. Wager on totals and run lines will be refunded if a listed pitcher doesn't start.
  8. For first inning wagers, the first inning must be fully completed for there to be action. First Inning Wagers will have action regardless of the starting pitchers.
  9. All games must be played on the date specified.
  10. Total Regular Season Wins  
      Teams must play a minimum of 157 games for action.
      1. The bet does not include post-season games.
      2. All bets have action regardless of team name change or city relocation.

1. **Basketball**

Basketball wagers are accepted in the following manner:

* 1. POINT SPREAD  
     This is a team against team wager. The favored team is giving up a specific amount of points (the spread) that they have to win by or cover in order for the bet to win. If the margin of victory lands on the spread, all straight bets are considered pushed or 'no action' and will be refunded.
  2. TOTAL SCORE  
     This is a wager that specifies total points by both teams combined over or under for the game.
  3. MONEY LINE BET  
     This is a wager where you bet on a team to win without a point spread. Instead of betting on the point spread you will be betting a price (Money Line). The money line price is adjusted to reflect the point spread, so if a team is favored to win by the point spread they will also be favored on the money line as well. If you are wagering on the favored team with the money line you will be giving up money for every dollar bet. If you are wagering on the underdog with the money line you will be getting money for every dollar bet. For example, -260 on the money line means you have to wager $2.60 to win $1. +260 on the money line means you bet $1 to win $2.60.
  4. FIRST AND SECOND HALF WAGERING  
     These are wagers for either the first or second half of a basketball game.
     1. First half wagers cannot be parlayed to the same game.
     2. The score at halftime will be the final score for first half wagers.
     3. For halftime/second half wagers, overtime periods are included as part of the second half.
     4. The final score for second half wagers will consist of only 3rd quarter, 4th quarter and any overtime points scored.
     5. The final score for the game is not the final score for second half wagers.
     6. Second half wagering is only available during halftime of the basketball game.
  5. BETTING ON QUARTERS

Overtime will not apply to any wagers on the fourth quarter.

* 1. PARLAY BET  
     This is a wager that specifies from 2 to 8 combined selections to win. All selections must win for the wager to pay as written. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.
  2. TEASER BET  
     This is a wager that specifies from three (3) to eight (8) combined selections to win and or score according to the odds at the time the bet was made. With the advantage of 4, 4½ and 5 point spread less the favorite and 4, 4½ and 5 point spread more the underdog against the parlay bet according to the number of points the player wants to buy. Teaser bets are only permitted on the entire event, and are not available on halves, quarters, or any other such partial event.

1. DOUBLE DOUBLE

A double-double occurs when a player reaches 10 or more from 2 and a triple-double occurs when a player reaches 10 or more from 3 of the following categories:

* Points
* Rebounds
* Assists
* Steals
* Blocks
  1. RULES
     1. Basketball games must be played on the date specified. If an event is postponed and/or rescheduled, said event will automatically constitute "No Action" unless otherwise stipulated. No Action means wagers will be refunded.
     2. If a bettor wagers on the favorite, that team must win by any amount more than point spread.
     3. When wagering on totals, overtime periods are counted in the final score.
     4. On halftime wagers: Overtime periods are included as part of the second half.
     5. Teaser bets are not allowed on first or second half wagers.
     6. On proposition bets players must play for action.
     7. Proposition bets on games will follow the standard game rules.
     8. Future or outright wagers are considered action as long as a winner is officially declared, regardless of event/team relocation, postponements, season length unless otherwise specified.

