

EXHIBIT B



FANDUEL
SPORTSBOOK

HOW TO BET BETTING GUIDE

CONTENTS

SPORTS BETTING 101	03
IMPORTANT TERMS	04
SPORTS BETTING TERMS	05
FOOTBALL	07-09
BASKETBALL	10-11
BASEBALL	12-14
HOCKEY	15-16
SOCCER	17-18
BOXING/MMA	19-20
AUTO RACING	21-22
MAXIMUM PAYOUTS	23-26

SPORTS BETTING 101

TYPES OF SPORTS WAGERS

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

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

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

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

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

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

IMPORTANT TERMS

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

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

SPORTS BETTING TERMS

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

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

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

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

Chalk – The favorite.

Cover – Winning by more than the point spread.

Dime – A \$1,000 sports wager.

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

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

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

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

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

Handle – The total amount of bets taken.

Hold – The percentage the house wins.

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

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

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

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

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

Longshot – A team perceived to be unlikely to win.

Middle – To win both sides of a game; wagering on the underdog at one point spread and the favorite at a different point spread and winning both sides. For example, if the player bets the underdog +4 1/2 and the favorite -3 1/2 and the favorite wins by 4, he has "middled" the book and won both bets.

Money line – Odds expressed in terms of money.

With money odds, whenever there is a minus (-) the player lays that amount to win \$100; where there is a plus (+) the player wins that amount for every \$100 wagered.

Nickel – A \$500 sports wager.

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

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

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

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

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

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

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

Price – The odds or point spread.

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

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

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

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

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

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

Sportsbook – A physical location that accepts sports bets.

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

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

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

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

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

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

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

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

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

FOOTBALL

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

Example

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

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

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

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

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

The Money Line – Bettors also have the option of wagering on a team to win the game without the use of the point spread - the margin of victory does not matter. The money line is the number at the far right used to display these odds. The team with the minus sign (-) next to the money odds is the favorite. All money lines are based on \$100. In the example, players can bet Philadelphia to win the game at -160 instead of laying 3 points at -110. A \$16 wager on Philadelphia would win \$10 for a payback of \$26 and a \$160 wager would win \$100 for a payback of \$260. A \$100 bet on Washington would win \$140 for a payback of \$240 if Washington wins the game.

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

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

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

Parlay Cards – Parlay cards, most popular during football season, offer the potential for a large return on a small bet. Players darken the circles on the stub that apply to the teams in their parlay, the number of teams desired and the bet amount. There are several types of parlay cards to choose from during football season and each has a different payoff scale. The most popular variety of parlay card is the “½ point” card, in which ½ point spreads are used, the possibility of a tie.

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

GENERAL RULES FOR FOOTBALL

All bets other than fourth quarter bets will be settled on the result including overtime unless stated otherwise in these Football Rules or where the bet has been unconditionally determined. Fourth quarter bets do not include overtime. If the game results in a tie after overtime all bets on the outright game winner will be void.

If a game does not start on the scheduled starting date and is not completed within three days of the scheduled completion date, all bets will be void except for those on bet-types which have been unconditionally determined.

If a game starts but is later abandoned or postponed, then within three days of the scheduled start date:(a) at least 55 minutes of play must have elapsed; or (b) an official result must be 'called' by the relevant governing body; otherwise all bets will be void, except for those on bet-types which have been unconditionally determined. In those instances, if the scores are tied then all bets on the outright game winner market will be void.

For 'Individual player' bet-types, bets shall be void on any player who does not start in any down during the game.

All settlements are based on results and statistics provided by the relevant league's governing body.

BASKETBALL

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

Example

TIME	BET #	TEAM	LINE	TOTAL	MONEY
7PM	201	Washington		218	+130
	202	New York	-4 1/2		-150

In the example, New York is favored by 4 1/2 points. New York must win the game by 5 points or more for a player to win his bet. If the player bets Washington (+4 1/2), they must win the game outright or lose by four points or less for the player to win. There is no possibility of a tie in the example because a 1/2-point line is used.

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

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

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

GENERAL RULES FOR BASKETBALL

All settlements are based on results and statistics provided by the relevant league's governing body.

For settlement purposes, the team listed second in the event name is considered the Home Team, even if the game takes place at a neutral venue. Example: "Team A vs. Team B" or "Team A @ Team B" - Team B is the Home Team.

