



SPORT SELECT

SPORT SELECT GENERAL GAME CONDITIONS AND PRIZE STRUCTURE STATEMENT

1. GENERAL

- a) SPORT SELECT is NOT associated with or authorized by any professional or amateur sports league or association, member teams, players or other affiliates in any way.
- b) SPORT SELECT is governed by: The Rules and Regulations Respecting Lotteries and Gaming of WESTERN CANADA LOTTERY CORPORATION (WCLC) WHICH INCLUDE LIMITATIONS OF LIABILITY AND ARE AVAILABLE FROM WCLC UPON REQUEST; these General Game Conditions and Prize Structure Statement; and in the case of PRO•LINE Events based on golf, the SPORT SELECT PRO•LINE Golf Game Conditions (the “Golf Conditions”) which are incorporated herein by reference.
- c) WCLC may amend these Game Conditions and Prize Structure Statement and the Golf Conditions at any time and in any manner.
- d) In these Game Conditions:

“**Active SPORT SELECT Event List**” is the SPORT SELECT Event List entered in WCLC's computer containing those Events available for wagering at the time of purchase. Only one such list is an Active SPORT SELECT Event List at any given time.

“**Event**” means a game, competition or match-up between two (2) or more teams or individuals, participating in (one, or a series of) sporting events (or other types of competitions) and which is an individually numbered competition offered by WCLC for wagering on an Active SPORT SELECT Event List;

“**Favorite**” means the party that is designated as favored to win an Event, as determined by WCLC, and indicated by the Spread. The Favorite can be the home or the visitor.

“**Obvious Errors**” include, but are not limited to, wagers offered or placed at odds that are materially different from those available in the general North American betting market for a given Event at the time the wager was placed, wagers offered or placed at odds which reflect an incorrect Spread, Line, total or other score situation, or wagers offered or placed at odds being clearly incorrect given the probability of the event occurring (or not occurring) at the time the wager was placed.

“**Over/Under Line**” and “**Line**” means the numerical line for an Over/Under Event as assigned by WCLC on an Active SPORT SELECT Event List.

“**Point Spread**” and “**Spread**” for a particular Point Spread Event means the minimum score difference by which a participant is expected to win or lose by. The Favorite to win an Event is always designated by a negative sign (-) in front of the Spread for the Event.

“**Total Score**” for a particular Over/Under Event means the total number which is derived from adding together the home team’s score and the visiting team’s score based on the final result of that Over/Under Event.

“**Underdog**” means the party that is designated as less likely than the Favorite to win an Event, as determined by WCLC. The Underdog can be the home or the visitor.

“**Wager type/ Market type**” means the specific type or category of wagering options.

“**Walkover**” means a forfeit by one party which results in a victory by the other party prior to the event having started.

2. ISSUANCE OF TICKETS

- a) To obtain a ticket, a person must present a completed SPORT SELECT or Combo Play selection slip or QR Code for up to 8 Events selected from the Active SPORT SELECT Event List available at Lotto Spot Retailers and sportselect.com and pay the authorized retailer the chosen wager of \$2 to \$100 before the actual commencement of the EARLIEST Event chosen from the Active SPORT SELECT Event List, whereupon a ticket will be issued showing the purchase date, particulars of selections, associated odds, potential payout (other than for Combo Play), amount wagered, control number(s) and other relevant information.
- b) A QR code generated for wagering purposes is not a ticket.
- c) WCLC, in its sole discretion, can change the odds, Line and/or Spread values for any Event at any time. The odds, Line and Spread printed on the player’s ticket at time of purchase will be official for that wager except where cancellations, past postings or other odds assignments pursuant to these Game Conditions apply.
- d) WCLC may, in its sole discretion, suspend sales (temporarily or permanently) on any Event or Wager type.
- e) In the event of any discrepancy, conflict or inconsistency between published Event information and odds, and the official Event information and odds recorded in WCLC’s computer, the latter shall prevail.
- f) Single Event wagering may be made available on select sports and Wager types at the discretion of WCLC, and if made available, eligible Events will be identified on the Active SPORT SELECT Event List.
- g) WCLC may, in its sole discretion, void any wager(s) accepted in Obvious Error and in such case an odds value of 1.00 shall be assigned to the selected outcome of the affected Event(s) on the affected ticket(s).
- h) WCLC, in its sole discretion, will cancel an Event entered in error, and in such case an odds value of 1.00 shall be assigned to each of the outcomes of the Event.

