



Sportsbook

House Rules

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General

1. No guest under the age of 21 may place or redeem any Sportsbook wager.
2. Winning sports wagering tickets may be redeemed for up to **90 days** following the start of the event.
3. Guests are responsible for familiarizing themselves with Red Wind Casino's House Rules prior to placing a wager. By placing a wager, the guest acknowledges reading and understanding the House Rules governing the wager.
4. Red Wind Casino reserves the right to refuse any wager or to delete or limit wagering selections prior to the acceptance of any wager.
5. Red Wind Casino reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected and subsequently void any wagers placed on the affected events and markets.
6. Guests are responsible for checking the accuracy of their tickets prior to leaving the betting counter or kiosk. Leaving the ticket counter/kiosk with a ticket shall be deemed acceptance of the wager between the guest and casino.
 - a. No wagers shall be altered or voided prior to the start of an event, except at the discretion of management and with the approval of both parties.
 - b. No wager shall be altered or voided after an event officially begins.
 - c. No wager shall be rescinded except with the approval of the Nisqually Tribal Gaming Agency.
7. Red Wind Casino shall determine minimum and maximum wagers on all sports events.
8. Red Wind Casino reserves the right to add, change or delete Sportsbook payout ratio limits prior to the acceptance of any wager.
9. Red Wind Casino Sportsbook will accept wagers on currently posted terms unless otherwise posted or noted on printed media.
10. All future wagers are "action" as long as a winner is officially declared, unless otherwise posted or noted on printed media.
 - a. The field includes any participant who is not listed.
11. Red Wind Casino management will make every effort to ensure displayed odds are accurate.
 - a. Computer generated odds/point spreads shall determine winners, losers, ties and payout odds.
 - b. Management will maintain a record of all point spreads, odds, final scores and related betting proposition statistics to protect guests and the casino in case of a technical or human error.
 - c. Any displayed statistical/other supplemental data as shown on Sportsbook screens, wall boards, scratch sheets, etc. are for the convenience of our guests only. Maximum care is taken to ensure the accuracy of this information however, guests are responsible for their own due diligence- management accepts no responsibility for errors or inaccuracies.
 - d. Wagers may be accepted at other than the posted odds. Guests are responsible for reviewing the terms of their wager before leaving the Sportsbook counter/kiosk.
12. Red Wind Casino Sportsbook will notify guests of line or odds changes in the following ways:
 - a. Posted odds will be changed automatically on electronic reader boards.
 - b. Posted odds on handwritten sports boards will be changed manually.
 - c. Non-posted events will be announced verbally within the Sportsbook area, as applicable.

- d. Posted changes will be updated within 10 minutes on the electronic reader boards or handwritten sports boards.
 - e. Non-posted printed media will be updated on a weekly basis with the date of the latest issue indicated.
13. Red Wind Casino reserves the right to void or amend any wager that is a result of an obvious error with a misstated line or odds of a wager, or where the terms offered on a wager are materially different from those available to the general market at the time the wager was placed. This applies to individual wagers, as well as wagers that are part of a multi-event, such as a parlay (see "Wagering Information" below).
 14. Red Wind Casino is not responsible for lost, stolen, altered or unreadable tickets. Lost or stolen ticket claims will be paid solely at the discretion of management, upon presentation of supporting information or documentation. In the absence of such documentation, Red Wind Casino reserves the right to wait at least **90 days** after the conclusion of the event and/or racing meet to make its decision regarding payment.
 15. In conformity with Tribal, State and Federal regulations, identification may be required at certain wagering thresholds and payouts.
 16. Red Wind Casino reserves the right to add, delete or change Sportsbook House Wagering Rules, subject to approval of appropriate regulators.
 17. Red Wind Casino does not guarantee a field selection on any Future/Proposition wager.

