

# POINT SPREAD

## POINT SPREAD LOTTERY GAME CONDITIONS

These POINT SPREAD Lottery Game Conditions apply, until amended or revised, to the POINT SPREAD Lottery Game.

### 1. Rules

- 1.1. This POINT SPREAD Lottery Game (“**POINT SPREAD**”) is governed by: (i) these *POINT SPREAD Lottery Game Conditions* (the “**Game Conditions**”); and (ii) the *Rules Respecting Lottery Games* (the “**Lottery Games Rules**”) of the Ontario Lottery and Gaming Corporation (the “**Corporation**”).
- 1.2. The *Lottery Games Rules* are hereby incorporated by reference into these *Game Conditions*.
- 1.3. To the extent of a conflict between these *Game Conditions* and the *Lottery Games Rules*, the conflict shall be resolved in accordance with the priority set-forth in Section 1.3 of the *Lottery Games Rules*.
- 1.4. POINT SPREAD is not associated with, sponsored by or authorized by, any sports league, member teams, team players, athletes, personalities or other affiliates in any way.
- 1.5. POINT SPREAD is a separate and distinct lottery game that is offered by the Corporation and is intended to be conducted separately and with a distinct set of terms and conditions from all other games offered by the Corporation. Without limiting the foregoing, the Corporation may, in its sole discretion, administer offers and promotions associated with POINT SPREAD from time to time.
- 1.6. To the fullest extent permitted by law and without limiting any other section of these *Game Conditions*, the Corporation may, at any time and at its sole discretion, take whatever measure(s) or action(s) it deems to be appropriate in the circumstances to help ensure: (i) the integrity of POINT SPREAD; and/or (ii) that POINT SPREAD is administered in accordance with the Corporation’s interpretation of these *Game Conditions*.

### 2. Interpretation

- 2.1. Words used in these *Game Conditions* that are not otherwise defined herein shall have the meaning as defined in the *Lottery Games Rules*.
- 2.2. The headings in these *Game Conditions* are for convenience of reference only and do not affect the interpretation of these *Game Conditions*.
- 2.3. In these *Game Conditions*:

“**Event**” refers to a proposition associated with the Results of a Game;

“**Event Cut-off Time for Wagering**” means the time assigned to an Event, by the Corporation in its sole discretion, after which no further Wagering may occur with respect to that Event;

“**Event Number**” means the number given to an individual Event offered for Wagering;

“**Event Outcome**” means a specified outcome of an Event based on the Results of a Game, (either a Home Team win or a Visitor Team win, taking into consideration the Spread for each Event);

“**Extra Play**” means additional innings, periods, overtime or such other Extra Play as the Corporation may specify in accordance with the rules and regulations of the league or body governing that Game, but does not include Shoot-Outs, if any;

“**Favourite**” means the team that is designated as favoured to win a Game, as determined by the Corporation, and indicated by the Spread. The Favourite can be the Home Team or the Visitor Team;

“**Game**” means the specific match or competition between two (2) teams on a scheduled start date at a scheduled start time, for a specific Sport;

“**Home Team**” means the home team in a Game, as determined by the Corporation;

“**Payout Factor**” means the factor as set-forth in Section 4.1 of these *Game Conditions*, as determined by the Corporation based on the number of correct Event Outcomes selected by the Player relative to the number of Events selected by the Player for Wagering on a Ticket, that is used by the Corporation for the purpose of calculating the potential prize for a Winning Ticket;

“**Point**” means the unit of measurement: (i) allocated by the Corporation to each team in a Game, in accordance with the rules and regulations of the league or body governing a Game and the terms of these *Game Conditions*, based on points accumulated by each team in that Game; and (ii) used by the Corporation to determine the Result of an Event;

“**POINT SPREAD List**” means a periodic schedule of Events, each organized by Event Number and made available by the Corporation for the purpose of Wagering on POINT SPREAD, available online at proline.ca and at Lottery terminals at participating retailers;

“**POINT SPREAD List Number**” means the number used to identify what POINT SPREAD List is currently offering Events for the purpose of Wagering on POINT SPREAD;

“**Push**” means a Result, where a Player neither wins nor loses a Wager. In POINT SPREAD, it is when the Favourite wins by exactly the Spread (e.g. if the spread is -3.0 and the Favourite wins by exactly three (3) Points, the result will be a Push);

“**Regulation Play**” means the period of play in a Game prior to Extra Play and prior to a Shoot-Out, whether or not such Extra Play or Shoot-Out is played, as determined by the rules and regulations of the league or body governing that Game;