3. RESULTS

- a) Results are the final results of the Events indicated on the Active SPORT SELECT Event List as determined by WCLC.
- b) Results are final when declared by WCLC and are not affected by any subsequent amendments, corrections, disqualifications or other events.

- c) In the event that WCLC is not able to determine the final results of an Event, such Event shall be considered cancelled and an odds value of 1.00 shall be assigned to each of the outcomes of that Event.
- d) If the Active SPORT SELECT Event List contains an Event(s) with an incorrect date of play or an incorrect designator (including without limitation incorrectly listing participants as visitor or home or listing an incorrect opponent), such Event(s) shall be assigned an odds value of 1.00 for each of the outcomes. For greater certainty, if the name of a player or team has been spelled incorrectly, wagers placed will stand.
- e) If a ticket contains a selection(s) of an Events(s) that has actually commenced or been completed, or for which the outcome was otherwise already known, prior to the issuance of such ticket, such Event(s) shall be 'past posted' and shall have an odds value of 1.00 assigned to each of the outcomes of that Event(s) on that ticket.
- f) If all selections on a ticket are assigned an odds value of 1.00 for each of the outcomes, the ticket holder(s) shall be entitled to a refund of the amount wagered.
- g) Unless otherwise stated for specific Wager types within these Game Conditions, an event must have started for it to be resulted with winning and losing outcomes. Walkovers or other conditions where a winner is determined by the governing body as a result of withdrawal from the opposing competitor(s) prior to commencement, or where the event does not take place as a result of a withdrawal, will result in all Events based upon that event being cancelled and shall have an odds value of 1.00 assigned to each of the outcomes of those Events.
- h) When there is a forfeit (or other forms of teams or players withdrawing) after an event has started where a winning outcome is declared by the league which governs the event, and the situation is not specifically covered within these Game Conditions, all associated Events based upon such event will be cancelled and such Events shall have an odds value of 1.00 assigned to each of the outcomes.
- i) The first game played of any doubleheader will always be the SPORT SELECT Event, unless it is the continuation of a suspended game, in which case the second game - the regularly scheduled game - is the SPORT SELECT Event. For the purposes hereof, in baseball, a doubleheader consists of two games, whether such games are regularly scheduled, unscheduled, rescheduled or any combination thereof, played by the same two teams in the same ballpark, each of which game is scheduled to commence on the same day.
- j) In the event of any discrepancy, conflict or inconsistency between published Event final results, and the official Event final results recorded in WCLC's computer, the latter shall prevail.

4. WINNING TICKETS

- a) Any valid ticket bearing a Winning Selection is a winning ticket and entitles its holder(s) to claim a prize calculated by multiplying the amount wagered by the applicable odds of each Winning Selection as shown on the Active SPORT SELECT Event List from which the selections were made, or, where applicable, by the odds assigned to such Event(s) pursuant to these Game Conditions.
- b) A Winning Selection is one that bears the exact results for all Events selected in accordance with the Active SPORT SELECT Event List for these Events.

5. PRIZE CLAIMS

- a) Prizes must be claimed in the manner stated on the back of the ticket on or before the claim date printed on the ticket or, if no date for claiming prizes is printed on the ticket, within one (1) year following the date of the last Event included in the Winning Selection.

