



SOUTH DAKOTA'S
SPORTSBOOK

HOUSE RULES



Text "BETKOTA" to 72727

605-777-3168
P.O. Box 492, Harrisburg, SD 57032

www.betkota.com

GENERAL

1. BETKOTA Sportsbook reserves the right to refuse any wager prior to its acceptance.
2. BETKOTA Sportsbook is not responsible for lost, stolen, altered, illegible, or unreadable tickets.
3. BETKOTA Sportsbook determines minimum and maximum wagers on all sporting events.
4. BETKOTA Sportsbook wagering tickets will be honored for 365 days from the date of the event's conclusion. Vouchers will expire after 90 days.
5. Placing or collecting wagers is prohibited by anyone under the age of 21.
6. Winning tickets may be mailed in for redemption. See the reverse side of the wagering ticket for mail-in collection instructions. BETKOTA Sportsbook is not responsible for tickets that are not mailed-in in compliance with the printed instructions on the reverse side of the wagering ticket.
7. Before leaving the betting window, patrons must verify that all information on wagering tickets is accurate.
8. Tickets go as written and cannot be altered after the start of the event.
9. Tickets may not be altered or voided prior to the start of an event, except at the discretion of management and with the approval of both parties.
10. Once the customer has left the betting window, management is not responsible for errors or omissions made on a ticket.
11. Management will maintain a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the Patron and BETKOTA Sportsbook, in case of obvious mechanical or human error.
12. At any given time all current odds are available to Patrons. Patrons will be notified of odds or line changes in the following manner:
 - Events and odds posted on electronic/video reader boards will be updated simultaneously with any administrative change, e.g. a line or odds change.
 - Events that are not posted on electronic/video reader boards are still updated simultaneously with any administrative change and can be viewed on the Patron's view screen of each betting terminal when wagers are being made.
 - Tickets are official, based on the most current event and wagering data available and may not always match propositions on display boards. Management reserves the right to protect the interest of both parties in the case of obvious mechanical or human error, e.g. wrong team or wrong time. Payment shall be made only on valid computer-generated tickets.
13. Wagers may be accepted at terms other than those currently posted. A patron wishing to place a wager other than the posted terms must have the wagering amount available in a wagering account. Any wagers outside of the established minimum and maximum must be approved by the Sportsbook Director, GM or COO. No single wager can exceed \$1000.
14. BETKOTA Sportsbook may accept wagers made with cash; chips are not accepted.
15. Wagers may not be placed by a Prohibited Sports Betting Participant. Any individual whose participation may undermine the integrity of the wagering or the sports event or 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, a player or a referee personnel member, in or on any sports event overseen by that person's sport 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, athletic trainers, or a person with access to certain types of exclusive information on any sports event overseen by that person's sport governing body based on publicly available information.
16. BETKOTA Sportsbook reserves the right to declare a wager void, partially or in totality, if it is believed that the wager was made in error (system or human), manipulation/influence of the sporting event, or patrons acting together to circumvent rules or limits. Examples of errors include but not limited to; wagers accepted during system problems that normally wouldn't be accepted, wagers on events already determined, wagers on odds from events with incorrect participants, wagers that are materially different from those available at the general market at the time the wager was placed, wagers offered which reflect an incorrect score situation, or wagers being clearly incorrect given the chance of the event occurring at the time the wager was made.
17. BETKOTA Sportsbook is responsible for receiving and addressing any patron disputes.

DATE AND/OR SITE CHANGES

1. All basketball, hockey, and baseball games must be played on the scheduled date and/or location (city or geographic area, but not restricted to a specific venue) to be considered action, unless otherwise noted on the electronic boards, mobile app and/or printed media.
2. All football and all other events must be held within eight (8) days of scheduled date and/or location (city or geographic area, but not restricted to a specific venue) to be

considered action, unless otherwise noted on the electronic boards, mobile app and/or printed media.

3. For betting purposes, the winner of an event or game is determined on the date of the event's conclusion according to house wagering rules and regulations. BETKOTA Sportsbook does not recognize suspended games, protests, overturned decisions, etc. for wagering purposes.

DISPUTES

1. Every attempt will be made to fully investigate and resolve all customer disputes as soon as they occur. If a dispute is discussed in person, customer will be advised that they have the right to request that a representative from the South Dakota Commission on Gaming be present. Should an investigation be necessary to resolve a customer dispute, the investigation shall be completed and results given to the customer within 10 business days.

