



PROPS LOTTERY GAME CONDITIONS

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

1. Rules

- 1.1. This PROPS Lottery Game (“**PROPS**”) is governed by: (i) these *PROPS 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. PROPS 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. PROPS is intended to be conducted separately and with this distinct set of *Game Conditions* from all other lottery games, offers and promotions being administered by the Corporation. Without limiting the foregoing, the Corporation may, in its sole discretion, administer offers and promotions associated with PROPS 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 PROPS; and/or (ii) that PROPS 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*:

“**Close Date and Time**” means the time assigned to a PROPS Card, by the Corporation in its sole discretion, after which no further wagering may occur with respect to that PROPS Card;

“**Event**” refers to a proposition for Wagering associated with prescribed Occurrences/Relevant Measures of Performance within a Game, as determined by the Corporation;

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

“**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 (2) or more teams on a scheduled start date at a scheduled start time, for a specific Sport;

“**Occurrence/Relevant Measure of Performance**” is described as it relates to each Sport from Section 3.6 through Section 3.8;

“**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**” means the total Points for the Event will be higher than the Over/Under Number;

“**Over/Under Number**” means the number, determined by the Corporation, which represents the Points of a team/Participant or the combined total Points of each team in a completed Game (expressed as a number ending in “.0” or as a number ending in “.5”) for each of the Events on the PROPS Card;

“**Participant**” means an individual athlete participating in an Event;

“**Play Period**” means the date or the range of dates, that the Game(s) within a PROPS Card are scheduled to be played, as it appears on the PROPS Cards available online at proline.ca and at Lottery terminals at participating retailers;

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

“**PROPS Card**” means an individually numbered card offered for Wagering, consisting of a listing of up to sixteen (16) Events with Participant(s)/team(s) from a specific Sport competing in a Game or series of Games, available online at proline.ca and at Lottery terminals at participating retailers;

“**PROPS Card Number**” means a number that identifies a PROPS Card that is currently selling or has been previously sold;

“**PROPS List**” means a periodic schedule of PROPS Cards, each organized by number and made available by the Corporation for the purpose of Wagering on PROPS;

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

“**Push**” means a Result, where a Player neither wins nor loses a Wager. It is when the final total points 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 Shoot-Out, whether or not 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 PROPS Card;

“**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 total Points for the Event will be lower than the Over/Under Number;

“**Wager**” means the monetary amount selected 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 PROPS List with a schedule of PROPS Cards with Events for Wagering and including the following information:

- 3.1.1. the Sport;
- 3.1.2. the Game upon which the Event(s) will be based;
- 3.1.3. the date on which the Game is scheduled to be played;
- 3.1.4. the team(s) and/or Participant(s);
- 3.1.5. the Event(s);
- 3.1.6. the Over/Under Number for each Event;
- 3.1.7. the Odds for each Event; 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 PROPS Card that the Player would like to play by marking the following information on the Selection Slip where indicated:

- 3.2.1. the PROPS Card Number;
- 3.2.2. the number of Events (either 3, 4, 5, or 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;
- 3.2.3. 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.

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 outcomes (either Over or Under) and the Odds associated with each Event;
- 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 maximum prize payout based on the Events and outcomes selected by the Player;
- 3.3.7. the PROPS List and PROPS Card 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 foregoing, the Corporation, in its sole discretion and in order to ensure the integrity of PROPS, 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 a football-related Event:

3.6.1. Featuring team(s):

- 3.6.1.1. An Event is deemed complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any);
- 3.6.1.2. A team will earn one (1) Point for each Occurrence/Relevant Measure of Performance in Regulation Play and Extra Play, if any;
- 3.6.1.3. The Relevant Measure of Performance for football shall be yards, points or ‘number of’ specified occurrences (e.g. number of fumbles lost), as determined solely by the Corporation;
- 3.6.1.4. All Events that include the second half of the Game shall be deemed to include Extra Play, if any.

3.6.2. Featuring Participant(s):

- 3.6.2.1. An Event is deemed complete when: (i) the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any); and (ii) the Participant takes part in at least one (1) play of the Game, in Regulation Play (or Extra Play, if any) for the team the Participant is associated with, as set-forth on the PROPS Card;
- 3.6.2.2. A Participant will earn one (1) Point for each Occurrence/Relevant Measure of Performance in Regulation Play and Extra Play, if any;
- 3.6.2.3. The Relevant Measure of Performance for football shall be yards, points or ‘number of’ specified occurrences (e.g. number of field goals), as determined solely by the Corporation;
- 3.6.2.4. All Events that include the second half of the Game shall be deemed to include Extra Play, if any.

3.7. In a baseball-related Event:

3.7.1. Featuring team(s):

- 3.7.1.1. An Event is deemed complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any);
- 3.7.1.2. A team will earn one (1) Point for each Occurrence/Relevant Measure of Performance in Regulation Play and Extra Play, if any;
- 3.7.1.3. The Relevant Measure of Performance for baseball shall be ‘number of’ specified occurrences (e.g. number of flyouts), as determined solely by the Corporation.