6. LIMITATIONS

- a) In all cases, the prize that shall be available to be won on any one SPORT SELECT ticket shall be limited to Two Hundred and Fifty Thousand (\$250,000.00) Dollars, as such amount may be modified by subparagraph (b) hereof.
- b) The aggregate amount of prizes that may be won on any day on SPORT SELECT tickets shall be limited to a maximum of Five Million (\$5,000,000.00) Dollars. If, at the end of a particular day, the aggregate amount of prizes that could be won, but for this provision, would exceed Five Million (\$5,000,000.00) Dollars, then the aggregate amount of prizes payable on all winning tickets purchased for SPORT SELECT for that day shall automatically be reduced, and the amount payable as a prize in respect of each such winning ticket for that day shall be equal to:
 - (i) the amount wagered by such ticket, plus
 - (ii) the amount that would have been payable as a prize before any reduction less the amount of the wager multiplied by a fraction, having as its numerator Five Million (\$5,000,000.00) Dollars, less the aggregate of all amounts wagered on SPORT SELECT for that day and, as its denominator, the aggregate amount of prizes that would have been payable on all winning SPORT SELECT tickets purchased for that day before any reduction, less the aggregate of all amounts wagered, i.e.:

$$\text{amount payable after adjustment} = \text{amount wagered} + \left(\frac{\text{amount payable before adjustment less amount wagered}}{\text{total aggregate prizes payable before adjustment less total aggregate wagers}} \times \frac{\$5,000,000 \text{ less total aggregate wagers}}{\text{total aggregate prizes payable before adjustment less total aggregate wagers}} \right)$$

7 CANCELLATION OF A TICKET

- a) A player may only cancel a SPORT SELECT ticket at the authorized retailer where such ticket was issued and provided that such ticket is cancelled on the same business day the ticket was issued and prior to the start time of the earliest Event chosen. Cancelled tickets are void.

8. WAGER/MARKET TYPES AND SPORT SPECIFIC CONDITIONS

- a) SPORT SELECT consists of four different Wager/Market type options to play: PRO•LINE, POINT SPREAD, OVER/UNDER and PROPS.

8.1 PRO•LINE

- a) Players must predict the outcome of the Event based upon the final results. Outcomes for the Event are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC.

8.1.1 FOOTBALL

- a) An Event decided by 3 points or less is considered a “Tie”. For a “Home Win”, the designated home team must win by 4 or more points. For a “Visitor Win”, the designated visiting team must win by 4 or more points.

- b) Football final results include all extra play.

8.1.2 BASKETBALL

- a) An Event decided by 5 points or less is considered a “Tie”. For a “Home Win”, the designated home team must win by 6 or more points. For a “Visitor Win”, the designated visiting team must win by 6 or more points.
- b) Basketball final results include all extra play.

8.1.3 HOCKEY

- a) An Event which is tied at the end of regulation play is considered a “Tie”. For a “Home Win”, the designated home team must win by 1 or more goals. For a “Visitor Win”, the designated visiting team must win by 1 or more goals.
- b) Hockey final results are at the end of regulation play and do not include overtime or shootouts.

8.1.4 BASEBALL

- a) An Event decided by 1 run or less is considered a “Tie”. For a “Home Win”, the designated home team must win by 2 or more runs. For a “Visitor Win”, the designated visiting team must win by 2 or more runs.
- b) Baseball final results include all extra play.

8.1.5 SOCCER

- a) An Event which is tied at the end of regulation play is considered a “Tie”. For a “Home Win”, the designated home team must win by 1 or more goals. For a “Visitor Win”, the designated visiting team must win by 1 or more goals.
- b) Soccer final results are at the end of regulation play and do not include extra time or shootouts. For greater certainty, soccer final results include any injury/stoppage time in regulation play.

8.1.6 MIXED MARTIAL ARTS (MMA)

- a) An Event which ends in a draw is considered a “Tie”. For a “Home Win”, the designated home fighter must win the fight. For a “Visitor Win”, the designated visitor fighter must win the fight.
- b) MMA final results are at the end the fight.

8.1.7 BOXING

- a) An Event which ends in a draw is considered a “Tie”. For a “Home Win”, the designated home fighter must win the fight. For a “Visitor Win”, the designated visitor fighter must win the fight.
- b) Boxing final results are at the end of the fight.