1. **Cricket**
   1. All matches must be played on the date and at the location specified. If a match is postponed and/or rescheduled then all markets are deemed no action.
   2. If the match is tied and the official competition rules do not determine a winner; or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are deemed no action.
   3. In the event of an over not being completed, all undecided markets on the specific over are deemed no action unless the innings has reached a natural conclusion.
   4. No markets consider super overs unless otherwise specified.
   5. 5-run penalties are not considered in any over or delivery market.
2. **Soccer**

Soccer wagers are accepted in the following manner:

* 1. MONEY LINE BET  
     This is the most common form of wagering in soccer. You can wager on one of three propositions: visiting team, home team or the draw.
     1. All bets are for full time only. Full time is defined as 90 minutes of regular time and any stoppage time added by the referee.
     2. Overtime, penalty shootouts and penalty kicks are not counted for wagering purposes.
     3. If a match were to end in a draw, only those placing bets on the draw will win.
     4. Total wagering is available, but cannot be parlayed to the same game.
  2. STRAIGHT BET  
     This is a team against team wager.
     1. All team against team wagers in soccer are to advance only.
     2. Advance wagers include full time, overtime and penalty kicks if necessary.
     3. To advance wagers are available when there is a possibility of a match going to overtime and penalty kicks, such as second leg matches and Champions League finals.
     4. To advance wagers cannot be parlayed to money line wagers of the same game.
  3. **TOTAL SCORE**  
     This is a wager that specifies total goals over or under by both teams combined in full time only.
     1. If an event is postponed and/or rescheduled, wagers on totals will automatically constitute "no action unless otherwise stipulated.
     2. No action means wagers will be refunded. Shootout goals are not counted toward the total score of the game.
  4. **FIRST AND SECOND HALF WAGERING**  
     These are wagers for either the first or second half of a soccer match.
     1. First half wagers cannot be parlayed to the same match.
     2. The score at halftime will be the final score for first half wagers.
     3. For halftime/second half wagers, overtime and penalty kicks are NOT included as part of the second half.
     4. The final score for second half wagers will consist only of any goals scored in the final 45 minutes of play plus any stoppage time added by the referee.
     5. The final score of the match is not the final score for second half wagers.
     6. Second half wagering is only available during halftime of the soccer match.
  5. PROPOSITION BETS  
     Proposition bets on soccer matches are graded using information from various news and sports outlets. Proposition bets from FIFA and UEFA competitions will be graded using statistics from their match reports and all results will be final.
  6. To Advance and To Lift the Trophy wagers on a team to advance to the next level or round of competition will be decided on the basis of the score at the end of the match.
  7. RULES
     1. For betting purposes, a game result is official after 85 minutes of game. The result is for full time only.
     2. Overtime, extra time and matches that are decided by penalty kicks are not considered for betting purposes, unless otherwise specified.
     3. Only one proposition (visiting team, home team or draw) must be selected per game.
     4. On advance wagers there are only two propositions, visiting team and home team.
     5. Totals cannot be parlayed to the same game.
     6. Soccer uses a three-way money line, which includes the Draw (tie) as a wagering option.
     7. If a game is abandoned or postponed for any reason, all wagers will stand provided the game is played or re-started within 24 hours of the original kickoff time. If the game is not played or re-started within 24 hours then all wagers will be considered void with the exception of 1st half wagers if they have already been settled.
     8. The only exception to the above rule is if the relevant governing body deems an abandoned match to be completed and declares the result to stand. Then we will settle all wagers as normal provided at least 85 minutes has been played.
     9. To Advance and To Lift the Trophy wagers on a team to advance to the next level or round of competition will be decided on the basis of the score at the end of the match.
     10. Any prop bets such as number of corners, yellow cards, Both Teams To Score or first goal scorer will be settled according to information on the official website of the relevant league or competition. However, to grade prop bets such as number of corners, yellow cards, or Both Teams To Score – the entire 90 minutes plus injury time match must be played. Corner Kick wagers will not include corner kicks taken in extra time. Corner kicks awarded, but not taken will not count for wagering purposes.
     11. If the game for any reason is interrupted or abandoned, and 90 minutes plus injury time are not completed, except moneyline bets - all the prop bets and total bets will be void.
     12. The same game parlays are not permitted on any soccer matches.
     13. **Bettors cannot parlay total and moneyline or spread on the same game in any soccer matches.**
     14. **First half wagers cannot be parlayed to the same soccer match.**
     15. All soccer future bets have action unless otherwise stated.
     16. All bets must be placed before the beginning of each game. Any bet placed after the game has started will be canceled.
     17. Added time or injury time is considered part of the 90-minute match (full time) and is decided by the match referee.
     18. Home teams are on the bottom unless otherwise specified.
     19. Match details, such as dates and kick-off times, displayed on the website are for guidance only and may be amended or taken off the board at any time.
     20. Soccer bets will have no-action if the match is officially postponed. Regarding proposition bets, if a match is abandoned and/or suspended all bets shall be void unless the relevant wagering option has already been decided. For example, a bet on the 'First Goal Scorer' will stand if a goal has already been scored.
     21. For soccer wagering, in order to place your bet correctly you must predict the result of at least one game choosing either: the away team, the home team or the draw, unless stated otherwise.
  8. Corners Market
     1. When betting on Corners, please be aware that corners awarded but not taken do not count. Please note that this applies to all corner markets.
     2. In the event of a match being abandoned before 90 minutes have been played then all bets will be deemed no action.
     3. In the event of a corner having to be re-taken (ie. foul in the box was called) then only one corner will be counted.
  9. Both Teams To Score
  10. In the event of a match being abandoned after both teams have scored then ‘Yes’ bets will be settled as winners and ‘No’ bets as a loser. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be deemed no action.
  11. Number of Cards in Match
      1. In the total number of cards in match bets, each yellow card counts as 1, and each red card counts as 2.
      2. In case when players receive a second yellow card (it's an automatic red card), this second yellow card will be ignored for settlement purposes (maximum card count per player is 3).
      3. Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes plus injury time play.
      4. Please note, any card shown after the full-time whistle has been blown, will be disregarded.
      5. Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total number of cards.
  12. PARLAY WAGERING  
      This is a wager that specifies from 2 to 8 combined selections to win. All selections must win for the wager to pay as written. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.