Action/Official Results

1. An abandonment is where a match is halted before the completion of the allocated match time and not played out to conclusion on the same day. Markets which have been determined at the time of abandonment (i.e., the outcome has already been decided) such as "First Team to Score," "First goalscorer," etc. will stand. The market must be fully determined for bets to stand.
2. For Soccer, unless otherwise specified, if a match is suspended/postponed and is continued within 48 hours of the previous scheduled start time, then all bets will be "action" and settled with the final result. If the match is not started within 48 hours, then all undecided bets are considered "no action/void" Unless stipulated otherwise on guest wagering information sheets or odds display.
3. Basketball, Boxing, Hockey, Mixed Martial Arts, and Baseball must be played on the date scheduled for "action." If a game is postponed and/or rescheduled to a later date, said game will automatically constitute "no action", unless otherwise specified. Game start or conclusion times delayed or extended beyond midnight are not recognized as date changes for wagering purposes.
4. Football, if a game is abandoned, postponed, and/or rescheduled to a later date, all undecided markets will automatically constitute "no action/void", unless played in the same weekly schedule. Please note, that weekly schedule does not mean a timeline of a "week". For example, for NFL the weekly schedule would be the timeline of Thursday through Wednesday local stadium time.
5. For all sports except Baseball, for Proposition bets the player must **play** for "Action" or all bets for that player will be considered "no action/void." For Baseball, the player must **start** for "Action" or all bets for that player will be considered "no action/void."
6. Management is not responsible for location changes. With the exception of boxing, mixed martial arts (all leagues), and tennis, if a game or event is moved from original location, all wagers are "No Action".
7. For wagering purposes, unless otherwise stipulated, matches are official after: All – considered "action" once the opening bell/buzzer sounds, regardless of the scheduled length of the bout. All fighting "pick the round" proposition wagers are "No Action"

- (Refunded) if the scheduled length of the bout is changed from the distance displayed by the Sportsbook, be it on guest wagering information sheets or odds boards.
8. All results are deemed final once the official agency (official sports body, commission, sanctioning organization, etc.) has posted the result. Subsequent inquiries and changes to the official result will not affect the bet settlement after one hour or more of the conclusion of the event.
 9. If event results are incorrectly posted, results will be corrected and paid out accordingly. Results will be confirmed against multiple data sources.
 10. Wagers on events that do not meet requirements for action shall be void.
 11. If a game is final for betting purposes, all player proposition bets are "Action"; however, if the game is suspended/postponed/abandoned before the game is official for betting purposes, all undecided player proposition bets for that game will be "No Action" or void.
 12. For betting purposes, the winner of an event or game will be determined on the date of the event's conclusion according to house wagering rules. The Red Wind Casino Sportsbook *does not* recognize suspended games (with limited exception, see baseball rules), protests, and overturned decisions/results for wagering purposes. Once competition is official, wagers will be paid on the initial results. Wins are calculated with the following formula: $\text{Wager/Price} = \text{Win Amount}$.
 13. On all future event wagers involving a recognized sports organization (i.e., Super Bowl, World Series, etc.) the winner as determined by the league commissioner, chairman, or other authoritative officer at the conclusion of said event, will be declared the winner for betting purposes.
 14. Future wagers will be graded within one calendar year of the official league start date. In the circumstances of delayed future wagers, including but not limited to division/conference/finals etc., the date change will be considered action if completed within one calendar year of the official league start date.
 15. In two-way match-up proposition wagers, specified player, or team, must start for action or wager is refunded. In the event that any participant "starts" but fails to finish for any reason, the opponent shall be deemed the winner for betting purposes.
 16. All halftimes (1st half and 2nd half), quarter, period, set, etc. wagering propositions must be played to the conclusion of that portion of play to be considered "Action", and are independent of the game and other propositions. Soccer 1st half or 2nd half wagers must go at least 45 minutes to be considered "Action".
 17. For season long statistical leader and award futures, players must play in at least one regular season game for "Action".
 18. Event specific rules, including what constitutes "Action" is described in "Event Specific Rules."

Wagering Information

1. Placing a Wager
 - a. Wagers may be placed at the Sportsbook counter or at kiosks. Wagers may be funded with cash, NRWC Table Games chips, or with funds from a winning wagering ticket or cash voucher.
 - b. Red Wind Casino will determine minimum and maximum wagers on all sports events. Minimum accepted wagers will be \$5 and wagers shall require management approval for any wager exceeding a maximum payout of \$10,000. Attempted wagers at the kiosk with a payout greater than \$10,000 shall be redirected to the Sportsbook counter.
2. Redeeming a Winning Bet
 - a. Winning wagering tickets may be redeemed:

- i. In-person at the Sportsbook counter for cash during normal operating hours;
 - ii. At the kiosks to fund a new bet, or in exchange for a cashout voucher.
 - b. Cashout vouchers may be redeemed for cash at the Sportsbook counter during normal operating hours.
- 3. Voids and Cancellations
 - a. Although Red Wind Casino works to ensure no errors are made in accepting sports betting wagers, due to technical or human error, a bet may be accepted that is an obvious error. An obvious error includes the following:
 - i. Odds or terms offered are materially different from the general betting market when the bet was placed. In these instances, Red Wind Casino reserves the right to correct the odds and pay the winning bet at correct price as determined by Red Wind Casino, or void any bets placed.
 - ii. If an event is offered in error, the scheduled start time is incorrect, or for any other reason, Red Wind Casino may void these erroneous bets at its discretion and will provide an explanation of why the decision to void was made after an investigation.
 - iii. Other instances, due to system or technical issues, will be addressed individually.
 - iv. Patrons shall verify that all information on their ticket is accurate prior to leaving the Sportsbook counter or kiosk. Unless agreed upon by the guest and Red Wind Casino, and at the discretion of Red Wind Casino, no ticket will be altered or voided prior to the start of the event.
 - b. Red Wind Casino reserves the right, at its discretion (subject to the approval of the Nisqually Tribal Gaming Agency, as applicable), to declare a bet void, totally or partially, if it is obvious that any of the following circumstances have occurred:
 - i. Bets have been offered, placed and/or accepted due to an error.
 - ii. Influence betting.
 - iii. Syndicate betting.
 - iv. A result has been affected by illegal activity, whether directly or indirectly.
 - v. Erroneous pre-game wagers were accepted after the scheduled start time.
 - vi. Erroneous live-game wagers were accepted at an incorrect price due to delay or failure of 'live' coverage.

Prohibited Persons

Persons prohibited from participating in Sportsbook wagering include, but are not limited to the following:

1. Any person under 21 years of age;
2. Any person placing a wager as an agent or proxy;
3. Any athlete whose performance may be used to determine, in whole or in part, the outcome of such wagering;
4. Any person who is an athlete, player, coach, manager, referee or other game official, physician, trainer, team employee or Sports Governing Body employee, in any sports event overseen by such person's Sports Governing Body;
5. Any person with access to material, exclusive, non-public confidential information about a sports event that is the subject of such wagering;

6. Any person identified to the Nisqually Tribal Gaming Agency (NTGA) and Washington State Gambling Commission (WSGC) by a Sports Governing Body, that NTGA and WSGC agree is a person who should be a Prohibited Sports Wagering Participant;
7. Any person who holds a position of authority or influence sufficient to exert influence over the participants in a sports event that is the subject of a wager;
8. Any person which the casino knows or reasonably should know, is placing a wager by, or on behalf of a Prohibited Sports Betting Participant;
9. Any barred or self-excluded person, or person otherwise prohibited from Sports Wagering;
10. Any person whose participation may undermine the integrity of wagering on a sports event or the conduct of such sports event itself, or any person who is prohibited for other good cause.

Parlays & Teasers

1. STRAIGHT BETS PAY 10-11 unless posted or specified otherwise on printed media. In the event of a tie in a straight wager, wager is considered "no action" and money is refunded.
2. All parlays are based on a TRUE ODDS format. This is calculated by multiplying the decimal amount wagered.

PARLAY ODDS (-110)

2 Teams:	2.64 - 1
3 Teams:	5.95 - 1
4 Teams:	12.28 - 1
5 Teams:	24.35 - 1
6 Teams:	47.41 - 1
7 Teams:	91.42 - 1
8 Teams:	175.44 - 1

Negative odds (odds with minus sign) are converted in the following way: divide 100 by the odd value (for -110 value is 110) and then add 1 to the result.
Example: $1 + (100/110) = 1.91$.

Odds equivalent to one dollar

American Odds	Decimal Odds
-105	1.952
-110	1.909
-120	1.833
-130	1.769
-140	1.714
-150	1.667

If the odds are positive (odds with a plus sign) the formula is as follows (divide positive odd value by 100 and then add 1 to the result: Example $(110/100) + 1 = 2.100$

American Odds	Decimal Odds
+105	2.050
+110	2.100
+120	2.200
+130	2.300

+140	2.400
+150	2.500

A maximum payoff of 299-1 is paid on parlays "off the board". In the event of a tie or "no action," parlay is reduced to next lower number of parlays. Acceptance of all parlays is at the discretion of management.