8.1.8 GOLF

- a) Refer to the Golf Conditions.

8.2 POINT SPREAD

- a) Players must predict whether the Favorite will win by more points than the Point Spread, or if the Underdog will cover the Point Spread based upon the final results. Outcomes for the Event are Visitor Win or Home Win based upon the Point Spread in accordance with the final results as determined by WCLC.
- b) WCLC may offer X.0 (flat) and X.5 Point Spreads.
- c) For a Point Spread Event with a flat Point Spread, where the Favorite wins by exactly the Point Spread, such Event shall be a push and be assigned an odds value of 1.00 for each of the outcomes.

8.2.1 FOOTBALL

- a) Football final results include all extra play.

8.2.2 BASKETBALL

- a) Basketball final results include all extra play.

8.2.3 HOCKEY

- a) Hockey final results are at the end of regulation play and do not include overtime or shootouts.

8.2.4 BASEBALL

- a) Baseball final results include all extra play.

8.2.5 SOCCER

- a) Soccer final results are at the end of regulation play and do not include extra time or shootouts. For greater certainty, soccer final results include any injury/stoppage time in regulation play.

8.3 OVER/UNDER

- a) Players must predict whether the Total Score of the Event will be over or under the Over/Under Line based upon the final results. Outcomes for the Event are Over or Under based upon the Total Score and the Over/Under Line in accordance with the final results as determined by WCLC.
- b) WCLC may offer X.0 (flat) and X.5 Over/Under Lines.
- c) For an Over/Under Event with a flat Over/Under Line, where the Total Score of the Event matches exactly the Over/Under Line, such Event shall be a push and be assigned an odds value of 1.00 for each of the outcomes.

8.3.1 FOOTBALL

- a) Football final results include all extra play.

8.3.2 BASKETBALL

- a) Basketball final results include all extra play.

8.3.3 HOCKEY

- a) Hockey final results are at the end of regulation play and do not include overtime or shootouts.

8.3.4 BASEBALL

- a) Baseball final results include all extra play.

8.3.5 SOCCER

- a) Soccer final results are at the end of regulation play and do not include extra time or shootouts. For greater certainty, soccer final results include any injury/stoppage time in regulation play.

8.4 PROPS

- a) A Prop Event is a match-up of two players participating in the same game/event as determined by WCLC. Players must predict the outcome of the Event based upon the final results.
- b) The types of Props Events which may be offered by WCLC for wager from time to time are as follows:

Sport	Type of Prop	Performance of Players to be Compared	Calculation of Player's Performance
Baseball	Total Bases (Previously Baseball Hitters)	Total Bases	Single = 1 Base Double = 2 Bases Triple = 3 Bases Home Run = 4 Bases * Does not include bases acquired due to walks, balks, player being hit by a pitch, errors, stolen bases or any other means
	Strikeouts	Total Strikeouts	Number of strikeouts
	RBI's	Total RBI's (Runs Batted In)	Number of RBI's (Runs Batted In)
	Runs	Total Runs scored	Number of runs scored
	Hits	Total Hits	Number of hits
	Stolen Bases	Total Stolen Bases	Number of successful stolen bases
Basketball	Points (Previously Basketball Points)	Total Points	Number of points scored
	Rebounds	Total Rebounds	Number of rebounds
	Assists	Total Assists	Number of assists
	3-Pointers Made	Total 3-Pointers Made	Number of successful 3-pointers made
	Steals	Total Steals	Number of steals
	Blocks	Total Blocks	Number of blocks
Hockey	Points (Previously Hockey Points)	Total Points	Goal = 1 point Assist = 1 point *Does not include shootout goals
	Saves	Total Saves	Number of saves made *Does not include shootout saves
	Goals	Total Goals	Number of goals scored *Does not include shootout goals

