New Palace Casino, LLC. House Rules

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MISSISSIPPI GAMING COMMISSION

APPROVED

By:
Title: Special Agent
Date: October 19, 2026

New Palace Casino, LLC. House Rules

1. General

a. Patron must be 21 years of age or older to place a sports wager.
b. Patrons should familiarize themselves with New Palace Casino, LLC. House Rules before placing a bet. By placing a bet, the patron acknowledges reading and understanding the "House Rules".
c. New Palace Casino, LLC. reserves the right to refuse any wager, delete, or limit selections prior to the acceptance of any wagers.
d. New Palace Casino, LLC reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected and subsequently void any wagers placed on the affected events and markets.
e. Please check your tickets for accuracy before leaving the betting window/kiosk. Leaving the window/kiosk with the ticket is deemed an acceptance of the wager by both parties.
    - Tickets will not be altered or voided prior to the start of an event except at the discretion of management and with the approval of both parties.
    - Once both parties accept a wager, tickets will not be altered or voided after an event officially begins.
    - Wagers may only be rescinded with the approval of the chairman of the State Gaming Control Board.
    - Tickets are valid for 120 days from the date of the start of the event.
f. Management will make every effort to ensure the odds displayed on their screen are accurate.
    - Computer generated point spreads / odds shall determine winners, losers, ties, and payout odds.
    - For the protection of all concerned, management will retain a record of all point spreads and odds in case of technical or human error.
    - All statistical and other data displayed on the sports book screens, wall boards, scratch sheets, etc. are for the convenience of our patrons only. Maximum care is taken to ensure the accuracy of such information.
    - Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
g. New Palace Casino, LLC. will determine minimum and maximum wagers on all race & sports events.
h. The Executive Director of the Mississippi Gaming Commission must approve all voids or amended wager that is a result of an obvious error with a misstated line or misstated odds of a wager or where the terms offered on a wager are materially different from those available to the general market at the time the wager is placed. This applies to individual wagers or wagers that are part of a multi-event, such as a parlay.
i. New Palace Casino, LLC. reserves the right to add, change or delete the Race & Sports Book payout ratio limits.
j. New Palace Casino, LLC. is not responsible for lost, stolen, altered or unreadable tickets. Lost or stolen ticket claims will be paid upon presentation of supporting information or documentation. In the absence of such documentation The Casino reserves the right to

wait at least 120 days after the conclusion of the event and/or racing meet to make its decision regarding payment.

k. New Palace Casino, LLC. reserves the right to prohibit the below sportsbook participants:
    a. Any patron on the exclusion list
    b. Self-excluded patrons
    c. Banned patrons
    d. Patrons suspected in syndicate wagering
l. New Palace Casino, LLC. reserves the right to add, change or delete the Race & Sports Book House Wagering Rules, subject to regulatory approval.
m. New Palace Casino, LLC. does not guarantee a field selection on any Future/Proposition wager.

2. Action/Official Results

a. An abandonment is where a match is halted before the completion of the allocated match time and not played out to conclusion on the same day. Markets which have been determined at the time of abandonment (i.e., the outcome has already been decided) such as 'First Team to Score', 'First Goalscorer', etc. will stand. The market must be fully determined for bets to stand.
b. Basketball, Hockey, and Baseball must be played on the date scheduled for "action." If a game is postponed and/or rescheduled to a later date, said game will automatically constitute "no action", unless otherwise specified. Game start or conclusion times delayed or extended beyond midnight are not recognized as date changes for wagering purposes.
c. Football: in case of abandoned or postponed matches all undecided markets are considered void unless the match continues within the same weekly schedule (please note that weekly schedule does not mean a timeline of a "week"). For example, for NFL the weekly schedule would be the timeline of Thursday through Wednesday local stadium time.
d. For Soccer, and unless otherwise specified, if a match is suspended/postponed and is continued within 48 hours of the previous scheduled start time, then all bets will be considered "action" and settled with the final result. If the match is not started within 48 hours, then all undecided bets are considered "no action/void." unless stipulated otherwise on guest wagering information sheets or odds display.
e. Except for boxing, mixed martial arts (all leagues), and tennis – Management is not responsible for location changes. If a game or event is moved from original location, all wagers are "No Action" unless otherwise stipulated.
f. For wagering purposes, unless otherwise stipulated on matches are official after: All – considered action once the opening bell/buzzer sounds, regardless of the scheduled length of the bout. All fighting "pick the round" proposition wagers are "No Action" (Refunded) if the scheduled length of the bout is changed from the distance displayed by the sports book, be it on guest wagering information sheets or odds boards.
g. IGT uses the official governing body to score all events (NFL.com, NBA.com, MLB.com etc.) All results are deemed final once the official agency (official sports body, commission, sanctioning organization, etc.) has posted the result. Subsequent inquiries

and changes to official result will not affect the bet settlement after one hour or more of the conclusion of the event.

