

## POINT SPREAD LOTTERY GAME CONDITIONS

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

### 1.0 Rules

- 1.1 POINT SPREAD is also governed by the Rules Respecting Lottery Games of the Ontario Lottery and Gaming Corporation.
- 1.2 Words used in the POINT SPREAD Game Conditions which are used in the Rules Respecting Lottery Games shall have the same meaning as those used in the Rules Respecting Lottery Games.
- 1.3 Results of the event are as and when determined solely by the Corporation. The Corporation, in its sole discretion, in order to ensure the integrity of this lottery game, reserves the right to amend results.
- 1.4 The Corporation does not recognize protests, overturned decisions or amended results, after the Corporation has entered the final result of the event into the on-line system.
- 1.5 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.
- 1.6 POINT SPREAD and CASINO POINT SPREAD are two separate and distinct lottery games offered by the Corporation. CASINO POINT SPREAD is governed by the CASINO POINT SPREAD Lottery Game Conditions.

### 2.0 Interpretation

In these Game Conditions,

“extra play” means overtime of games or such other tie-breaker;

“favourite” means the team which is designated as likely to win, as determined by the Corporation;

“game” means a sport competition between two teams on a scheduled start date at a scheduled start time;

“POINT SPREAD List” means the periodic schedule of events available for wagering on the POINT SPREAD lottery game. For convenience and due to space limitations, some POINT SPREAD Lists may contain more information than others, but all such information applies to all such POINT SPREAD Lists unless otherwise stated by the Corporation to apply only to specific POINT SPREAD Lists;

“push” means the favourite wins by exactly the spread (e.g. if the spread is -3.0 and the favourite wins by exactly three points, the result will be a push);

“regulation play” means the period of play in a game prior to extra play, whether or not extra play is played;

“spread” is the number, expressed in the negative, set by the Corporation and used to identify the favourite of an event, and which represents the amount to be subtracted from the favourite’s score;

“team” means the visitor and home identifier for an event which is a competition between two teams, as determined by the Corporation;

“underdog” means the team which is designated as less likely than the favourite to win, as determined by the Corporation;

### 3.0 Game Participation

- 3.1 The Corporation shall make available to the public a POINT SPREAD List with a schedule of events for wagering, including:
  - 3.1.1 The games the events are based on.
  - 3.1.2 The designated ‘Visitor’ and ‘Home’ teams, as determined by the Corporation.
  - 3.1.3 The spread numbers.
  - 3.1.4 Any other pertinent information as determined by the Corporation.
- 3.2 A player shall indicate his/her selection on a selection slip. For each selection slip:
  - 3.2.1 Select between such minimum and such maximum number of events as the Corporation may from time to time specify.
  - 3.2.2 For each event selected, choose either Visitor or Home, taking into consideration the associated spread number.
  - 3.2.3 All selections must be for the same sport, unless otherwise specified by the Corporation.
  - 3.2.4 The events chosen must be based on two or more games.
  - 3.2.5 Select the amount to wager.
- 3.3 The propositions for POINT SPREAD are:
  - 3.3.1 A win by the favourite means that the favourite out-scores the underdog by more than the spread (e.g. if the spread is -1.5, a wager on the favourite, would require the favourite to win by two or more points).
  - 3.3.2 A win by the underdog means that:
    - 3.3.2.1 The underdog loses by less than the spread, or
    - 3.3.2.2 The score is a tie, or
    - 3.3.2.3 The underdog wins,  
(e.g. if the spread is -1.5, a wager on the underdog, would require the underdog to lose by just one point; wins the game, or the game is a tie).
- 3.4 Regulation play is in accordance with the rules and regulations governing that game.
- 3.5 When two games between the same two teams are played in one day, in whole or in part, neither (the first or 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.
- 3.6 Events are based on team competition.
- 3.7 Events are considered complete when the game the event is associated with is completed within regulation play (or extra play, if any).
- 3.8 Final points include extra play, if any.
- 3.9 Points are based on the final score of the game.

#### 4.0 Prize Structure and Liability Limit

4.1 Prizes for this lottery game shall be determined by the player's selection and the payout table. The payout table indicates the factors to be applied based on the number of events selected that when multiplied by the wager shall determine the total potential prize.

#### PAYOUT TABLE

Number of correct events of Number of events selected	Payout Factor
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

\* If all but one of the events selected is cancelled or considered incomplete or a push, leaving one event which was correctly selected.

- 4.2 Only one prize as set out in paragraph 4.1 is available per winning ticket.
- 4.3 An event is considered incomplete when one or more of the following criteria is met:
- 4.3.1 The game is not completed in regulation play (or extra play, if any) prior to 5 a.m. Eastern Time, on the day following the original scheduled date.
- 4.3.2 The teams listed for the event on the POINT SPREAD List did not play a game on the date listed.
- 4.3.3 The participant(s) listed for the event did not participate for the team(s) with whom they were listed in the game.
- 4.4 Any game that has commenced prior to the issuance of a ticket which included a wager on that event based on that game may, with respect to such ticket, be considered an incomplete event. This application will be based on the impact to all parties and will be applied at the Corporation's discretion.
- 4.5 An event based on an incomplete game or an event with a result of a push shall result in the potential prize payout being reduced to the next lowest factor, as though the reduced number of events had been selected in the first instance.
- 4.6 A refund for the amount wagered will be paid if all events selected are incomplete or a push.
- 4.7 The "Daily net prize liability", for any day, shall be the total of all prizes won on all winning tickets included in the liability determination for that day, less the wager amount on such winning tickets.
- 4.8 The "Daily benchmark", for any day, shall be \$5 million plus twice the sales of all valid tickets issued and included in the liability determination for that day.
- 4.9 If the Daily net prize liability is greater than the Daily benchmark, then the prize amount won on a winning ticket shall be calculated as follows:

$$\text{Adjusted prize amount per ticket} = ((A - B) \times (C/D)) + B$$

A = prize amount (before adjustment) for that ticket  
B = wager amount for that ticket  
C = Daily benchmark  
D = Daily net prize liability

#### 5.0 Miscellaneous

- 5.1 The Corporation may amend these Game Conditions at any time and in any manner.
- 5.2 The headings in these Game Conditions are for convenience of reference only and do not affect the interpretation of these Game Conditions.
- 5.3 Unless otherwise specified by the Corporation, these Game Conditions are effective on April 3, 2009 and supersede previous POINT SPREAD Lottery Game Conditions.

ONTARIO LOTTERY AND GAMING CORPORATION  
April 3, 2009

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