	Assists	Total Assists	Number of assists
	Shots	Total Shots	Number of shots *Does not include shootout shots
Football	Rushing Yards (Previously Running Back Yards)	Net Rushing Yards	Net number of rushing yards achieved *Does not include kick or punt return or convert yards
	Passing Yards (Previously Quarterback Yards)	Net Passing Yards	Net number of passing yards achieved *Does not include convert yards
	Receiving Yards	Net Receiving Yards	Net number of receiving yards achieved *Does not include convert yards
	Receptions	Total Receptions	Number of receptions *Does not include convert receptions
	Rush Attempts	Total Rush Attempts	Number of rush attempts *Does not include convert rush attempts
Soccer	Goals (Previously Soccer Goals)	Total Goals	Number of goals scored *Does not include shootout goals or own goals

8.4.1 FOOTBALL

8.4.1.1 PASSING YARDS (PREVIOUSLY QUARTERBACK YARDS)

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more net passing yards more than the designated home player.

Tie (T)

Net passing yards for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more net passing yards more than the designated visitor player.

- c) Where the outcome is determined by comparing the total number of net passing yards and a player’s net passing yards is a negative value, WCLC will report such player’s net yards as zero (“0”).
- d) Each player involved in the Event must take part in at least one play, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor

Win, Tie and Home Win outcomes of that Event. If the net yards of each player involved in the Event is a negative value, the Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.1.2 RUSHING YARDS (PREVIOUSLY RUNNINGBACK YARDS)

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more net rushing yards more than the designated home player.

Tie (T)

Net rushing yards for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more net rushing yards more than the designated visitor player.

- c) Where the outcome is determined by comparing the total number of net rushing yards and a player's net rushing yards is a negative value, WCLC will report such player's net yards as zero ("0").
- d) Each player involved in the Event must take part in at least one play, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event. If the net yards of each player involved in the Event is a negative value, the Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.1.3 RECEIVING YARDS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more net receiving yards more than the designated home player.

Tie (T)

Net receiving yards for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more net receiving yards more than the designated visitor player.

- c) Where the outcome is determined by comparing the total number of net receiving yards and a player's net receiving yards is a negative value, WCLC will report such player's net yards as zero ("0").
- d) Each player involved in the Event must take part in at least one play, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor

Win, Tie and Home Win outcomes of that Event. If the net yards of each player involved in the Event is a negative value, the Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.1.4 RECEPTIONS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more receptions more than the designated home player.

Tie (T)

Total receptions for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more receptions more than the designated visitor player.

- c) Each player involved in the Event must take part in at least one play, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.1.5 RUSH ATTEMPTS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more rush attempts more than the designated home player.

Tie (T)

Total Rush attempts for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more rush attempts more than the designated visitor player.

- c) Each player involved in the Event must take part in at least one play, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.2 BASKETBALL

8.4.2.1 POINTS (PREVIOUSLY BASKETBALL POINTS)

- a) Final results include all extra play.

- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more points more than the designated home player.

Tie (T)

Total points for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more points more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.2.2 REBOUNDS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more rebounds more than the designated home player.

Tie (T)

Total rebounds for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more rebounds more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.2.3 ASSISTS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more assists more than the designated home player.

Tie (T)

Total assists for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more assists more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.2.4 3-POINTERS MADE

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more 3-pointers made more than the designated home player.

Tie (T)

Total 3-pointers made for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more 3-pointers made more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.2.5 STEALS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more steals more than the designated home player.

Tie (T)

Total steals for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more steals more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.2.6 BLOCKS

- a) Final results include all extra play.

- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more blocks more than the designated home player.

Tie (T)

Total blocks for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more blocks more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.3 HOCKEY

8.4.3.1 POINTS (PREVIOUSLY HOCKEY POINTS)

- a) Final results include overtime but do not include shootouts.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more points more than the designated home player.

Tie (T)

Total points for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more points more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.3.2 SAVES

- a) Final results include overtime but do not include shootouts.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more saves more than the designated home player.

Tie (T)

Total saves for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more saves more than the designated visitor player.