1. **Hockey**

Hockey wagers are accepted in the following manner:

* 1. STRAIGHT BET  
     This is a team against team wager. All NHL straight bets on teams use a money line.
  2. TOTAL SCORE  
     This is a wager that specifies total goals over or under by both teams combined.
  3. PARLAY BET  
     This is a wager that specifies from 2 to 8 combined selections to win. All selections must win for the wager to pay as written. A tie, canceled event, or push in a three (3) or more team parlay reduces the parlay to the next lowest betting bracket.
     1. The Puck Line cannot be parlayed with the money line or total.
  4. PERIOD BY PERIOD LINES  
     For specific period bets, the specified period must be played in its entirety for bets to have action. In case of a tie in a period the period is no action and only the OVER/UNDER is official.
  5. RULES
     1. For betting purposes, unless otherwise stipulated games are official after 55 minutes of play.
     2. For specific period bets, the specified period must be played in its entirety for bets to have action.
     3. When wagering on totals, overtime periods are counted in the final score.
     4. In the event of a shootout, the winning team is awarded one goal which is considered in the determination of the winner and loser and counted toward the game total regardless of the number of goals scored in the shootout. This also applies to correct score and odd/even propositions.
     5. For last team to score wagers, in the event of a shootout, the winning team is considered the last team to score.
  6. Grand Salami
     1. The Grand Salami is the number of goals to be scored in a specified number of that day's games. Lines are offered for the actual score to be over or under this quote. Push rules apply. For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be deemed no action.
     2. Home vs Away - For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be deemed no action.
  7. NHL Playoffs Series
     1. In the NHL Playoffs series betting, bets will be graded as no action if the statutory number of games (according to the respective governing organizations) are not completed or are changed.