“**Shoot-Out**” means a series of shots taken by each participating team to determine Results after Regulation Play and Extra Play, if any;

“**Sport**” means the athletic contest (e.g. football, baseball, hockey) described on the POINT SPREAD List;

“**Spread**” is the number, expressed in the negative, set by the Corporation and used to identify the Favourite, and representing the amount of Points to be subtracted from the Favourite’s score in a Game for the purposes of determining the outcome of the Event relating to that Game. For example, for the Favourite to win for the purposes of POINT SPREAD, the Result of the Game must be that the Favourite won by more Points than the Spread (e.g. if the Spread for an Event is -1.5 then the Favourite would need to win the Game by two (2) or more Points). For the Underdog to win for the purposes of POINT SPREAD, the Result of the Game must be that the Underdog: (i) lost by less than the Spread; (ii), tied the Favourite; or (iii) won the Game (e.g. if the Spread for an Event is -1.5 then the Underdog would need to: (i) lose the Game by one (1) Point; (ii) tie; or (iii) win the Game);

“**Underdog**” means the team that is designated as less likely than the Favourite to win a Game, as determined by the Corporation. The Underdog can be the Home Team or the Visitor Team;

“**Visitor Team**” means the visiting team in a Game, as determined by the Corporation;

“**Wager**” means the monetary amount selected by a Player to stake on a Ticket;

“**Wagering**” means the act of placing a Wager.

### 3. Game Participation

3.1. The Corporation shall, in its sole discretion, make available to the public a POINT SPREAD List with a schedule of Events for Wagering and including the following information:

- 3.1.1. the Sport;
- 3.1.2. the POINT SPREAD List Number and Event Numbers;
- 3.1.3. the Games upon which the Events will be based;
- 3.1.4. the date on which each Game is scheduled to be played;
- 3.1.5. the designated Visitor Team and Home Team, as determined by the Corporation, for each Game;
- 3.1.6. the Spread for each Event – which, identifies the Favourite and Underdog, as determined by the Corporation, for the Event; and
- 3.1.7. any other pertinent information as determined by the Corporation.

3.2. A Player shall complete a Selection Slip using the applicable POINT SPREAD List that the Player would like to play by marking the following information on the Selection Slip where indicated:

- 3.2.1. the number of Events the Player would like to place a Wager on;
- 3.2.2. either the Visitor Team or the Home Team (“V” or “H”) for each of the two (2) to twelve (12) Events (or such minimum and such maximum number of Events as the Corporation may from time to time specify) on which the Player would like to place a Wager, taking into consideration the Spread for each Event; and
- 3.2.3. the Wager amount.

IMPORTANT NOTE: All selections on a Selection Slip must be for the same Sport, unless otherwise specified by the Corporation.

3.3. A Player shall complete a Selection Slip and present it to a retailer along with payment for the applicable Wager. The retailer shall, in such manner as the Corporation may determine, communicate to the Corporation the Player’s selections as outlined on the Selection Slip. Upon receipt of this information, the Corporation shall deliver to the retailer and the retailer shall subsequently deliver to the Player a Ticket which shall constitute a receipt for payment and record. This Ticket shall display:

- 3.3.1. the Sport;
- 3.3.2. the POINT SPREAD List Number and Event Numbers;
- 3.3.3. the Player’s selected team (either Home Team or Visitor Team) for each Event the Player has selected;
- 3.3.4. the Spread associated with each Event;
- 3.3.5. the Payout Factor;
- 3.3.6. the scheduled date for each Game on which an Event is based;
- 3.3.7. the Wager;
- 3.3.8. the potential prize payout based on the selections of the Player;
- 3.3.9. a unique identification number for that Ticket; and
- 3.3.10. any other pertinent information, as determined by the Corporation.

3.4. The Ticket, not the Selection Slip, is the only valid receipt, and is only valid for the Events indicated on the Ticket. Failure to fully or correctly include any of the foregoing information on the Ticket could, in the sole discretion of the Corporation, result in the Ticket being invalid. It is the sole responsibility of the Player to ensure all required information is present, accurate, and legible on the Ticket. In the event of a dispute regarding the accuracy of information on a Ticket, all determinations of the Corporation (based on the information contained in the Corporation’s central computer system) shall be final and binding without right of appeal.

3.5. Events are considered complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, or a Shoot-Out, if any).

3.6. For Hockey, if at the end of Extra Play, both teams have the exact same number of Points (i.e. both teams are tied), and the Result of the Game is determined by a Shoot-Out, then the team that is the winner of the Shoot-Out (as determined by the rules and regulations of the league or body governing that Game) will earn one (1) additional Point.