Should a game be called with more than 5 minutes to play, all bets will be void unless specific markets results have already been predetermined.

Bets will be settled on the result including overtime unless stated otherwise in the information for that bet-type or where the bet-type has been unconditionally determined or as set out in these Basketball rules.

If a game does not start on the scheduled starting date and is not completed within 24 hours of the scheduled starting time then all bets will be void.

BASEBALL

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

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

Example

TIME	BET #	TEAM	PROBABLE PITCHERS	MONEY LINE	RUN LINE	TOTAL
1:05PM	903	Chicago	Darvish	-115	-1 1/2 +140	9 1/2 - 110
	904	Philadelphia	Nola	+105	+1 1/2 -160	-110

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

The number to the right of the money line is the run line. The run line in baseball is similar to the point spread in other sports, except the payouts vary according to the money line odds and are not most often set at -110 on each side. The player making this wager is getting 1 1/2 runs with Philadelphia by laying \$160 for every \$100 he wants to win. Philadelphia could lose the game by one run and the player would still win. The player may wish to give 1 1/2 runs with Chicago and win \$14 for every \$10 wagered. Chicago would have to win by two runs.

The number at the far right (9 1/2) is the total (over/under) on the game. This is the combined number of runs scored by both teams. The player may wager on the game to go over or under this number. This price is -110 on each side in this example. If final score falls exactly on the number, the wager is "No Action" and will be refunded.

When betting the total, the game must go 9 innings or 8 1/2 innings if the home team is ahead. Both listed pitchers must start the game or the bet is refunded. All runs scored in extra innings count in total bets.

LISTED PITCHER(S) OPTION

When wagering, the player may choose to apply one of the following methods to each bet:

Action – Team against team regardless of the starting pitcher. Since baseball odds are dependent upon the starting pitchers, all action wagers are subject to odds adjustment if the actual starting pitchers are different from those listed on the board at the time of the wager.

One specified pitcher – A wager on or against one specified pitcher, regardless of the other starting pitcher. In the event that the specified listed pitcher does not start, the bet is “No Action,” and the wager will be refunded. The wager will be subject to an odds adjustment should there be a change in the other listed or starting pitcher.

Both specified pitchers – A wager in which both listed pitchers must start the game. If both actual starting pitchers are not exactly listed on the wagering ticket, the wager will be deemed “No Action” and refunded.

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

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

Alternate & Reverse Run Lines –

Alternate & reverse run lines are propositional wagers offered by William Hill on each baseball game. An alternate run line allows bettors to lay 2 ½ runs on a team listed as the favorite, or take 2 ½ runs on an underdog. In order for a favorite to cover the alternate run line, they must win the game by three runs or more, while an underdog must lose a game by two runs or fewer in order to cover. With a reverse run line, bettors can lay 1 ½ runs on an underdog for a bigger potential payout, while they can also take 1 ½ runs with a favorite.

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

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

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

GENERAL RULES FOR BASEBALL

All settlements are based on the results and statistics provided by the relevant league's governing body.

Should a game not start on the day of the officially listed start time, as stated by the relevant governing body, due to a rain delay or other similar events, all bets will be void. The day of the event will be considered the day according to the time zone in which the game was scheduled to be played.

If a game starts but is later abandoned or postponed and an official result is not declared within three days of the scheduled start date, all bets will be void, except for those on bet-types which have been unconditionally determined.

All bets will include extra innings, unless otherwise stated in the Bet-Type Information.

All bets on 'Total runs' or 'Run line' bet-types will be void unless there has been at least 9 innings completed (8 1/2 if the home team is ahead) except those on bet-types which have been unconditionally determined.

In "Listed" markets, bets will be void unless both named pitchers listed in the FanDuel bet-type start as pitchers in the first fielding innings for their respective teams.

All bets on the "Game Winner" bet-types will be subject to the 4.5 inning rule: In the event of a shortened game, results are official after (and, unless otherwise stated, bets shall be settled subject to the completion of) 5 innings of play, or 4.5 innings should the home team be leading at the commencement of the bottom of the 5th innings (the "4.5 Innings Rule"). Should a game be called, if the result is official in accordance with this rule, the winner will be determined by the score after the last full inning completed (unless the home team score to tie, or take the lead in the bottom half of the inning, in which circumstances the winner is determined by the score at the time the game is suspended).