- c) Each player involved in the Event must be in the starting lineup and must play at least one second in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.3.3 GOALS

- a) Final results include overtime but do not include shootouts.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more goals more than the designated home player.

Tie (T)

Total goals for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more goals more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.3.4 ASSISTS

- a) Final results include overtime but do not include shootouts.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more assists more than the designated home player.

Tie (T)

Total assists for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more assists more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.3.5 SHOTS

- a) Final results include overtime but do not include shootouts.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more shots more than the designated home player.

Tie (T)

Total shots for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more shots more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.4 BASEBALL

8.4.4.1 TOTAL BASES (PREVIOUSLY BASEBALL HITTEES)

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more bases more than the designated home player.

Tie (T)

Total bases for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more bases more than the designated visitor player.

- c) Each player involved in the Event must be in the starting line-up and must complete at least one plate appearance during play in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event. A plate appearance is considered complete when a batter is declared out or safe at a base.

8.4.4.2 STRIKEOUTS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more strikeouts more than the designated home player.

Tie (T)

Total strikeouts for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more strikeouts more than the designated visitor player.

- c) Each player involved in the Event must be in the starting line-up and must throw at least one pitch during play in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

8.4.4.3 RBIS (RUNS BATTED IN)

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more RBIs more than the designated home player.

Tie (T)

Total RBIs for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more RBIs more than the designated visitor player.

- c) Each player involved in the Event must be in the starting line-up and must complete at least one plate appearance during play in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event. A plate appearance is considered complete when a batter is declared out or safe at a base.

8.4.4.4 RUNS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more runs more than the designated home player.

Tie (T)

Total runs for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more runs more than the designated visitor player.

- c) Each player involved in the Event must be in the starting line-up and must complete at least one plate appearance during play in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event. A plate appearance is considered complete when a batter is declared out or safe at a base.

8.4.4.5 HITS

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more hits more than the designated home player.

Tie (T)

Total hits for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more hits more than the designated visitor player.

- c) Each player involved in the Event must be in the starting line-up and must complete at least one plate appearance during play in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event. A plate appearance is considered complete when a batter is declared out or safe at a base.

8.4.4.6 STOLEN BASES

- a) Final results include all extra play.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more stolen bases more than the designated home player.

Tie (T)

Total stolen bases for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more stolen bases more than the designated visitor player.

- c) Each player involved in the Event must be in the starting line-up and must complete at least one plate appearance during play in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event. A plate appearance is considered complete when a batter is declared out or safe at a base.

8.4.5 SOCCER

8.4.5.1 GOALS (PREVIOUSLY SOCCER GOALS)

- a) Final results include extra time but do not include shootouts. For greater certainty, final results include any injury/stoppage time.
- b) Outcomes are Visitor Win, Tie or Home Win in accordance with the final results as determined by WCLC as follows:

Visitor Win (V)

Designated visitor player must have one or more goals more than the designated home player.

Tie (T)

Total goals for the designated home player and the designated visitor player are the same.

Home Win (H)

Designated home player must have one or more goals more than the designated visitor player.

- c) Each player involved in the Event must play at least one second, during regular or extra play, in the game upon which the Event is based or such Event shall have an odds value of 1.00 assigned to each of the Visitor Win, Tie and Home Win outcomes of that Event.

9. ABANDONMENTS, POSTPONEMENTS AND MINIMUM PLAY

9.1 FOOTBALL

- a) If a game is delayed, suspended or postponed and is not completed within 7 days after the originally scheduled start time of that game, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events. If a suspended game is instead replayed from the beginning, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- b) If a game is abandoned after starting with five minutes or less of scheduled time remaining and the game's governing body recognizes the result, all wagers placed on Events based upon that game will stand. In all other game abandonment situations, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.

9.2 BASKETBALL

- a) If a game is delayed, suspended or postponed and is not completed within 48 hours after the originally scheduled start time of that game, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events. If a suspended game is instead replayed from the beginning, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- b) If a game is abandoned after starting with five minutes or less of scheduled time remaining and the game's governing body recognizes the result, all wagers placed on Events based upon that game will stand. In all other game abandonment situations, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.