3. Calculating Teasers

6 Point Football Teaser Pay Table - Totals Included						
2	3	4	5	6	7	8
-125	+150	+250	+400	+600	+900	+1250
TIES REDUCE TO NEXT LEVEL						
6.5 Point Football Teaser Pay Table - Totals Included						
2	3	4	5	6	7	8
-140	+140	+200	+350	+500	+800	+1100
TIES REDUCE TO NEXT LEVEL						
7 Point Football Teaser Pay Table - Totals Included						
2	3	4	5	6	7	8
-150	+120	+180	+300	+425	+650	+900
TIES REDUCE TO NEXT LEVEL						
5 Point Basketball Teaser Pay Table - Totals Included						
2	3	4	5	6	7	8
-120	+140	+200	+350	+500	+700	+1000
TIES REDUCE TO NEXT LEVEL						
5.5 Point Basketball Teaser Pay Table - Totals Included						
2	3	4	5	6	7	8
-125	+135	+190	+300	+450	+650	+900
TIES REDUCE TO NEXT LEVEL						
6 Point Basketball Teaser Pay Table - Totals Included						
2	3	4	5	6	7	8
-140	+120	+180	+280	+400	+600	+800
TIES REDUCE TO NEXT LEVEL						

4. Parlays

- All parlay bets placed are subject to the Sportsbook house rules that apply to each individual sport that relates to any leg of any parlay bet.

5. Teasers

- Pushes and refunds in an off-the-board teaser wager cause the wager to reduce to the payoff bracket representing the number of remaining teams, if only one team remains, the bet becomes a refund.

6. Same Game Parlays (SGP)
 - a. A Same Game Parlay (SGP) is a special type of Parlay that links two or more non-main market selections (legs) from a single game.
 - b. If any leg of the Same Game Parlay wager is made void or settles as a push, then the whole wager is a void or a push.
 - c. If any leg of a Same Game Parlay wager relates to an existing market on site, rules for that market will apply.
 - d. Maximum payout odds of two hundred ninety-nine to one (299-1) apply and supersede the true odds of a Same Game Parlay.
 - e. The total maximum number of selections in a Same Game Parlay is 16. The maximum number of selections in a Same Game Parlay are subject to change at the Nisqually Red Wind Casino's discretion.
7. Same Game Parlay Plus (SGP+)
 - a. A Same Game Parlay Plus (SGP+) is a parlay that combines multiple Same Game Parlays (SGPs) or combines an SGP with a Parlay (Traditional Parlay) or combines an SGP with a straight wager selection.
 - b. Regular Same Game Parlay rules apply to the legs of a Same Game Parlay Plus. See Same Game Parlay (SGP) Rules.
 - c. Parlay rules apply to the Parlay (Traditional Parlay) legs of a Same Game Parlay Plus. See Parlay (Traditional Parlay) and Teaser Rules.
 - d. If a Same Game Parlay leg of a Same Game Parlay Plus is void, then all the legs in that SGP will be voided. The remaining selections in the SGP+ wager will remain active and will be calculated at either the listed Same Game Parlay odds of the other selections or true odds where relevant.
 - e. Maximum payout odds of two hundred ninety-nine to one (299-1) apply and supersede the true odds of a Same Game Parlay Plus.
 - f. The total maximum number of selections in a Same Game Parlay Plus is 16. The maximum number of selections in a Same Game Parlay Plus are subject to change at the Nisqually Red Wind Casino's discretion.

Event-Specific Rules

Auto Racing

1. All future book wagers on Auto Racing are "Action" once Driver begins event unless stipulated otherwise on guest wagering information sheets or odds display.
2. All participants in event match-up or Driver propositions must start the event, or that proposition is "No Action" and wager will be refunded.
3. The winner of driver matchups and race propositions will be based on the official finish order.
4. All auto race wagers are on drivers only; not on a team or car, unless stipulated otherwise on guest wagering information sheets or odds display.
5. Auto race results will be considered official for wagering purposes upon conclusion of post-race inspection. At that time auto series recognized results and statistics will be used to determine all winners and losers. Subsequent changes will not be recognized.
6. The field includes any driver who is not listed.
7. If a specific event is suspended/postponed then bets will be considered "action" provided that the event is completed within 72 hours.