3.7.2. Featuring Participant(s):

- 3.7.2.1. An Event is deemed complete when: (i) the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any); and (ii) the Participant makes a completed plate or pitching appearance in Regulation Play (or Extra Play, if any) for the team the Participant is associated with, as set-forth on the PROPS Card. A completed plate appearance in the Game is one which results in either an out for that Participant as a batter, or in that Participant as a batter reaching at least first base safely in any number of ways possible in accordance with the rules of the game of baseball. A completed pitching appearance in the Game is one which results in at least a ball or a strike being thrown by that Participant in accordance with the rules of the game of baseball;
- 3.7.2.2. A Participant will earn one (1) Point for each Occurrence/Relevant Measure of Performance in Regulation Play and Extra Play, if any;
- 3.7.2.3. The Relevant Measure of Performance for baseball shall be ‘number of’ specified occurrences (e.g. number of stolen bases), as determined solely by the Corporation.

3.8. In a hockey-related Event:

3.8.1. Featuring team(s):

- 3.8.1.1. An Event is deemed complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, or Shoot-Out, if any);
- 3.8.1.2. A team will earn one (1) Point for each Occurrence/Relevant Measure of Performance in Regulation Play and Extra Play, if any – but, will not earn any Points for any Occurrence/ Relevant Measure of Performance in a Shoot-Out;
- 3.8.1.3. The Relevant Measure of Performance for hockey shall be ‘number of’ specified occurrences (e.g. number of hits), as determined solely by the Corporation.

3.8.2. Featuring Participant(s):

- 3.8.2.1. An Event is deemed complete when: (i) the Game the Event is associated with is completed within Regulation Play (or Extra Play, or Shoot-Out, if any); and (ii) the Participant takes part in at least one (1) shift in the Game, in Regulation Play (or Extra Play, if any – but, excluding a Shoot-Out) for the team the Participant is associated with, as set-forth on the PROPS Card;
- 3.8.2.2. A Participant will earn one (1) Point for each Occurrence/Relevant Measure of Performance in Regulation Play and Extra Play, if any – but, will not earn any Points for any Occurrence/ Relevant Measure of Performance in a Shoot-Out;
- 3.8.2.3. The Relevant Measure of Performance for hockey shall be ‘number of’ specified occurrences (e.g. number of penalty minutes), as determined solely by the Corporation.

3.9. In a basketball-related Event:

3.9.1. Featuring team(s):

- 3.9.1.1. An Event is deemed complete when the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any);
- 3.9.1.2. A team will earn one (1) Point for each Occurrence/Relevant Measure of Performance in Regulation Play and Extra Play, if any;
- 3.9.1.3. The Relevant Measure of Performance for basketball shall be ‘number of’ specified occurrences (e.g. number of steals), as determined solely by the Corporation.

3.9.2. Featuring Participant(s):

- 3.9.2.1. An Event is deemed complete when: (i) the Game the Event is associated with is completed within Regulation Play (or Extra Play, if any); and (ii) the Participant registers at least one (1) second of playing time in the Game, in Regulation Play (or Extra Play, if any) for the team the Participant is associated with, as set forth on the PROPS Card;
- 3.9.2.2. A Participant will earn one (1) Point for each Occurrence/Relevant Measure of Performance in Regulation Play and Extra Play, if any;
- 3.9.2.3. The Relevant Measure of Performance for basketball shall be ‘number of’ specified occurrences (e.g. number of points), as determined solely by the Corporation.

3.10. An Event is deemed incomplete when at least one (1) of the following criteria is met:

- 3.10.1. 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;
- 3.10.2. The Game commences before the Close Date and Time or before the Corporation has ceased accepting Wagers thereon;
- 3.10.3. The team(s) or Participant(s) listed for the Event on the PROPS Card did not play the Game on the original scheduled date of the Game; and/or
- 3.10.4. The Participant(s) listed for the Event on the PROPS Card did not participate for the team(s) with whom the Participant(s) is/are associated, as set-forth on the PROPS Card.

3.11. Without limiting Section 3.10, 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 to include the Event originally scheduled for that date, and the Event originally scheduled for that date will be considered an incomplete Event.

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

3.13. When 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 changed to 1.00.

- 3.14. When an Event refers to “total” it means the combined Points of the two (2) teams playing in the Game, and when an Event refers to “game” it means the longest occurrence/relevant measure of performance (e.g. longest pass completion, longest rush) in the Game between the two (2) teams.

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 PROPS.
- 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 PROPS. 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 prize liability to \$1,000,000 plus twice the sales of all valid Tickets per each PROPS Card.

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 October 01, 2016.

Please contact the OLG Support Centre at 1-800-387-0098 with any questions related to PROPS.

Ce document est aussi disponible en français en composant le 1 800 387-0098.