

SPORTSBOOK | HOUSE RULES

GENERAL MANAGEMENT

1. Management reserves the right to add, delete, or change the House Rules and/or payoff odds subject to regulatory approval of the Michigan Gaming Control Board.
2. Management reserves the right to refuse any wager or delete or limit any selection(s) prior to the acceptance of the wagers.
3. Management determines the minimum and maximum wagers on all events.
4. The use of two-way electronics communication devices while you are at the counter placing a wager is prohibited.
5. Michigan law prohibits persons under the age of 21 from wagering, collecting winning wagers or loitering in or about the Sports Book area.
6. All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity.
7. Accepting telephone or electronic wagers from outside of the Greektown Casino-Hotel facility (GTCH) is strictly prohibited.
8. Payouts over Ten Thousand Dollars (\$10,000) may be delayed until the next regular banking day.
9. Payouts are made in cash or, in limited circumstances, check.
10. Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
11. Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details and changes. If there is a conflict between a stipulation on an odds sheet/display and these House Rules the stipulation on the odds sheet/display will prevail.
12. Management will keep a record of all point spreads, odds, final scores and related betting proposition statistics to protect both the customer and Sportsbook in case of an obvious computer, mechanical, technical or human error.
13. Any wager placed on an event that contains an obvious erroneous or misstated line, odds or other material terms; or a palpable error where the prices/terms offered prior to an event taking place are materially different from those available in the general market or the prices/terms offered at the time the wager is placed are clearly incorrect given the probability of the event occurring and is discovered prior to the event starting, shall be voided upon discovery. With respect to parlays, teasers or other multi-event wagers containing a selection with such an error, Management reserves the right to void the play in its entirety or declare the individual wager with the error "no action" and proceed with the remainder of the play in accordance with these rules. Voids pursuant to this rule are subject to approval of the Michigan Gaming Control Board.
14. If a wager with an obvious erroneous or misstated line, odds or other material terms is not discovered and voided prior to the event beginning, Management reserves the right to void the wager in its entirety or remedy the odds to a fair market price which would have been available at the time the wager was placed. Such a remedy may be applied during or after an event. Voids pursuant to this rule are subject to approval of the Michigan Gaming Control Board.
15. Any wager accepted in error on a market which should have been suspended or closed will be declared void upon discovery. Voids pursuant to this rule are subject to approval of the Michigan Gaming Control Board.
16. The following individuals are prohibited placing sports wagers or collecting winnings:
 - a. Athletes, on athletic events of the type in which the athlete participates as well as athletic events governed by the same governing body under which the athlete competes;
 - b. A person who holds a position of authority or influence sufficient to exert influence over the participants in an athletic event, or a person professionally connected to an athletic event or governing body including, but not limited to, referees, officials, coaches, managers, handlers, athletic trainers, or a person with access to certain types of exclusive information on any athletic event overseen by the governing body;
 - c. A person Management has reason to believe or suspect is placing a wager on behalf of or for the benefit of another individual that is prohibited from participating in sports;
 - d. A collegiate or professional athlete, referee, official, coach, manager, handler or athletic trainer or employee or contractor of a team or athletic organization who has access to non-public information concerning an athlete or team with respect to an athletic event or the performance of an individual in such athletic event in which the person is participating or otherwise has access to non-public or exclusive information; and
 - e. A collegiate or professional athlete, referee, official, coach, manager, handler, athletic trainer, or employee of a team or athletic organization who has access to non-public information concerning an athlete or team with respect to an athletic event or the performance of an individual in such athletic events in the sport or league in which the person is involved.

TICKET ACCURACY

1. Please check your ticket for accuracy as all tickets go as written after you leave the wagering counter. Once a wager is accepted by both parties, tickets will not be altered or voided except at the discretion of Management and with the approval of both parties.