Baseball

1. Baseball wagers are accepted in the following manner:
 - a. All bets are action, team against team regardless of starting pitcher. There are no listed pitchers.
2. On baseball first inning wagers, the first inning must be completed for "Action".
3. On baseball first 5 inning Moneyline wagers the game must go 5 complete innings or 4 ½ innings with the home team winning for action.
4. When wagering on "totals" (over/under), extra innings, etc., are counted in the final score, unless stipulated otherwise.
5. All settlements are based on the results and statistics provided by the relevant league's governing body (e.g., Major League Baseball).
6. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
7. If a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. Except in a case in which the home team scores to tie or take the lead in the bottom half of the inning in which the game is Postponed or Suspended; the runs do count.
8. When wagering on baseball full game "totals" or "run lines," the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game. For baseball first 5 innings "totals" or "run lines" the game must go 5 complete innings for action.
9. For all non-US professional leagues and college baseball and softball, wagers are "action" regardless of starting pitchers. "Totals" and "run line" wagers are subject to the same game length rules as professional US baseball. The bottom team that is listed, does not necessarily bat last.
10. If on the day of the event's conclusion no winner is determined, minimum play requirements are not met, or if "no contest" is declared, all wagers on that event will be considered "No Action" for betting purposes and wager will be refunded.
11. When wagering on softball "totals" or "run lines", the game must go at least the regulation seven innings (six and one-half innings if the home team is ahead). If the game goes past regulation innings into extra innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not complete their turn at bat in the bottom half of an extra-inning game, the score reverts to the previous full inning of play, unless the home team scores to tie the game, in which then the score will be determined at the point of suspension.
12. For the World Baseball Classic or any other games that are called due to the mercy rule, "totals" and "run lines" are considered "action".
13. Unless odds are quoted for a tie, any market where the result is a tie, those bets will be refunded.
14. For pro baseball regular season wins wagers, please check customer sheets for the minimum required games to be played for "action".
15. In the event that the All-Star Game does not go into extra innings but is decided by a Home Run Derby the Winner of the Derby will have one (1) run added to its score and this run will count towards the game total. Example of the Home Run Derby scenario: If the score is 3-3 after nine (9) innings the team winning the Home Run Derby will win the game 4-3.

Basketball

1. All games must be fully completed for full game basketball wagers to be "action". NBA must play a minimum of 43 minutes to be considered "completed". College, WNBA and International must play a minimum of 35 minutes to be considered "completed".
2. All first and second half, and quarter wagers must be played to their conclusion to be considered "action".
3. Any part-game wagers are action upon completion of the specified period. For example, a 1st quarter wager in a game postponed in the 2nd half is action; whereas a 3rd quarter wager in a game postponed during the 3rd quarter is void.
4. Overtime is counted in the final score, unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
5. Unless odds are quoted for a tie, any market where the result is a tie will be refunded.
6. If a match starts on the scheduled start date and is not completed within 24 hours, it will be deemed "no action".
7. For 2nd Half Basketball Bets - For any bets in these markets, unless otherwise stated, Overtime will be counted when tallying the score.
8. For pre-season, summer league and pro basketball All-Star games, games are "action" if the league determines a result, no matter what the rule changes are pertaining to the individual games.
9. For pro basketball regular season wins wagers, please check customer sheets for the minimum required games to be played for "action".

Boxing/MMA

1. In "Fighting", a full round is defined as one in which the bell (buzzer, etc.) has sounded signifying the conclusion of such round. If a fighter is counted out or the bout officially stopped prior to the bell, that round is not considered a full round for wagering purposes. If a half round (one minute and thirty seconds of a three-minute round, 2 minute 30 seconds of a five-minute round) or other specified time is listed, the official time of the bouts conclusion, as determined by ring officials, will determine proposition winners and losers.
2. If a boxing or mixed martial arts fight ends at exactly 1:30 of a 3:00 minute round or 2:30 of a 5:00 minute round, whereas the fight lands exactly on the listed total, over/under wagers will be refunded.
3. On fighting and mixed martial arts "K.O." proposition wagers, "K.O." includes knockout, technical knockout, disqualification, or any other stoppage.
4. For pick the knockout round wagers, if a fighter doesn't answer the bell for the next round, the previous round will be declared the winner. Knockout includes a technical knockout and disqualifications.
5. On fighting and mixed martial arts "Decision" proposition wagers, "Decision" means the fight must go to the judge's scorecards to determine a winner, including a technical decision.
6. On fighting and mixed martial arts "Draw" proposition wagers; "Draw" means fight must go to the judges' scorecards and be declared a draw; including a technical draw. In the event of a draw, wagers on who will win are "no action"
7. All straight win wagers will have "action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, knock-out ("K.O.") or decision proposition wagers are "no action" if the scheduled length of the bout is changed.