HOCKEY

Wagering on hockey is based on a money line.

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

Example

TIME	BET #	TEAM	LINE	TOTAL	MONEY
7PM	1011	Detroit	+1½ - 180	5 ½ + 130	+130
	1012	Pittsburgh	-1½ +160	5 ½ -150	-150

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

The next number ($5 \frac{1}{2}$) is the total. This is the combined number of goals scored by both teams, including any overtime. With a wager on the “over,” the player would lay \$100 to win \$130, or \$10 to win \$13. With a wager on the under, the player must lay \$150 to win \$100, or \$15 to win \$10. No ties will occur with a half-point line.

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

GENERAL RULES FOR HOCKEY

All settlements are based on results and statistics provided by the relevant league's governing body.

All bets on "Regular Time" bet-types will be settled on the result at the end of regular time, excluding overtime. All bets on "Moneyline" markets will be settled at the result at the end of regular time including "overtime and any shootouts that may be played".

'Puck Line' bet-types (i.e. handicap bet-types for Professional hockey games) will be settled on the final result including any overtime and any shootouts that may be played. All 'handicap' bet-types on other games will be settled on the result at the end of regular time, excluding overtime.

If a game does not start on the scheduled start date and is not completed within three days of the scheduled start date, all bets will be void except for those on bet-types which have been unconditionally determined.

If a game starts but is later abandoned or postponed then, within three days of the scheduled start date, (a) at least 55 minutes of play must have elapsed in any game; or (b) an official result must be 'called' by the relevant governing body; otherwise all bets will be void, except for those which have been unconditionally determined. In these instances, if the scores are tied then for "Moneyline" games (where no tie is offered) dead heat rules will apply to bets on the outright match winner bet-type.

SOCER

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

Example

TEAM	MONEY LINE	SPREAD	TOTAL
Manchester United	-115	- ½ - 115	2 ½ OV -100
Chelsea	+310	+ ½ - 110	UN – 120
Draw	+250		

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

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

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

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

The total (over/under wager) in this example is 2 ½ goals. You may wager that the score after full time is more than or less than the total. This total is the score of both teams added together. This is an independent wager. It makes no difference which team wins or if the game ends in a draw. You can wager over 2 ½ (wagering \$100 to win \$100) or under 2 ½ (wagering \$120 to win \$100).

GENERAL RULES FOR SOCCER

Unless otherwise stated, all bets on soccer markets apply to 90 minutes of play according to the match officials, plus any added injury or stoppage time. However extra-time and penalty shoot-outs are not included. The only exceptions are for: matches that are scheduled for a lesser duration (e.g. 60, 70, 80 or 120 minutes) as agreed by the laws of the competition in which they are competing or agreed by both sides prior to kick-off. In such cases, if the match is played in the traditional format of two halves, all bets will be settled at the end of the agreed game length which includes time added on by the referee for stoppages (whether the game length is advertised by FanDuel or not). If the game is played in an unusual format (e.g. 3 or 4 periods) then all half-time markets will be voided but all other markets will be settled on the basis of the score at the end of the match (including any time added on by the referee for stoppages).

For 'Extra-Time' markets, bets apply to 30 minutes of play according to the match officials, plus any added injury or stoppage time. However extra-time and penalty shoot-outs are not included. In 'Extra-Time' markets, bets apply to the result during the extra-time period only. For the purposes of this market the score shall be deemed to be 0-0 at the start of the extra-time period.

In circumstances where over 90% of the scheduled match time has been completed and the referee ends the match before the allotted time has elapsed then we will use that result for the settlement of all bets placed on the game. Otherwise, if a match starts but is later abandoned or postponed and FanDuel believes that the match will not have been completed by 23:59 (local time) on its scheduled start date, then all markets, with the exception of any unconditionally determined markets, will be void unless FanDuel has knowledge that the match has been rescheduled to be played within three days of its original start date. If FanDuel does have knowledge that the game will be played within three days and the game is played within three days, then all bets will stand except if the match is restarted from the beginning. If the match is restarted from the beginning then all bets matched before the market went in-play will stand, but any bets placed in-play will be void, except for any bets placed in-play on markets which have been unconditionally determined, which will stand.