2. No winning wager will be paid without the customer copy of the wagering ticket, except for lost, stolen or unreadable tickets which will be honored as stated below. Only winning wagering tickets issued by GTCH may be redeemed at GTCH. Winning wagers are only paid in cash or check.
3. Management is not responsible for lost, stolen, altered or unreadable tickets. For all honored lost or stolen tickets, once the rightful owner of a winning ticket has been determined, payment will be made as soon as possible. For all lost, stolen or unreadable tickets where the rightful owner cannot be immediately determined the waiting period for honored claims will be one (1) year from the conclusion of the event.
4. Winning tickets may not be redeemed until after the conclusion of the event. There may be a short delay following the conclusion of the event before winning tickets may be redeemed. Winning tickets may be redeemed, during hours of operation, until one (1) year after the conclusion of the event.
5. Winning tickets expire one (1) year after conclusion of the event.
6. Winning tickets may be mailed in for redemption. See the reverse side of the wagering ticket for mail-in collection instructions and address. Tickets which do not comply with the mail-in collection instructions will be returned to the sender. Payouts on tickets mailed in for redemption will only be made by check.
7. The time on the tickets is Eastern Time (ET).

DEFINITION OF "ACTION"

1. Except as noted below or otherwise specified, all events must be held within seven (7) days of the scheduled date to be considered "action."
2. BASKETBALL, HOCKEY, BASEBALL, SOFTBALL, SOCCER, AUSTRALIAN RULES FOOTBALL, LACROSSE, RUGBY, and VOLLEYBALL games must be played on the date scheduled for "action." If a game is postponed and/or rescheduled to a later date, said game will automatically constitute "no action."
3. AUTO races are "action" when the first car crosses the start line after the green flag is dropped.
4. FUTURE WAGERS are "action" as long as a winner is officially declared, regardless of team relocation, name change, league affiliation, playoff format, season length, etc.
5. In all sports, with the exception of tennis, if any change in venue occurs from the originally scheduled venue, there will be "no action" and wagers will be fully refunded.
6. Both sides must start in any two-way match-up propositions.
7. Any straight wager deemed "no action" will be refunded. If a parlay has a leg that is deemed "no action", the parlay will reduce by one selection (i.e. 4 team parlay becomes a 3 team parlay, 2 team parlay becomes a straight wager).
8. For daily BASEBALL proposition wagers, all wagers constitute "action" regardless of the number of games completed, except for the BASEBALL "Grand Salami" in which case all scheduled games must go at least 8 1/2 or 9 innings for there to be "action"
9. For BASEBALL first inning wagers, the first inning must be fully completed for there to be "action"; otherwise, wagers are refunded. In the case of a pitching change, first inning yes-no run scored bets associated with that pitching matchup will be considered "no action"
10. For player proposition bets to be considered "action", the following criteria must be met:
 - Football – player must play
 - Baseball – player must start
 - Basketball – player must play
 - Hockey – player must play
 - Soccer – player must start. Additionally, extra time and penalty kick shootout statistics are not included.

DEFINITION OF "OFFICIAL"

1. BASEBALL (major league, minor league, and college): In all nine-inning scheduled games, winners and losers are "official" after nine innings of play unless the home team is leading after eight and one-half innings or the game is tied at the end of 9 innings and goes into extra innings. If a game goes into extra innings, winners and losers are "official" after the winner is decided after a full inning of play.
 - a. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
 - b. The called/suspended games rule also applies to seven-inning scheduled games.
 - c. If a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. (For example, in a case in which the home team scores to tie or take the lead in the bottom half of the inning which is not completed and the game is subsequently called, the runs scored in that inning do not count for wagering purposes.)
 - d. For first five full inning wagers, five full innings must be completed for "action"; otherwise, all wagers are refunded.
2. SOFTBALL (major league, minor league, and college): In all seven-inning scheduled games, winners and losers are "official" after seven innings of play unless the home team is leading after six and one-half innings or the game is tied at the end of seven innings and goes into extra innings. If a game goes into extra innings, winners and losers are "official" after the winner is decided after a full inning of play.
 - a. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.

