

PRO•LINE

PRO•LINE LOTTERY GAME CONDITIONS

These PRO•LINE Lottery Game Conditions apply, until amended or revised, to the PRO•LINE Lottery Game.

1. Rules

- 1.1. This PRO•LINE Lottery Game (“**PRO•LINE**”) is governed by: (i) these *PRO•LINE 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. PRO•LINE 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. PRO•LINE 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 PRO•LINE 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 PRO•LINE; and/or (ii) that PRO•LINE 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, as described in Section 3.12 (either Visitor+ Win, Visitor Win, Tie, Home Win or Home+ Win) and Section 3.13 (either Over or Under);

“**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;

“**Game**” means the specific match or competition between two 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;

“**Home Win**” means the Event Outcome in which the Home Team in a Game wins by at least the number of Points specified in Section 3.12, for the applicable Sport;

“**Home+ Win**” means the Event Outcome in which the Home Team in a Game wins by at least the number of Points specified in Section 3.12, for the applicable Sport;

“**Odds**” means the return offered on a Wager on that Result, as determined and published by the Corporation in accordance with these *Game Conditions*, and expressed as a number which shall be considered as a ratio to one (1);

“**Over/Under Number**” means the number, determined by the Corporation, which represents the projected combined total score of the Home Team and Visitor Team in a completed Game, expressed as a number ending in “.0” or as a number ending in “.5”, for the purposes of Wagering;

“**Over**” means the Event Outcome in which the combined score of the Home Team and Visitor Team in a completed Game will be higher than the Over/Under Number;

“**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;

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

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

“**Push**” means a Result where a Player neither wins nor loses a Wager. It is when the combined total Points of the Home Team and the Visitor Team in a completed Event matches exactly the Over/Under Number;

“**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, soccer) described on the PRO•LINE List;

“**Tie**” means the Event Outcome in which the number of Points separating the score of the Home Team and Visitor Team are within the range that constitutes a Tie, as determined by the Corporation, for the applicable Sport, as specified in Section 3.12;

“**Total Odds**” means the product of the Odds, as determined and published by the Corporation, associated with each Event selected by a Player for Wagering, multiplied together;

“**Under**” means the Event Outcome in which the combined score of the Home Team and Visitor Team in a completed Game will be lower than the Over/Under Number;

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

“**Visitor Win**” means the Event Outcome in which the Visitor Team in a Game wins by at least the number of Points specified in Section 3.12, for the applicable Sport;

“**Visitor+ Win**” means the Event Outcome in which the Visitor Team in a Game wins by at least the number of Points specified in Section 3.12, for the applicable Sport;

“**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 PRO•LINE List with a schedule of Events for Wagering and including the following information:

- 3.1.1. the Sport;
- 3.1.2. the PRO•LINE List Number and Event Numbers;
- 3.1.3. the Games upon which the Events will be based;
- 3.1.4. the date on which a Game is scheduled to be played;
- 3.1.5. the designated Visitor Team and Home Team, as determined by the Corporation, for the Game;
- 3.1.6. the Over/Under Number, if available;
- 3.1.7. the Odds associated with each possible Event Outcome; and
- 3.1.8. any other pertinent information as determined by the Corporation.

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

- 3.2.1. the Event Number of between 3 and 6 Events (or such other minimum or maximum number of Events as the Corporation may specify from time to time) on which the Player would like to place a Wager;
- 3.2.2. (if available on the applicable PRO•LINE List) either Visitor Win, Home Win, Tie, Visitor+ Win, or Home+ Win for each of the Events on which the Player would like to place a Wager (but not more than four (4) Ties per Selection Slip); and/or
- 3.2.3. (if available on the applicable PRO•LINE List) either “Over” or “Under” (“O” or “U”) for each of the Events on which the Player would like to place a Wager; and
- 3.2.4. the Wager amount.

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 Event Numbers, the Player’s selected Event Outcomes and the Odds associated with each Event Outcome;
- 3.3.2. the scheduled date for each Game on which an Event is based;
- 3.3.3. the Wager;
- 3.3.4. the total number of Events selected;
- 3.3.5. the Total Odds in relation to all Events selected;
- 3.3.6. the potential prize payout based on the Events and Event Outcomes selected by the Player;
- 3.3.7. the PRO•LINE List Number;
- 3.3.8. a unique identification number for that Ticket; and
- 3.3.9. 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. 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 PRO•LINE, 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.

3.6. In baseball:

- 3.6.1. Events are considered complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any).
- 3.6.2. Points are based on the final scores of the Home Team and the Visitor Team in the completed Game (including Extra Play, if any).

3.7. In hockey:

- 3.7.1. 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).
- 3.7.2. Points are based on the final scores of the Home Team and the Visitor Team in the completed Game (including Extra Play, or a Shoot-Out, if any).
 - 3.7.2.1. If at the end of Extra Play, both teams have the exact same number of Points (i.e. both teams are tied), and the Game’s Result is determined by a Shoot-Out, then the team that is the winner of the Shoot-Out will earn one (1) additional Point, regardless of the actual number of goals scored in the Shoot-Out.