All soccer bets will be settled in accordance with OPTA Index results unless otherwise specified.

Own goals do not count for settlement of first goalscorer bets. Wagers taken on first goalscorer will be void if that player does not take part in the match or if he comes on after the first goal is scored.

Own goals do not count for settlement of last goalscorer bets. Bets on last goalscorer will be void if that player does not take part in the match or does not come on as a substitute.

BOXING & MMA

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

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

The plus (+) indicates the underdog.

Example

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

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

ROUND PROPOSITIONS

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

Example

TIME	BET #	ROUNDS	TOTAL
9PM	2051	Over 11.5	+140
	2052	Under 11.5	-160

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

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

GENERAL RULES FOR BOXING & MMA

Results will be based on the official result at ringside with the exception of a technical draw (the rules for which are set out in the "Technical Decision / Draw" section below).

Results are not official for betting purposes until verified by officials at the fighting venue. Should an official or unofficial sanctioning body overturn a fight decision based on an appeal, suspension, lawsuit, drug testing result or any other fighter sanction, this will not be recognized for wagering purposes and the wager will stand.

Should a contest be postponed, bets will stand if the rescheduled event occurs within 48 hours. Otherwise, all bets in relation to the contest will be void.

In the event of a 'no contest' being declared, all bets will be made void, with the exception of selections where the outcome has already been unequivocally determined.

Should there be a substitution for one of the boxers, bets on the original contest will be void.

Where a boxer fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round.

Subject to the following rule, should, for any reason, the scheduled number of rounds be changed before the commencement of the contest, all round by round bets will stand.

A knockout (KO) occurs when the boxer does not stand up after a ten count. Technical knockouts (TKO) occur when a boxer is knocked down three times within the same round and the fight is stopped or where the referee steps in to stop the fight when it is decided that a fighter cannot safely continue. If a fighter fails to answer a bell for the next round then this will also be deemed a TKO. For betting purposes, KO/TKO options also include disqualification and retirement.

For MMA, odds are offered for each fighter to win the fight and, in the event of a draw, all wagers will be void and stakes returned (for these purposes, draws will include fights which end in a 'majority draw').

For MMA, wagers will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).

AUTO RACING

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

Example

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

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

Typically, 20-30 drivers will be listed along with a “field” (all others). For example, if you wager \$10 on Kyle Busch and he wins the race, you win \$80 plus your \$10 back totaling \$90.

PROPOSITION WAGERS

Example

DRIVER	ODDS
Jimmie Johnson	+130
Kyle Busch	-110

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

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

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

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

GENERAL RULES FOR AUTO RACING

If a race is abandoned and no presentation position or official result is declared all bets on that race will be void except for bets on any bet-types which have been unconditionally determined.

If the scheduled venue is changed after bets have been taken by FanDuel, all bets will be void.

On "head-to-head" bets (i.e. match bets) the driver who finishes ahead or completes the most number of laps is deemed to be the winner.

In Speedway, bets will be void if all scheduled heats or races of a meeting or match are not completed except on bet-types which have been unconditionally determined.

In any case where there is no podium presentation, but the Bet-Type Information states that settlement of the relevant market will be based on the result at the time of the podium presentation, then the bet-type will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).

MAXIMUM PAYOUTS

For all events listed below, the maximum payout limits apply on a per day basis. If you place a bet that exceeds the applicable limits for a particular event, the relevant maximum payouts will still apply.

The maximum payout limits refer to the total returns on your bets, excluding your original stake.

The maximum payout limits apply to any one customer or group of customers acting together, backing the same combination of selections, regardless of whether or not such bets are struck separately, at a range of different prices, on different days and through a number of different accounts. If FanDuel believes that a number of bets have been placed in this way, the total payment of all those bets combined will be limited to one single maximum payout.

The maximum payouts shown below are shown in US Dollars. If bets are placed in another currency, the maximum payout will be converted using the applicable exchange rate on the day of settlement of the bets. .