3. BASKETBALL (college): After 35 minutes of play.
4. BASKETBALL (professional): After 43 minutes of play.
5. FIGHTS: When bell (buzzer, etc.) is sounded signifying the start of the opening round, the bout is considered "official", regardless of the scheduled length.
6. FOOTBALL (both college and professional): After 55 minutes of play.
7. HOCKEY (professional and college): After 55 minutes of play.
8. SOCCER: After 90 minutes of play.
9. AUSTRALIAN RULES FOOTBALL: After 80 minutes of play.
10. LACROSSE (both college and professional): After 55 minutes of play.
11. RUGBY LEAGUE and RUGBY UNION: After 80 minutes of play.
12. VOLLEYBALL (both college and professional): Match must be fully completed for action.
13. AUTO: A race must be completed and a winner declared within seven (7) days of the start of the race to be considered "official".
14. GOLF: Tournaments must be completed within seven (7) days of the start of the tournament to be considered "official".
15. 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" unless otherwise specified.
16. With all types of sports, with the exception of tennis, if any change in venue occurs from the originally scheduled site, then wagers will be fully refunded.

WAGERING ON "TOTALS" – OVER OR UNDER

1. When wagering on "totals" on contests involving a scheduled time limit, all game wagering rules applicable to minimum length of play requirements shall also apply to "totals" wagers (i.e. contests must play to their conclusion or have five minutes or less of scheduled playing time remaining for "totals" wagers to be considered "action").
2. When wagering on baseball "totals" or "run lines," the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game and seven innings (six and one-half if the home team is ahead) for a scheduled seven-inning game.
 - a. If the game goes past regulation innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not bat (complete their turn at bat) in the bottom half of an extra-inning game, the score reverts back to the previous full inning of play.
 - b. When wagering before the start of a baseball game on "totals" or "run lines," pitchers will be automatically listed. A pitcher change before the game starts constitutes "no action".
3. When wagering on softball "totals" or "run lines," the game must go at least the regulation seven innings (six and one-half if the home team is ahead).
 - a. If the game goes past regulation innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not bat (complete their turn at bat) in the bottom half of an extra-inning game, the score reverts back to the previous full inning of play.
 - b. When wagering before the start of a softball game on "totals" or "run lines," no pitchers will be listed; therefore, all wagers constitute "action".
4. When wagering on soccer "totals", extra time and penalty kicks do not count towards the "total"; only 90 minutes plus injury time are counted.
5. When wagering on football regular season win totals (both college and professional), teams must play the exact number games on their schedule for "action". If there is a change in opponent, as long as the team plays the originally scheduled number of games, those bets are still declared as "action".

OVERTIME PERIODS

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

DETERMINING THE WINNER

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

SPORTSBOOK | HOUSE RULES

WAGERING TIES

1. Straight wager, "no action" and the wager will be refunded.
2. Team teaser, "no action" regardless of the outcome of the other team.
3. Parlays and Teasers (other than 10/14 point), reduce by one selection.
4. 10 or 14 Point Teasers on professional or college football, ties lose.

DISPUTES

1. Customer Service address and phone number are:
Greektown Casino-Hotel, Attn: Sportsbook
555 East Lafayette Street, Detroit, MI, 48226
313-223-2999
2. In the event of a dispute that cannot be resolved to the satisfaction of the customer, the customer has the right to file a dispute with the Michigan Gaming Control Board. Decisions of the Michigan Gaming Control Board are final.

BASEBALL AND SOFTBALL RULES

1. Professional baseball wagers are accepted in the following manner:
 - a. Action: Team against team regardless of the starting pitcher.
 - b. One Specific Pitcher: A wager on or against one specific pitcher regardless of the other starting pitcher. The specified pitcher must start or the wager is deemed "no action".
 - c. Both Specified Pitchers: A wager that specifies both starting pitchers. Any variation constitutes "no action."
- d. NOTE: Each team's starting pitcher is defined, for wagering purposes, as the pitcher who throws the initial pitch.
- e. In the event of a change in pitcher(s) prior to the start of a baseball game, money line odds may be adjusted. If one scheduled pitcher starts against an unscheduled pitcher, "action" and "specified pitcher" wagers will be computed at the opening price established with the new pitcher.
- f. First inning yes-no run scored, and total runs, hits and errors proposition wagers are automatically listed as "no action" due to a change in the scheduled starting pitcher.
- g. For regular season series propositions, all bets are considered action, regardless of the number of actual games played versus the number of games scheduled in the series.
2. All college baseball and softball wagers are "action," regardless of starting pitchers.
3. Baseball parlay payoffs are computed using standard money line calculations.
4. NOTE: for rules on "totals" and "run lines" reference Wagering on "Totals" – over or under.