CUSTOMER SERVICE ADDRESS AND PHONE NUMBER ARE:

BETKOTA Sportsbook | P.O. Box 492 | Harrisburg, SD 57032
(605) 777-3168

In order to help ensure that persons on the self-exclusion list are not gambling in the BETKOTA Sportsbook, an individual's name and identifying information will be checked against the system whenever any individual hits any of the following triggers:

- cashes in/out more than \$10,000 in a gaming day;
- wins a taxable jackpot;
- approaches the MTL threshold;
- is collecting a marketing/promotion prize at a taxable amount; and/or
- is collecting a tournament win at a taxable amount.

MINIMUM LENGTH OF PLAY

For betting purposes, unless otherwise stipulated on any printed media or the electronic boards, games are official after:

1. **FOOTBALL (PRO AND COLLEGE)** - 55 minutes of play.
2. **BASKETBALL (PRO)** - 43 minutes of play; (WNBA, college and international) - 35 minutes of play.
3. **HOCKEY (ALL)** - 55 minutes of play.
4. **BOXING AND MIXED MARTIAL ARTS (ALL)** - When bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered official for betting purposes, regardless of the scheduled length. For a round to be considered complete, the fighters must answer the bell beginning the next round, except for the final scheduled round in which case the final bell signifies the completion of the round and fight.
5. **BASEBALL (ALL)** - Winners and losers of games are official after 5 innings of play. If the home team is leading, the game is official after 4+ 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 take the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called. When wagering on total runs, proposition bets or run lines, the game must go 9 innings (8+ innings if the home team is ahead) to have action. Thereafter, if a game is called or suspended, the final score is determined after the last full inning, unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the score is determined by the score at the time the game is called.
6. **SOCCER** - After 90 minutes of play
7. **AUSTRALIAN RULES FOOTBALL** - After 75 minutes of play
8. **LACROSSE (PRO & COLLEGE)** - After 55 minutes of play
9. **RUGBY** - After 80 minutes of play
10. **VOLLEYBALL: (PRO & COLLEGE)** - Match must be fully completed for action
11. **AUTO RACING** - A race must be completed or deemed official by the governing body, and a winner declared within seven (7) days of the start of the race to be considered "official". If an event does not start, as long as the event finishes within the particular season, all bets are "action".
12. **GOLF** - A Tournament must be completed or deemed official by the governing body, and a winner declared within seven (7) days of the start of the tournament to be considered "official". If an event does not start, as long as the event finishes within the particular season, all bets are "action".
13. **ALL OTHER CONTESTS** - all contests that involve a scheduled length of play or time limit must play to their conclusion, or have 5 minutes or less of scheduled playing time remaining when the contest concludes, to be considered official for betting purposes.

WAGER TYPES AND RULES

BASEBALL

Baseball wagers are accepted in the following manner:

1. **Action** - Team against team, regardless of the starting pitcher.
 - a. If either team's scheduled starting pitcher changes after a wager is placed, the wager will stand at the opening price of the adjusted line.
 - b. Action wagers may be placed on the money line, run line and total.
 2. **One Specified Pitcher** - A wager on or against one specified pitcher, regardless of the other starting pitcher.
 - a. Specified pitcher must start or wager is deemed "no action" and wager is refunded.
 - b. If the opposing pitcher does not start, the wager stands at the opening price of the adjusted line.
 - c. Listed Pitchers - A wager that specifies both starting pitchers. Any variation constitutes "no action".
- For wagering purposes, each team's starting pitcher is defined as the pitcher who throws the initial pitch in his respective half of the first inning. Any subsequent change in pitcher is irrelevant to any standing wager.
4. **Total Runs (over/under)** - A wager on whether the total number of runs scored in a game is over or under a specified number.
 - a. Extra innings are counted in the final score.
 - b. Total wagers may be made as Action, One Specified Pitcher and Listed Pitchers subject to the rules above.
 - c. Wager must meet the minimum length of play as specified above.
 5. **Run Line** - A wager in which the bettor "takes" or "lays" a specified number of runs. The team wagered must "cover" the run line for the wager to be deemed a winner.
 - a. Extra innings are counted in final score.
 - b. Run line wagers may be made as Action, One Specified Pitcher and Listed Pitchers subject to the rules above.
 - c. Wager must meet the minimum length of play as specified above.
 6. **Money Line** - A wager in which the bettor "takes" or "lays" a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Extra innings are counted in the final score.
 - b. Money line wagers may be made as Action, One Specified Pitcher and Listed Pitchers subject to the rules above.
 - c. Wager must meet the minimum length of play as specified above.
 7. **First Half (First Five (5) Full Innings)** - All wagers on the first half will be decided on the basis of the score at the end of five full innings.
 - a. If a game does not go five full innings, all first half wagers will be canceled and wagers refunded.
 - b. Once five full innings have been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
 - c. First half wagers may be made as Action, One Specified Pitcher and Listed Pitcher subject to the rules above.
 8. **Propositions** - Various unique wagers may be offered from time to time. Rules for these wagers are posted on electronic boards and/or on printed media.