The following maximum payout limits will apply to the events shown (please note, if a multiple bet has been placed which involves events with different maximum payout limits, the lowest applicable maximum payout limit will apply to the whole of your multiple bet – for example, if you place a multiple bet on English Premier League soccer matches and on a golf tournament, your winnings will be capped at \$100,000 and not \$250,000):

FOOTBALL EVENTS

NFL	Moneyline, Total Points, Handicap, Competition Winner	\$ 1,000,000.00
	All others including not listed	\$ 250,000.00
Non-NFL & College	Moneyline, Total Points, Handicap, Competition Winner	\$ 50,000.00
	All others including not listed	\$ 25,000.00

BASEBALL EVENTS

MLB	Moneyline, Total Runs, Handicap, Competition Winner	\$ 1,000,000.00
	All others including not listed	\$ 250,000.00
Non-MLB	All Markets	\$ 50,000.00

BASKETBALL EVENTS

NBA	Moneyline, Total Points, Handicap, Competition Winner	\$ 1,000,000.00
	All others including not listed	\$ 250,000.00
Non-NBA WNBA & College	Moneyline, Total Points, Handicap, Competition Winner	\$ 50,000.00
	All others including not listed	\$ 25,000.00

HOCKEY EVENTS

NHL	Match Result, Total Goals, Handicap, Competition Winner	\$ 250,000.00
	All others including not listed	\$ 100,000.00
Non-NHL	All Markets	\$ 10,000.00

SOCCER EVENTS

Events limited to \$ 1,000,000.00

English Premier League, FIFA World Cup Finals, French Ligue 1, German 1. Bundesliga, Serie A, Spanish Primera Division, The Championship, League 1 & 2, UEFA Champions League (group stage onwards), Europa League (group stage onwards), UEFA European Championship, FA Cup (1st round onwards), Competitive Internationals played between two UEFA teams.

Match Result, To Win League, To Win Cup	\$ 1,000,000.00
To Qualify, Over/Under Goals, Correct Score, Double Chance, Half Time/Full Time, First/Last/Anytime Goalscorer, Wincast, Scorecast, Match Odds & BTTS	\$ 250,000.00
All Other Match Markets	\$ 150,000.00
Other Ante-Post/Long Term Markets	\$ 1,000,000.00
All Other Markets (including all markets that are decided off the field of play, i.e. Next Manager to Leave)	\$ 50,000.00

Events limited to \$ 250,000.00

MLS.

Match Result, To Win League, To Win Cup	\$ 250,000.00
To Qualify, Over/Under Goals, Correct Score, Double Chance, Half Time/Full Time, First/Last/Anytime Goalscorer, Wicast, Scorecast, Match Odds & BTTS	\$ 150,000.00
All Other Match Markets	\$ 100,000.00
Other Ante-Post/Long Term Markets	\$ 250,000.00
All Other Markets (including all markets that are decided off the field of play, i.e. Next Manager to Leave)	\$ 10,000.00

All others soccer events including any new event are limited to \$25,000

Match Result, To Win League, To Win Cup	\$ 25,000.00
To Qualify, Over/Under Goals, Correct Score, Double Chance, Half Time/Full Time, First/Last/Anytime Goalscorer, Wicast, Scorecast, Match Odds & BTTS	\$ 10,000.00
All Other Match Markets	\$ 10,000.00
Other Ante-Post/Long Term Markets	\$ 5,000.00
All Other Markets (including all markets that are decided off the field of play, i.e. Next Manager to Leave)	\$ 5,000.00

TENNIS EVENTS

Single events only, grand slam events post qualification, ATP Masters Series, WTA Tour Championship, ATP or WTA events post qualification with a prize fund in excess of \$200,000ATP	Match betting and set betting	\$ 200,000.00
	All markets other than match betting and set betting	\$ 50,000.00

All other tennis event types (i.e. which are not listed in the row above)	Match betting and set betting	\$ 25,000.00
	All markets other than match betting and set betting	\$ 1,000.00

GOLF EVENTS

GOLF	Competition Winner (including both Strokeplay and Matchplay events)	\$ 100,000.00
	All others including not listed	\$ 50,000.00

BOXING & MMA EVENTS

Boxing	Fight Winner	\$ 50,000.00
	All others including not listed	\$ 25,000.00
MMA	Fight Winner	\$ 50,000.00
	All others including not listed	\$ 25,000.00

ANY OTHER SPORT NOT LISTED

All Markets	\$ 10,000.00
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