3.8. In football and college football:

- 3.8.1. Events are considered complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any).
- 3.8.2. Points are based on the final scores of the Home Team and the Visitor Team in the completed Game (including Extra Play, if any).

3.9. In soccer:

- 3.9.1. 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).
- 3.9.2. Points are based on in the final scores of the Home Team and Visitor Team at the end of Regulation Play (i.e. no Points will be earned for any goal(s) scored during Extra Play and/or a Shoot-Out, if any).
- 3.9.3. Regulation Play includes any allowance for time lost in either half, (e.g. for substitutions, assessment of injury to players, removal of injured players from the field of play, wasting time, and any other cause), as determined by on-field officials at their discretion, at the end of each half.

3.10. In basketball and college basketball:

- 3.10.1. Events are considered complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any).
- 3.10.2. Points are based on the final scores of the Home Team and the Visitor Team in the completed Game (including Extra Play, if any).

3.11. In cricket:

- 3.11.1. Events are considered complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any).
- 3.11.2. Points are based on the final scores of the Home Team and the Visitor Team in the completed Game (including Extra Play, if any).
- 3.11.3. If at the end of Regulation Play and Extra Play, if any, both the Home Team and Visitor Team have the same number of Points, both a Home Win and a Visitor Win shall be considered correct outcomes and the Odds for that Event will be changed to 1.00.

3.12. The possible Event Outcomes of an Event based on the Result of a Game are:

	Visitor+ Win (Number of Points by which Visitor Team must win at end of Game)	Visitor Win (Number of Points by which Visitor Team must win at end of Game)	Tie (Number of Points Home Team and Visitor Team are within of each other at end of Game)	Home Win (Number of Points by which Home Team must win at end of Game)	Home+ Win (Number of Points by which Home Team must win at end of Game)
Baseball (except for a Tie, final Results <u>include</u> Extra Play, if any)	2 or more	1 or more	1 (prior to Extra Play)	1 or more	2 or more
Hockey (except for Tie, final Results <u>include</u> Extra Play and Shoot-Out, if any)	2 or more	1 or more	0 (prior to Shoot-Out)	1 or more	2 or more
Playoff Hockey (except for Tie, final Results <u>include</u> Extra Play, if any)	2 or more	1 or more	Not applicable	1 or more	2 or more
Football and College Football (except for Tie, final Results <u>include</u> Extra Play, if any)	8 or more	4 or more	3 or less (prior to Extra Play)	4 or more	8 or more
Soccer (final Results <u>exclude</u> Extra Play and Shoot-Out, if any)	Not applicable	1 or more	0	1 or more	Not applicable
Basketball and College Basketball (except for Tie, final Results <u>include</u> Extra Play, if any)	11 or more	6 or more	5 or less (prior to Extra Play)	6 or more	11 or more
Cricket (final Results <u>include</u> Extra Play, if any)	Not applicable	1 or more	Not applicable	1 or more	Not applicable

3.13. The possible Event Outcomes for Events associated with an Over/Under Number are:

- 3.13.1. Over; or
- 3.13.2. Under.

3.14. When the Result of an Event selected by a Player is deemed a Push (as determined by the Corporation in its sole discretion), both Over and Under shall be considered correct outcomes and the Odds for that Event will be changed to 1.00.

3.15. 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:

- 3.15.1. 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;
- 3.15.2. The Game commences before the Event Cut-off Time for Wagering or before the Corporation has ceased accepting Wagers thereon; and/or
- 3.15.3. The teams listed for the Event on the PRO•LINE List did not play the Game on the original scheduled date of the Game.

3.16. Without limiting Section 3.15, 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.

- 3.17. When an Event selected by a Player is deemed incomplete (as determined by the Corporation in its sole discretion), the Event Outcomes for that Event (Visitor Win, Home Win, Visitor+ Win, Home+ Win, Tie, Over and Under) shall be assigned an Odds value of 1.00 and considered to be a correct Result.

4. Prizes and Prize Structure

- 4.1. The potential prize for a Winning Ticket is calculated by multiplying the Odds for each correct Event Outcome together to determine the Total Odds, and then multiplying the Total Odds by the applicable Wager. Prizes will be rounded to the nearest ten (10) cents or multiple thereof. Rounding will occur throughout the calculation process (for example, where the number of cents is less than five (5), the number shall be rounded down and where the number of cents is five (5) or more, the number shall be rounded up). The Corporation may round at different points in the calculation process in order to ensure the integrity of PRO•LINE. The calculation by the Corporation of the amount of any and all prizes shall be final and binding without right of appeal.
- 4.2. 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 PRO•LINE. If the Corporation limits the aggregate daily prize liability in accordance with this section, then the prize amounts for winning tickets shall be prorated.

5. Liability Limit

- 5.1. In all cases, the potential prize that shall be available to be won on any given Ticket shall be limited to a maximum of \$600,000 and the Corporation will refuse to accept any Selection Slip that could result in a Winning Ticket with a prize above \$600,000.
- 5.2. The Corporation may, at any time and at its sole discretion, refuse to issue Tickets bearing any selection, or may limit the aggregate Wagering.
- 5.3. 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 PRO•LINE Tickets for that day.

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 March 04, 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 March 04, 2016.

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