1. **Boxing/MMA/UFC**

Boxing/MMA/UFC wagers are accepted in the following manner:

* 1. STRAIGHT BET  
     This is a wager with fighter against fighter. All wagers on fighters use a money line.
  2. ROUNDS PROPOSITION  
     This is a wager if a designated fight goes or does not go a certain number of rounds.
  3. KNOCKOUT OR DECISION PROPOSITION  
     This is a wager if a designated fighter wins by knockout or decision.
  4. PICK THE ROUND OR SPECIFIED ROUND PROPOSITION  
     This is a wager to pick the round that the designated fighter will win.
  5. RULES
     1. If an event is postponed and/or rescheduled, said event must take place within one week of the original date. If this does not occur the bet will be considered "No Action". "No Action" means wagers will be refunded.
     2. When betting the over or under number of rounds a boxing match will go, the official stopping of a round before the sounding of the bell does not constitute a full round.
     3. A full round is only considered for wagering purposes when the bell sounds signifying the end of said round.
     4. All wagers are considered action regardless of any changes in weight class, scheduled bout length, or championship sanction, unless otherwise specified.
     5. KO includes knockout, technical knockout, and disqualification. A win by submission in MMA is not considered a KO.
     6. A half round is defined as the schedule round length divided by two.
     7. If a fight ends exactly halfway through the round, the Over will be considered the winner.

1. **Golf**

Golf wagers are accepted in the following manner:

* 1. STRAIGHT BET  
     This is a wager on the player who wins the Tournament.
  2. FUTURE BET  
     This is a wager on future designated events such as Professional Golf Association tournaments, etc.
     1. These wagers are considered as straight bets and pay according to the odds at the time the bet was made.
     2. If an event is postponed and/or rescheduled, said event will automatically constitute No Action. No Action means wagers will be refunded.
     3. For action the golfer must tee-off. It pays according to the odds at the time the bet was made.
  3. TOURNAMENT MATCHUP BET
     1. Tournament match-ups, usually head-to-head match-ups, both golfers must tee off in order to have action.
     2. The golfer with the lower score over the entire tournament is the match-up winner.
     3. If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after the cut has been made will determine the winner.
     4. If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner.
  4. ROUND ONLY / 18 HOLE MATCHUP BET
     1. The winner will be the player with the lowest score over 18 holes.
     2. If scores are tied after 18 holes, all wagers will be canceled.
     3. Play-offs do not count.
  5. MATCHPLAY MATCH-UP BET  
     In Match Play, the winner of the match is deemed the winner, regardless of the number of holes played.
  6. RULES
     1. Player must Tee OFF for action.
     2. A tournament must be completed within 8 days of the scheduled starting date to be considered action.
     3. Wagers on a golfer who does not play in the tournament are graded as No Action, and all stakes are refunded, (unless otherwise stated).
     4. A golfer is deemed to have played once he or she has teed off.
     5. In the event of a player withdrawing after having teed off, wagers on that player will be lost.
     6. All future bets on to win the tournaments are settled on the player awarded the Trophy and includes any playoff.
     7. Disqualification/withdrawal before the cut will be deemed as missing the cut.
     8. Any reference to make/miss the cut requires an official cut/exclusion by the tournament organizers for bets to stand. In the case where players are eliminated during more than one phase, settlement will be based on the first cut.
     9. In top 5 or top 10 wagers, a tie for the 5th or 10th position will be settled by dead heat rules.
     10. In the event a tournament does not go the specified number of completed holes (usually 72) and PGA officials shorten the tournament, the winner that has officially been determined by the PGA will be the winner for wagering purposes. If at least 36 holes have not been played, all wagers will be deemed NO action, and stakes refunded.
     11. In the event that two (or more) golfers are tied for the lead at the end of regulation play, a sudden death or specified hole playoff, will be used to determine the winner of the tournament. In this case, the winner of the playoff is the winner for betting purposes.
     12. If one golfer continues to play after their opponent has missed the cut, withdrawn, or been disqualified, the golfer who continues to play wins the match-up.
     13. The "Field" includes all players not offered by name

1. Tennis

Tennis wagers are accepted in the following manner:

* 1. STRAIGHT BET  
     This is a wager player against player, and on the number of sets to win. All scheduled players must start the event for the wager to be deemed action.
  2. FUTURE BET  
     This is a wager on future designated events such as: Wimbledon, U.S. Open, etc.
     1. These wagers are considered as straight bets and pay according to the odds at the time the bet was made.
     2. If an event is postponed, rescheduled, does not start or is incomplete due to either players' incapacity or disqualification, then all bets are no action. No action means wagers will be refunded.
     3. For action the player must serve.
  3. RULES
     1. In any tennis match one full set must be completed for money-line wagers to have action.
     2. The full match must be completed for any spread or total wagers to have action. This includes both game spreads and totals and set spread and totals.
     3. Unless specifically stated tennis spreads and totals refer to the number of games.
     4. The full match must be completed for any prop bets including spreads and totals, to have action. The only exception of 1st set bets if it has already been completed.
     5. If a tennis match is suspended or postponed for any reason, all wagers will stand provided the match is played or re-started within 72 hours of the original start time.
     6. Retirement or disqualification will deem Sets Betting, correct score, handicap and total games wagers as no action.
     7. Retirement or disqualification will deem prop wagers no action with the exception of those already determined.

1. **AUTO RACING EVENTS**

Auto Racing Event wagering is accepted in the following manner:

* 1. STRAIGHT BET:  
     This is a wager on the driver who wins the race.
  2. MATCH-UPS BET  
     This is a wager on one or more specified driver(s) versus one or more specified driver(s).
     1. Wagers are placed on the driver only, NOT the car or team.
     2. If the original driver is replaced by another driver after the start of the race the original driver is the driver of record and the wager will stand.
     3. All drivers in the match-up must start the race for action.
     4. Winners and losers are determined by the results reported immediately following the conclusion of the race by the specified race's governing body.
     5. Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded, will not be honored.
  3. Driver must start the race for action.
  4. In match-ups all drivers must start the race or the wager will be deemed no action.
  5. Wagers will be accepted on drivers only. No wagers will be accepted on teams or cars.
  6. The winner at the conclusion of the race will be deemed the winner for wagering purposes.
  7. All races must run within one week of the scheduled start date to be deemed action.

1. Darts
   1. All matches must start on the scheduled date.
   2. In the case of a match not being finished on the scheduled date, all undecided markets will be deemed void.
   3. Future or outright wagers are considered action as long as a winner is officially declared, regardless of event location or season length unless otherwise specified.
2. RUGBY
   1. All matches must be played on the date specified.
   2. If a match is interrupted and continued within 48 hours after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided wagers will be deemed no action.
   3. All markets are considered for regular time only unless otherwise specified.
   4. Rugby Union and Rugby League markets are based on the result at the end of a scheduled 80 minutes of play plus any added injury or stoppage time unless otherwise specified.
   5. Rugby Sevens markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise specified. This includes any added injury or stoppage time, but does not include extra time, shootout, or sudden death.
3. **TABLE TENNIS**
   1. Players must start for action.
   2. If a match is interrupted or postponed and is not continued within 48 hours after initial start time all undecided wagers will be deemed no action.
   3. Official point deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.
4. **Olympic Rules (including trials)**
   1. For wagering purposes, all Olympic winners will be determined by the official IOC Podium results upon a competition’s end, and are considered official regardless of protests, reversals, and/or overturned decisions.
   2. For match-up props, all participants involved in the match-up must start or the wager will be deemed no action.
   3. Match-up winners will be decided by the official finish order.
   4. All Olympic wagers will be considered action regardless of date, site/venue, and/or location changes as long as the event is completed prior to the Closing Ceremonies.
   5. All competitors must start for action. Any disqualification occurring on the field of play will be considered a start and will deem wagers action unless otherwise specified.
   6. Future wagers are considered action even if the selected athlete does not start.
   7. For all Olympic events involving a set length of play, the event must go until at least 5 minutes prior to the predetermined amount of time for action unless otherwise specified.
5. **Badminton**  
   1. Players must start for action.
   2. If a match is interrupted or postponed and is not continued within 48 hours after initial start time all undecided wagers will be deemed no action.
   3. Betting is all-in, compete or not. Where applicable, the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect wagers.
6. **Cycling**
   1. Participants must pass the starting line of the respective event/stage for wagers to be considered action.
   2. All wagers are settled on the official listings of the governing body at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect wagers.
   3. Team classification markets will be settled based upon final standings in time based classifications.
   4. Match-ups will be settled upon the cyclist achieving the highest placing in the specified event/stage.
   5. Match-ups will be deemed no action if one or both of the cyclists fail to pass the starting line.
   6. If both cyclists in a match-up start, but do not finish a stage/event, then the wager will be deemed no action.
   7. If both cyclists in a match-up start, but only one cyclist finishes the stage/event, the finishing cyclist will be deemed the winner.
7. **Volleyball**
   1. All matches must be played on the date specified. If a match is postponed and/or rescheduled then all markets are deemed no action.
   2. In the event of a match venue change, wagers will continue to be deemed action so long as the home team is still designated as such.
   3. If a match is interrupted or postponed all undecided wagers will be deemed no action.
   4. Betting is all-in, compete or not. Where applicable, the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
8. **In Play Wagers**
   1. When wagering on in-play/live markets, if the price has moved against the player the requested wager will not be accepted but will instead be reoffered at the new price. A price change in the players favor will be automatically accepted.