FIGHTS: BOXING & MMA RULES

1. A "full round" is defined as one in which the bell, buzzer, etc. has sounded signifying the conclusion of such round. If a fighter is counted out or the bout is officially stopped prior to the bell, buzzer, etc., such round is not considered a "full round" for wagering purposes.
2. If a boxing or mixed martial arts fight ends exactly 1:30 of a 3:00 minute round or 2:30 of a 5:00 minute round, whereas the fight ends exactly on the listed total, total bets will be refunded.
3. In the event of a draw, wagers on who will win are "no action".
4. 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.
5. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, technical decision, or any other stoppage.
6. On decision proposition wagers, "decision" means the fight must go the entire scheduled distance.
7. In the event of a fight being declared a "no contest", all wagers on that fight will be considered "no action".

HOCKEY

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

SOCER

1. For all point line, money line, and total soccer wagers, the score at the end of 90 minutes, plus injury minutes, will be used to determine winning and losing tickets; extra time and shoot-outs do not count, unless otherwise specified.
2. For 3-way wagering propositions: sides must win, lose or tie (each is a separate wagering interest).
3. Wagers for a team "To advance" to the next round / group / further in a tournament include the result of extra time and penalty kick shootouts.

AUTO RACING RULES

1. If a driver withdraws before attempting to qualify for a race, then all futures bets on that driver will be refunded, unless otherwise specified. If a driver attempts, but fails to qualify for the race, futures bets on that driver are considered "action".
2. In match-up propositions, all drivers involved in any match-up must start or the wager is deemed "no action."
3. If any driver in a match-up is substituted during the race, then the match-up is considered "no action."

4. The winner of match-up propositions will be based on the official finish order.
5. Wagers accepted on drivers only, not on teams or cars unless stipulated on the odds sheets/displays.
6. The winner at the conclusion of race will be the winner for wagering purposes, unless otherwise specified.
7. For NASCAR, Xfinity Series, and Truck Series races, race results will not be posted until after the post-race inspection is complete and the official order of finish is determined.

GOLF RULES

1. If a golfer withdraws before the start of a tournament, all futures bets on that player will be refunded, unless otherwise specified.
2. All golfers in a match-up must tee off to start the tournament for full tournament match-ups or round for individual round match-ups, or that match-up is "no action."
3. Golfer with the lower score wins the match-up (with equal rounds played).
4. If one golfer continues play after his opponent has missed the cut, withdrawn (WD) or been disqualified (DQ), the golfer who continues play wins his match-up.
5. If both golfers in a match-up are in a play-off, the winner of the play-off wins match-up.

TENNIS RULES

1. If a player withdraws before the start of a tournament, all futures bets on that player will be refunded, unless otherwise specified.
2. For match-ups, both players must start the match and complete at least one full set for "action." Any retirements or disqualifications before the completion of the match will result in the match being declared "no action".
3. For game handicap and total games wagers, the match must be fully completed for "action." Retirements or disqualifications void all wagers.
4. For World Team Tennis, matches must be played on the scheduled day for "action".
5. All tennis matches are "action" regardless of venue or surface change, as long as they are fully completed.

CRICKET RULES

1. If a ball is not bowled during a competition, series of match, then all bets will be declared "no action".
2. If a match is shortened by weather or otherwise, winning bets will be determined by the official competition rules.
3. In the event of a bowl-off or super-over bets on that match will be declared "no action" unless otherwise stated.

DARTS RULES

1. If a match is shortened or not completed, the player progressing to the next round in a knockout competition will be deemed the winner for wagering purposes.
2. In a matchup, both players must start or the match will be declared "no action".

PARLAY & TEASER RULES

1. Management reserves the right to cap parlay payout odds at 2,500/1.
2. Parlay tickets consisting of all football and/or basketball wagers laying 11/10 pay in accordance with the pay table.
3. Parlay tickets consisting of all money line wagers are determined using standard money line calculations.
4. Combination parlays are figured by first referring to the pay table, then applying the result to the standard money line calculations.
5. Off-the-board maximum money line parlay payoff limit is 720-1.
6. Teasers pay in accordance with the pay table.
7. Final calculations are rounded down to the nickel.
8. Parlay and Teaser pay tables are posted alongside the house rules.