8. All wagers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight.
9. For settlement purposes, in case the match is interrupted for any reason in between rounds, e.g. retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round.
10. In the event of a fight being declared a "no-contest", all wagers (including totals) on that fight will be considered "no-action", regardless of when the fight is stopped.

Football

1. Games must be played at the venue specified for "action."
2. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
3. Overtime counts unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
4. Wagers for all partial-game markets are action upon the completion of the specified period. For example, a 1st half wager is action if a game is postponed in the 2nd half; whereas a 4th quarter wager is void if the game is postponed in the 4th quarter.
5. Ties will be posted as a "refund".
6. For 2nd Half Football Bets - For any bets in these markets, unless otherwise stated, Overtime will be counted when determining how the bets are settled.
7. Futures/Season Bets - NFL regular season win totals, and matchups are based on teams completing all 18 regular season games, and for CFL all 18 regular season games, College Football teams must play all scheduled regular season games for action.
8. When wagering on football regular season win totals (college and professional), teams must play the exact number of games on their schedule for "action". If there is a change in opponent, if the team plays the originally scheduled number of games, those bets are still declared as "action". For college football regular season wins, conference championship and bowl games do not count towards the win total.
9. For pro football championship game proposition wagers, please consult the customer sheets for all rules that govern specific bets.

Golf

1. All bets referring to Tournament Performance (Winner, Place, Group Betting, Top Nationality, Individual Final Position, etc.) will be deemed valid as long as 36 holes have been completed by the eligible players, and an official result has been declared by the tournament organization.
2. If a golfer withdraws before the start of a tournament all futures bets will be action unless otherwise specified
3. Most holes played wins golf matchups. If holes are equal, then low score wins.
4. If both golfers listed in a "head-to-head" match-up are involved in a 3-way (or more) playoff, either golfer involved must win the playoff to win that matchup, or proposition is "No Action" and wager will be refunded.
5. In "Head-to-Heads" based on the best finishing position in the tournament, in case one player misses the cut then the other player will be settled as the winner. If both participants fail to make the "Cut" the player with the lowest score at the "Cut" will be resulted as the winner.
6. In the event of a tie or a "dead heat" the bet amount is reduced by the number of players tied for that placing while the original odds stand. An example of this would be

a \$100 wager placed on Golfer A at +200 to finish in the Top 5. If Golfer A ties with 4 other Golfers for 5th place the wager will be calculated by dividing the \$100 stake 5 times per Rules. Calculation: $\$20 \times +200 = \60

7. Tournament Group Betting: Winning bets must select the player who achieves the highest tournament placing from a selected group. In the event of any player in the group not teeing off, bets will be refunded. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.
8. Round Leader Markets: Bets will be settled after the specific round has been completed. Dead heat rules apply.

Hockey

1. For wagers that specify "Including Overtime", In the event of a shootout in Hockey, the winner of the shootout will have one (1) goal added to its score and this goal will count towards the game total regardless of the number of shootout goals scored. For player yes-no goal scoring props, shootout goals do not count.
2. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
3. If overtime includes another period, the first team to score will win the game. This overtime goal scored will be included in the puck line wagers and total wagers that are only specified as "including overtime".
4. For college hockey wagering purposes, regular season final scores will be determined by the rules of the particular conference. 3-on-3 and shootout results may not count towards the final score.
5. Wagers for all partial game markets are action upon the completion of the specified period. For example, a 1st period wager is action if a game is postponed in the 3rd period; whereas a 2nd period wager is void if the game is postponed in the 2nd period.
6. Ties will be refunded unless the market is a three-way market (where odds are quoted for a tie).
7. Futures/Season Bets – All bets stand on Outright, Conference and Divisional betting regardless of player movement, team movement, team name change or season length.
8. Hockey player proposition wagers do include overtime, but not shootouts unless otherwise specified.
9. For pro hockey regular season points wagers, please check customer sheets for the minimum required games to be played for "action".

Soccer

1. For all goal line, money line, and total wagers, the score at the end of 90 minutes, plus injury time minutes, will be used to determine winning and losing tickets; extra time and penalty kick shootouts do not count, unless otherwise specified. For all first half goal line, money line and total wagers, the score at the end of 45 minutes, plus injury minutes, will be used to determine winning and losing wagers.
2. A wager on a team "To Advance" will include the result of extra time and penalty kick shootouts to determine the winner of the match.