3.7. The Result of each Event shall be determined solely by the Corporation. The Corporation does not recognize protests, overturned decisions or amended Results. Once the Corporation has entered the Result into the Corporation’s central computer system it shall be final and binding, without right of appeal. Without limiting the generality of the foregoing, the Corporation, in its sole discretion and in order to ensure the integrity of POINT SPREAD, reserves the right to update or amend the Result of any Event at any time including, but not limited to, after such time as the Result has been entered into the Corporation’s central computer system.

3.8. The Corporation reserves the right, in its sole discretion, to deem an Event to be incomplete when at least one (1) of the following criteria is met:

- 3.8.1. The Game is not completed in Regulation Play (or Extra Play, or a Shoot-Out, if any) prior to 5 a.m. Eastern Time, on the day following the original scheduled date of the Game;
- 3.8.2. The Game commences before the Event Cut-off Time for Wagering or before the Corporation has ceased accepting Wagers thereon; and/or
- 3.8.3. The teams listed for the Event on the POINT SPREAD List did not play the Game on the original scheduled date of the Game.

3.9. Without limiting Section 3.8, when two (2) Games between the same two (2) teams are played in one (1) day, in whole or in part, neither (the first nor second) Game will be considered the Event originally scheduled for that date, and the Event originally scheduled for that date will be considered an incomplete Event.

3.10. Where an Event selected by a Player is deemed by the Corporation to be incomplete or a Push, that Event shall be considered null and void and the number of Events originally selected by the Player will be reduced accordingly for the purposes of determining the potential prize payout in accordance with Section 4.1, as though the reduced number of Events had been selected by the Player in the first instance. By way of example only: if a Player originally selected six (6) Events and two (2) of those Events are deemed by the Corporation to be incomplete or a Push, then the number of Events selected by the Player will be considered to be four (4) Events.

3.11. A refund for the amount wagered will be paid if every Event selected by the Player is deemed, by the Corporation in its sole discretion, to be incomplete or a Push.

#### 4. Prizes and Prize Structure

4.1. With reference to the following payout table, the potential prize for a Winning Ticket is calculated by: (i) determining the number of correct Event Outcomes selected by the Player relative to the number of Events selected by the Player; (ii) identifying the corresponding Payout Factor; and (iii) multiplying the applicable Payout Factor by the Wager.

**PAYOUT TABLE**

<b>Number of correct Event Outcomes relative to the Number of Events selected</b>	<b>Payout Factor</b>
1*	1.25
2 of 2	2
3 of 3	5
4 of 4	10
5 of 5	20
6 of 6	35
7 of 7	75
8 of 8	150
9 of 9	300
10 of 10	400
9 of 10	20
11 of 11	600
10 of 11	30
12 of 12	1000
11 of 12	50
10 of 12	10

\* This is only possible if all but one (1) of the selected Events are deemed by the Corporation, in its sole discretion, to be incomplete or a Push, thereby leaving only one (1) Event that has a correct Event Outcome.

4.2. Prizes will be rounded to the nearest ten (10) cents or multiple thereof. The calculation by the Corporation of the amount of any and all prizes shall be final and binding without right of appeal.

4.3. The Corporation, in its sole discretion, may delay entering Results into the Corporation's central computer system and/or the awarding of prizes, to the extent necessary, for purposes of taking whatever measures the Corporation deems necessary to help ensure the integrity of POINT SPREAD.

#### 5. Liability Limit

5.1. The Corporation may, at any time and at its sole discretion, refuse to issue Tickets bearing any selection, or may limit the aggregate Wagering.

5.2. The Corporation may, at any time and at its sole discretion, limit the aggregate daily prize liability to \$5,000,000 plus twice the sales of all valid POINT SPREAD Tickets for that day. If the Corporation limits the aggregate daily prize liability in accordance with this section, then the prize amounts for winning tickets shall be prorated.

#### 6. Miscellaneous

6.1. The Corporation may amend these *Game Conditions* at any time and in any manner, without prior notice.

6.2. These *Game Conditions* come into effect on **April 01, 2016** (or such later date as may be specified by the Corporation) and supersede all previous *Game Conditions*.

ONTARIO LOTTERY AND GAMING CORPORATION  
Revised this **April 01, 2016**.

Please contact the OLG Support Centre at 1-800-387-0098 with any questions related to POINT SPREAD.  
Ce document est aussi disponible en français en composant le 1800387-0098.