NOTE: Each team's starting pitcher is defined for wagering purposes as the pitcher that throws the first pitch in their respective half of the first inning.

FOOTBALL AND BASKETBALL

Football and basketball wagers are accepted in the following manner:

1. **Point Line** - A wager in which a bettor "takes" or "lays" a specified number of points. The team wagered must "cover" the point line for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
2. **Money Line** - A wager in which the bettor "takes" or "lays" a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
3. **Total Score (over/under)** - A wager on whether the total number of points scored in a game is over or under a specified number.
 - a. Overtime periods are counted in the final score.
4. **First Half** - Wagers on the first half will be decided by the score at the end of the first half.

- a. If a game does not go the entire first half, all first half wagers will be canceled and refunded.
 - b. Once the first half has been completed, all wagers on the first half will stand regardless of the length of the remainder of the game.
5. Second Half (halftime) - Wagers on the second half will be decided on the basis of points scored in the second half.
 - a. If the entire second half is not played to its completion, all Second Half wagers will be canceled and refunded.
 - b. Overtime periods are counted in the Second Half score.
 6. Quarters - Wagers on any specified quarter will be decided on the basis of points scored in that specified quarter only.
 - a. All specified quarters must be played to their completion or the wager will be canceled and refunded.
 - b. Once a specified quarter is completed, that specified quarter wager will stand regardless of the length of the remainder of the game.
 - c. Fourth quarter wagers do not include overtime.
 7. In-Progress - Wagers made during the course of a game will be decided on the basis of the final score of the game.
 - a. The game must be played to its completion or the wager will be canceled and refunded.
 - b. Overtime periods are included in the final score.
 8. Propositions - Various unique wagers may be offered from time to time. Rules for these wagers are posted on electronic boards and/or on printed media.

HOCKEY

Hockey wagers are accepted in the following manner:

1. Goal Line - A wager in which a bettor “takes” or “lays” a specified number of goals. The team wagered must “cover” the goal line for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score regardless of the number of shootout goals scored.
2. Money Line - A wager in which the bettor “takes” or “lays” a specified price. The team wagered must only win the game for the wager to be deemed a winner.
 - a. Overtime periods are counted in the final score.
 - b. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score regardless of the number of shootout goals scored.
3. Total Score (over/under) - A wager on whether the total number of goals scored in a game is over or under a specified number.
- A. Overtime periods are counted in the final score.
- B. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score regardless of the number of shootout goals scored.
4. Periods - Wagers on any specified period will be decided on the basis of goals scored during the specified period only.
 - a. All specified periods must be played to their completion or the wager will be canceled and wager refunded.
 - b. Once a specified period is completed, that specified period wager will stand regardless of the length of the remainder of the game.
 - c. Third Period wagers do not include overtime or shootouts.
 - d. In the event of a shootout, the winner of the shootout will have one (1) goal added to its score regardless of the number of shootout goals scored.
5. In-Progress - Wagers made during the course of a game will be decided on the basis of the final score of the game.
 - a. The game must be played to its completion or the wager will be canceled and refunded.
 - b. Overtime periods are included in the final score.
 - c. In the event of a shootout, the winner of the shootout will have one (1) goal added to their score regardless of the number of shootout goals scored.
6. Propositions - Various unique wagers may be offered from time to time. Rules for these wagers are posted on electronic boards and/or on printed media.

GOLF

Golf wagers are placed in the following manner:

1. Match-ups - A wager on one or more specified golfer(s) versus one or more other specified golfer(s)
 - a. All golfers in a match-up must tee off to start the tournament for action.
 - b. The golfer with the lower score wins the match-up (with equal rounds played).
 - c. If one golfer continues play after his opponent has missed the cut (MC), withdrawn (WD), or been disqualified (DQ), the golfer who continues play wins the match-up.
 - d. If both golfers in a match-up are in a playoff, the winner of the playoff wins match-up. All other playoff participants tie each other.
2. Propositions - Various unique wagers may be offered from time to time. Rules for these wagers are posted on electronic boards and/or printed media.