PARLAY CARD RULES

See reverse side of parlay card for rules.

INPLAY SPECIFIC RULES

INPLAY WAGERS

1. When wagering on "InPlay", if the price or line has moved against the player's request, the wager will not be consummated but instead will be re-offered at the new odds.
2. When wagering on "InPlay", if the price or line has moved in the player's favor, the wager will be automatically consummated at the improved odds without notification to the player of the improved price.

PRO FOOTBALL/COLLEGE FOOTBALL

1. Overtime counts unless otherwise specified. Overtime will not count in any bets involving specific halves or quarters.
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. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first half wager is action if a game is postponed in the second half; whereas a 4th quarter wager is void if the game is postponed in the 4th quarter.
4. Unless odds are quoted for a tie, any market in which the result is a wagering tie will be refunded.

PRO BASKETBALL/COLLEGE BASKETBALL

1. Overtime counts unless otherwise specified.
2. All basketball games must be fully completed for full-game wagers to be considered action. Any games cancelled or postponed before completion will be void.
3. Any part-game wagers are action upon completion of the specified period. For example, a first 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. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

BASEBALL

1. For all full-game wagers on baseball 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 for action.
2. For all specific inning or combined inning (e.g. first 5 innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th inning where a game is postponed in the 7th is action; whereas if the game were to be called at any time during the 5th, the wager is void (regardless if a run has already been scored).
3. For specific yes-no on a run being scored in a particular inning, the FULL inning must be completed for "action".
4. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

HOCKEY

1. 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.
2. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first period wager is action if a game is postponed in the third period; whereas a 2nd period wager is void if the game is postponed in the 2nd period.
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

SOCER

1. For all soccer betting, unless otherwise specified, the score at the end of regulation time (90 minutes plus any added injury minutes) will be deemed the final score and used to settle all markets. Goals scored in "Extra Time" or during "Penalty Shoot Outs" do not count.
2. Bets for all markets stand provided the game goes 90 minutes and an official result is declared, unless otherwise specified.
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded. For example, when betting on MONEY LINE LIVE, the tie option is deemed the winner in the event of a drawn game.

TENNIS

1. If a player is disqualified or retires from a match; all wagers placed on full-game markets are void.
2. If a match is suspended after play has commenced, all full-game wagers are action if the match is completed within one-week. If a suspended game is not rescheduled or the scheduled number of sets not completed within one week, wagers are void.
3. For part-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.

WAGERS GENERALLY ACCEPTED

The following is a general listing of the types of wagers accepted on various sports. This list is not intended to be a complete listing of every wager accepted and is subject to change with or without notice:

SPORT TYPES OF WAGERS

AUTO RACING	STRAIGHT BET, PARLAY, FUTURES, PROPOSITION, ROUND ROBIN
BASEBALL	STRAIGHT BET, PARLAY, FUTURES, PROPOSITION, ROUND ROBIN
BASKETBALL	STRAIGHT BET, PARLAY, FUTURES, PROPOSITION, TEASER, ROUND ROBIN
BOXING / MMA	STRAIGHT BET, PARLAY, FUTURES, PROPOSITION, ROUND ROBIN
CRICKET	STRAIGHT BET
CYCLING	FUTURES
DARTS	FUTURES
FOOTBALL	STRAIGHT BET, PARLAY, FUTURES, PROPOSITION, TEASER, ROUND ROBIN
FOOTBALL (A.R.)	STRAIGHT BET
GOLF	STRAIGHT BET, FUTURES, PROPOSITION
HOCKEY	STRAIGHT BET, PARLAY, FUTURES, PROPOSITION, ROUND ROBIN
LACROSSE	STRAIGHT BET
ROW/SAIL	FUTURES
RUGBY	STRAIGHT BET
SOCER	STRAIGHT BET, PARLAY, FUTURES, PROPOSITION, ROUND ROBIN
SOFTBALL	STRAIGHT BET, PARLAY, FUTURES
TENNIS	STRAIGHT BET, FUTURES