9.3 HOCKEY

- a) If a game is delayed, suspended or postponed and is not completed within 48 hours after the originally scheduled start time of that game, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events. If a suspended game is instead replayed from the beginning, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- b) If a game is abandoned after starting with five minutes or less of scheduled time remaining and the game's governing body recognizes the result, all wagers placed on Events based upon that game will stand. In all other game abandonment situations, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.

9.4 BASEBALL

- a) If a game is delayed, suspended (other than a suspended MLB playoff game) or postponed and is not completed by 5 A.M. Central Time on the day following the originally scheduled day of commencement of that game, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events. If a suspended MLB playoff game is not completed within 48 hours after the time of suspension of that game, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events. In all cases, if a suspended game is instead replayed from the beginning, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- b) Except as provided in subparagraph d) below, if a game is scheduled for 9 innings, the game must go the full 9 innings (8 ½ innings if the home team is leading), otherwise all Events based upon that game will be considered cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- c) Except as provided in subparagraph d) below, if a game is scheduled for 7 innings, the game must go the full 7 innings (6 ½ innings if the home team is leading), otherwise all Events based upon that game will be considered cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- d) For a World Baseball Classic game, if the mercy rule as set out by the game's governing body is applied to the game and the game's governing body recognizes the result, all wagers placed on Events based upon that game will stand, the outcomes for such Events shall be based upon the final results of the game as determined by WCLC at the time of the application of the mercy rule to the game and the inning play conditions outlined in subparagraphs b) and c) above will not apply.

9.5 SOCCER

- a) If a game is delayed, suspended or postponed and is not completed within 48 hours after the originally scheduled start time of that game, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events. If a suspended game is instead replayed from the beginning, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- b) The game must go the full scheduled length of play (usually 90 minutes), otherwise all Events based upon that game will be considered cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.

9.6 MIXED MARTIAL ARTS (MMA)

- a) If a fight is delayed, suspended or postponed and is not completed within 48 hours after the originally scheduled start time of that fight, all Events based upon that fight shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events. If a suspended fight is instead restarted from the beginning, all Events based upon that fight shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- b) In the event of a fight being declared a no contest all Events based upon that fight shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- c) Should the scheduled number of rounds be changed before the fight then all Events based upon that fight shall be considered cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.

9.7 BOXING

- a) If a fight is delayed, suspended or postponed and is not completed within 48 hours after the originally scheduled start time of that fight, all Events based upon that fight shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events. If a suspended fight is instead restarted from the beginning, all Events based upon that fight shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- b) In the event of a fight being declared a no contest all Events based upon that fight shall be considered cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- c) Should the scheduled number of rounds be changed before the fight then all Events based upon that fight shall be considered cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.

9.8 GOLF

- a) Refer to the Golf Conditions.

10. EVENT NOT PLAYED AS LISTED

- a) If the venue for a game changes and the designated home and away teams/players change, all Events based upon that game shall be cancelled and shall be assigned an odds value of 1.00 for each of the outcomes of those Events.
- b) If the venue for a game changes and the designated home and away teams/players do not change, all wagers placed on Events based upon that game will stand.
- c) If a team fields their reserve team or an underage team for a game instead of their first team, WCLC reserves the right to cancel any Events based upon that game and in such case an odds value of 1.00 shall be assigned to each of the outcomes of those Events.
- d) If an event does not adhere to the generally accepted format (e.g. unusual period length, counting procedure, format of an event, etc.), WCLC reserves the right to cancel any Events based upon that event and in such case an odds value of 1.00 shall be assigned to each of the outcomes of those Events.

The SPORT SELECT – General Game Conditions and Prize Structure Statement described herein take effect on April 1, 2025.

Approved effective this 1st day of April, 2025.

Signed by:

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Signed with original signature
Kerry Wolfe, Acting CEO
Western Canada Lottery Corporation