MOTOR RACING

Motor racing wagers are placed in the following manner:

1. Match-ups - A wager on one or more specified driver(s) versus one or more specified driver(s).
 - a. Wagers are placed on the driver only, NOT the car or team.
 - b. 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.
 - c. All drivers in the match-up must start the race for action.
 - d. Winners and losers are determined by the official results reported following the conclusion of the race by the specified races governing body.
 - e. Any changes in finishing order that occurs based on appeals, penalties, or scoring malfunctions after the race has concluded will not be honored.
2. Propositions - Various unique wagers may be offered from time to time. Rules for these wagers are posted on electronic boards and/or printed media.

SOCCER

Soccer wagers are placed in the following manner:

1. 90-Minute - Wager is on the outcome of a soccer match, determined on the basis of the score at the end of 90 minutes of play and any time the referee adds to compensate for injuries and other stoppages.
 - a. Wagers may be placed on the Money Line, Goal Line or Total Goals as applicable.
 - b. Wager does not include periods of extra time or penalty shootouts.
2. To Advance - Wager on a team in a soccer match to advance to the next level or round of competition.
 - a. Wagers will be decided on the basis of 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.
3. Three Way - A wager in which there are three (3) possible outcomes in a soccer match including a Draw.
 - 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 lost.
 - b. A Three Way wager is a 90 minute wager and subject to those rules.
4. Propositions - Various unique wagers may be offered from time to time. Rules for these wagers are posted on electronic boards and/or printed media.

BOXING AND MIXED MARTIAL ARTS

1. For wagering purposes, a wager on a fighter to win by “KO” wins if the selected fighter wins by KO, TKO, DQ or any other stoppage prior to the scheduled end of the fight except in the event of a “no contest.”
2. Any fight that is deemed “no contest” will have all wagers refunded.
3. Wagers that offer a draw as a third option to the outcome of the match and end in a draw only wagers on the draw will be paid. Wagers on both fighters will be lost.
4. Wagers that offer only the two fighters in the match and the match ends in a draw, wagers on either fighter will be refunded.
5. A Total (over/under) listed on a fight represents the total number of completed rounds.
 - a. The halfway point of a round is at exactly one minute and thirty seconds into a three minute round (two minutes and thirty seconds into a five minute round). For example, a Total of 9+ rounds would be one minute and thirty seconds of the 10th round.
 - b. For total wagers that list a full number of rounds the fighter must answer the bell for the following round for the round to be deemed complete. For example, on 8 full rounds the fighter must answer the bell for the 9th round

for the over to be paid. If the fighter completes the 8th round but fails to answer the bell for the 9th round the under will be the winner. This applies to all rounds except the final scheduled round for which the final bell will signify the completion of the round.

6. Results will be graded on the basis of the official result at ringside. Any subsequent change to the official outcome of the fight for any reason will not be recognized for wagering purposes.
7. Propositions - Various unique wagers may be offered from time to time. Rules for these wagers are posted on electronic boards and/or printed media.

TENNIS

1. Match - A wager on one or more specified players(s) versus one or more other specified players(s) in a designated match.
 - a. In women's tennis, a minimum of one (1) full set must be completed for action. If less than one (1) full set is completed, all wagers are considered “no action” and will be refunded.
 - b. In men's tennis, a minimum of two (2) full sets must be completed for action. If less than two (2) full set are completed all wagers are considered “no action” and will be refunded.
2. Propositions - Various unique wagers may be offered from time to time. Rules for these wagers are posted on electronic boards and/or printed media.

IN-PROGRESS

1. Wagers made during the course of a game, match or event will be decided on the basis of the final score of the game.
 - a. Wagers may be placed on the Money Line, Total or Point Line as applicable.
 - b. The game must be played to its completion or the wager will be canceled and refunded.
 - c. Overtime periods are included in the final score.

ALL FUTURES

Future wagers are considered to be wagers on a specified team, person, participant, etc. to win a specified future event from a list of multiple participants. Examples include, but are not limited to: Pro Football Championship, US Open Golf Tournament, Weekly NASCAR races, Daytona 500, etc.