1. **FUTURE BET**  
   This is a wager on future designated events such as: NASCAR CUP Championship, NASCAR / Formula 1 Races, etc. These wagers are considered as straight bets and pay according to the odds at the time the bet was made.
   1. If an event is postponed and/or rescheduled, said event will automatically constitute "No Action". "No Action" means wagers will be refunded unless otherwise stipulated.
   2. For action the driver must start the designated race.
   3. The manufacturer must start a race.
   4. It pays according to the odds at the time the bet was made.
   5. Future Bets cannot be parlayed to any other future, proposition, match up or game.
2. 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.
3. 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.
4. Listed or specified pitchers must start in over/under wagers or "Run Line" wagers or there is "no action".
5. BASEBALL AND HOCKEY PARLAY ODDS
6. Baseball and Hockey offer no set payoffs for parlays due to the fact that various MONEYLINES are used to determine the payouts. Various prices on various teams multiplied together by the amount wagered determine the final payout.

**TEASER PAYOUT CHARTS**

FOOTBALL TEASER PAYOUT CHART

6 6.5 7

Teams

3 160 140 120

4 250 200 180

5 400 350 300

6 600 500 400

7 1000 900 700

8 1500 1200 1000

BASKETBALL TEASER PAYOUT CHART

4 4.5 5

3 Teams +160 +140 +120

4 Teams +250 +200 +180

5 Teams +400 +350 +300

6 Teams +600 +500 +400

7 Teams +1000 +900 +700

8 Teams +1500 +1200 +1000

**PAYOUT CHARTS**



1. Minimum and maximum wager amounts, odds and payouts on all sporting events will be determined by Lucky Eagle Casino, and are subject to change.
2. All winning tickets are valid for 30 days after the date of the event. Management will retain a record of all relevant results, odds, lines, line changes, and related statistics for a period of 90 days. This will serve as protection for both the patron and Sportsbook in case of obvious human or mechanical error in which Lucky Eagle Casino, may in its sole discretion, cancel any accepted wager for obvious error or in the case of a change in circumstance that makes grading the wager an impossibility. Obvious error can be defined as a clear mistake in the odds. Such mistakes could include the transposing of two prices on the money line or spread for a favorite and an underdog in a particular game or entering a typo in which you input the wrong price from what it was supposed to be, or as a result of some palpable technological or software error. Lucky Eagle Casino will report any cancellations of wager(s) via our Daily Exception Report
3. Vouchers are valid for 30 days from the date the voucher was printed.
4. All wagers must be a minimum of $2.
5. Wagers on local collegiate teams are not permitted and any such attempts to wager on local collegiate teams will be immediately considered invalid and void.
6. For payment of a voucher or winning ticket, ID shall be required.

**Please Gamble Responsibly. Gambling Problem? Call 1 (800) 547-6133**