3. Wagers will be decided based on the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
4. For three-way wagering propositions: sides must win, lose or draw (each is a separate wagering interest).
 - a. If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be considered losing propositions.
 - b. Three-Way wagers will be decided based on the score after 90 minutes of play and any added injury time.
5. "1st Goalscorer & correct score" – Any player who does not score will be settled as "other", as well as if any team scores more than 4 goals. "Anytime Goalscorer & correct score" – Any player who does not score will be settled as "other", as well as if any team scores more than 4 goals.
6. Yellow & Red Cards for non-players (already substituted players, managers, players on the bench) are not considered as well as Cards shown after the final whistle.
7. Official league data will be used to determine all statistical wagering propositions, player proposition wagers and future book wagers. This may take up to one hour after the conclusion of the match to be settled.

Tennis

1. If there is a walkover, retirement, disqualification, or abandonment at any time after the start of the match, the player progressing to the next round will be deemed the winner. If a match is abandoned before the match has begun, all bets are "no action".
2. A tennis match is deemed to have started with the first serve of the match.
3. All future book wagers on Tennis are "Action" once player begins event unless stipulated otherwise on kiosks or Sportsbook sheets.
4. If a match is suspended after the match has started, all full game wagers are "action" if completed within 48 hours.
5. For partial-match wagering (e.g., game and set betting), wagers are considered action upon the completion of the specified period; for example, 1st set wagers are action upon the completion of the 1st set.
6. All tennis matches are "action" regardless of a venue change, surface change, court type, or change of scheduling as long as they are fully completed.

Olympics

1. All events will be settled based on the official International Olympic Committee podium results.
2. Wagering on the Championship Medal Counts will be settled following the final event and according to the podium results.
3. If an event is postponed during the Olympics, wagers will stand as long as the event is completed prior to the closing ceremony.
4. For an event with a time limit, the full time of the game must expire for a wager to be considered "action".
5. In head to head match, best time/score is the winner
6. Medal Winners are considered "action", when awarded their medal at the podium

In-Play House Rules

1. General
 - a. If games do not finish in their entirety, Handicap and Total “In-play” wagers will be refunded.
 - b. Once an in-play wager is submitted, it will be considered “action” and will not be voided.
 - c. For partial-game wagering, wagers are considered “action” upon the completion of the specified proposition.
2. Football
 - a. Overtime periods count towards the point line, total, and money line for full game wagers, unless otherwise specified.
 - b. Ties will be refunded.
3. Basketball
 - a. Overtime periods count towards the point line, total, and money line for full game and second half wagers, unless otherwise specified.
 - b. Ties will be refunded.
4. Baseball
 - a. The event needs to go at least 8 ½ innings for the spread and totals markets to be “action”.
5. Hockey
 - a. For In-play period wagers, the period must be played to its conclusion to have “action”.
6. Soccer
 - a. Wagers for all full-game propositions are valid providing at least 90 minutes of play plus added injury time by the officials has occurred, unless otherwise specified. Extra time or penalty kicks are not included.
7. Tennis
 - a. If a player retires or is disqualified from a match before its completion; all wagers placed on match winner will be action.
 - b. All other markets will be refunded.

Acceptance of Stated Terms and Liabilities

1. By placing a wager, you hereby accept that by using the services of Red Wind Casino, there is a risk that you may, as well as winning money, lose money. You agree that your use of the services is at your own risk, and Red Wind Casino and affiliated parties accept no responsibility and shall not be liable for any consequences that are alleged to have occurred through your use, or misuse, of the services.
2. Red Wind Casino and affiliated parties are not liable for any failure of equipment/software and/or loss by any act of God, power failure, or disputes that may affect the placing of wagers/bets.
3. Red Wind Casino and affiliated parties reserve the right to cancel or suspend the services without incurring any liability.
4. Guests agree that these house rules have been read and accepted prior to the submission of any wagers.
5. The sports and/or markets listed in these house rules may not be available at Nisqually Red Wind Casino, and therefore will not be available for wagering.

Disputes

1. Guest questions or complaints can be sent to sportsbook@redwind.net, or guests may submit a dispute via our website at redwindcasino.com. Red Wind Casino will respond to all inquiries within ten (10) business days.
2. Red Wind Casino Management will attempt to resolve any and all gaming disputes. Should a guest be dissatisfied with management's decision, the guest has the right to request an investigation by the Nisqually Tribal Gaming Commission for final resolution.