1. On future wagers involving a recognized sporting 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.
2. Future wagers that are originally offered seven (7) days or less from the conclusion of the specified event may allow refunds on specific non-starters. Examples generally include, but are not limited to, weekly golf tournaments, weekly auto races, etc..
3. Future wagers that are originally offered more than seven (7) days from the conclusion of the specified event will have NO refunds, all wagers are action. Examples generally include, but are not limited to, Super Bowl, Major Golf or Tennis tournaments, World Series, etc..
4. All future wagers are action regardless of team relocation or name changes.

OFF THE BOARD PAYOFFS

STRAIGHT WAGERS

1. Football and basketball point line wagers pay 10/11(-110). Wager \$11 to win \$10; total return is \$21.
 - a. Unless otherwise stipulated on electronic boards, mobile app or printed media.
2. Half points may be purchased at the sole discretion of management.
 - a. Half points cost an additional -.10.
 - b. When buying onto or off of 3 or 7 (football only), the half point will cost an additional -.30.
3. Money Lines indicate the line price. For example, -130 means 10/13. Wager \$13 to win \$10; total return is \$23. +120 means 12/10. Wager \$10 to win \$12; total return is \$22. Money lines are displayed on electronic boards, mobile app and/or printed media.
4. In the event of a wagering tie, the wager is refunded.

FOOTBALL & BASKETBALL PARLAY ODDS					
2	TEAMS	13	/		5
3	TEAMS	6	/		1
4	TEAMS	11	/		1
5	TEAMS	22	/		1
6	TEAMS	45	/		1
7	TEAMS	90	/		1
8	TEAMS	180	/		1
9	TEAMS	360	/		1
10	TEAMS	720	/		1
TIES REDUCE DOWN A LEVEL BASED ON PRICING OF WINNING SELECTIONS					
NO PARLAYS OF RUN/PUCK LINE TO SAME GAME NO PARLAYS FROM 1ST HALF/1ST QUARTER TO SAME GAME					

ODDS EQUIVALENT TO ONE DOLLAR										
-1.05	=	0.952		-1.6	=	0.625		-2.6	=	0.385
-1.1	=	0.909		-1.65	=	0.606		-2.7	=	0.37
-1.15	=	0.87		-1.7	=	0.588		-2.8	=	0.357
-1.2	=	0.833		-1.85	=	0.541		-2.9	=	0.345
-1.25	=	0.8		-1.9	=	0.526		-3	=	0.333
-1.3	=	0.769		-2	=	0.5		-3.25	=	0.308
-1.35	=	0.741		-2.1	=	0.476		-3.5	=	0.286
-1.4	=	0.714		-2.2	=	0.455		-3.75	=	0.267
-1.45	=	0.69		-2.3	=	0.435		-4	=	0.25
-1.5	=	0.667		-2.4	=	0.417		-4.5	=	0.222
-1.55	=	0.645		-2.5	=	0.4		-5	=	0.2

PAYOFF LIMIT 720-1 ON MONEY LINE PARLAYS					
CALCULATIONS ROUNDED TO NEAREST NICKEL					

FOOTBALL TEASER PAY TABLE										
POINTS			6			6 1/2			7	
2	TEAMS	20	/	23		20	/	25		10 / 14
3	TEAMS	8	/	5		29	/	20		26 / 20
4	TEAMS	13	/	5		11	/	5		2 / 1
5	TEAMS	4	/	1		7	/	2		3 / 1
6	TEAMS	6	/	1		5	/	1		9 / 2
7	TEAMS	8	/	1		7	/	1		6 / 1
8	TEAMS	10	/	1		9	/	1		8 / 1
9	TEAMS	15	/	1		12	/	1		10 / 1
10	TEAMS	20	/	1		15	/	1		12 / 1

TIES REDUCE DOWN A LEVEL BASED ON NUMBER OF WINNING SELECTIONS										
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BASKETBALL TEASER PAY TABLE										
POINTS			4			5			6	
2	TEAMS	10	/	11		10	/	12		10 / 14
3	TEAMS	9	/	5		3	/	2		6 / 5
4	TEAMS	5	/	2		11	/	5		9 / 5
5	TEAMS	4	/	1		7	/	2		3 / 1
6	TEAMS	6	/	1		5	/	1		9 / 2
7	TEAMS	8	/	1		7	/	1		6 / 1
8	TEAMS	10	/	1		9	/	1		8 / 1

TIES REDUCE DOWN A LEVEL BASED ON NUMBER OF WINNING SELECTIONS										
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FOOTBALL SPECIAL TEASER										
3	TEAMS	10	POINTS					10	/	12
4	TEAMS	14	POINTS					1	/	2
ALL TEAMS MUST WIN – TIES LOSE										