h. For betting purposes, the winner of an event or game will be determined on the date and approximate time of the events conclusion according to house wagering rules. New Palace Casino, LLC. does not recognize suspended games, result changes one hour or more after the events conclusion, protests, or overturned decisions, etc.

i. Minimum play requirements for betting purposes (unless stipulated otherwise on guest wagering information sheets or odds display, games are official after):

j. Baseball (major league or college) – In all nine-inning scheduled games, winners and losers are official after nine innings of play, unless the home team is leading after eight and one-half innings. Postponed or Suspended games must go a minimum of five innings or four and one-half innings if the home team is ahead. If a game goes past five innings and is subsequently Postponed or Suspended, the winner is determined by the score after the last full inning of play; except in a case in which the home team scores to tie or take the lead in the bottom half of the inning in which the game is Postponed or Suspended, the runs do count.

- Basketball (NBA) – 43 minutes of play
- Basketball (International/Olympic) – 35 minutes of play
- Basketball (College) – 35 minutes of play
- Basketball (WNBA) – 35 minutes of play
- Fighting, Mixed Martial Arts (Professional) – When bell (buzzer etc.) is sounded signifying the start of the opening round the bout is considered official for betting purposes, regardless of the scheduled length.
- Football (Professional/College) - 55 minutes of play
- Hockey (Professional/College) – 55 minutes of play
- Soccer (Professional) - 90 minutes of play
- All halftimes (1st half and 2nd half), quarter, period, set, etc. wagering propositions must be played to the conclusion of that portion of play to be considered “Action”, and are independent of the game and other propositions. Soccer 1st half or 2nd half wagers must go at least 45 minutes to be considered “Action”.

k. For all sports except Baseball, for Proposition bets the player must **play** for “Action” or all bets for that player will be considered “no action/void.”

l. For Baseball, the player must **start** for “Action” or all bets for that player will be considered “no action/void.”

m. If a game is final for betting purposes, all player prop bets are Action; however, if the game is suspended/postponed/abandoned before the game is official for betting purposes, all undecided player prop bets for that game will be “No Action/Void.

n. Pre-Built Parlay Markets: If any individual leg of the parlay is void (player did not play or for MLB player did not start), the parlay will be graded as “No Action/Void.”

o. Futures wagers will be graded within one calendar year of the official league start date, in the circumstances of delayed future wagers including but not limited to

division/conference/finals etc., the date change will be considered action if completed within one calendar year of the official league start date

p. Both sides must start in any two-way matchup propositions

q. Any straight wager deemed "no action" will be refunded. If a parlay has a leg that is deemed "no action", the parlay will reduce by one selection (i.e., 4-team parlay becomes a 3-team parlay, 2- team parlay becomes a straight wager). If a teaser has a leg that is deemed "no action", the teaser will reduce by one selection (i.e., 4 team teaser becomes a 3-team teaser, 2- team teaser becomes a **refund**). **This rule does NOT apply to SGP (Please see SGP rules)*

r. For season long player statistical leader and award futures players must play in at least one regular season game for "action".

s. In the event of a tie or a "dead heat" the bet amount is divided by the number of players that are tied for that placing while the original odds stand.

Example:

Bet: $100 on Player A at +400

Player A and Player B tie for the lead.

2-way dead heat:

$50 is settled as a winner at +400.

$50 is treated as a losing stake.

t. For all sports not listed, General Rules will apply.

1. Auto Racing, Cycling

a. All wagers on weekly events and future book wagers on Auto Racing, Cycling are "Action" unless stipulated otherwise on guest wagering information sheets or odds display.

b. All participants in event match-up or Driver propositions must start the event, or that proposition is "No Action" and wager will be refunded.

c. The winner of driver matchups and race propositions will be based on the official finish order.

d. All auto race and cycling wagers are on drivers, cyclists only; not on a team or car, unless stipulated otherwise on guest wagering information sheets or odds display. The official results have an approximate of 1 hour & half or 2 hours to await these results, so under these criteria of interval of times. We try to await the post-race inspections to have defined results in our offer.

e. For NASCAR: race results will be considered official for wagering purposes upon conclusion of post-race inspection. (approximate of 1 hour & half or 2 hours to await these results). At that time auto series recognized results and statistics will be used to determine all winners and losers. Subsequent changes will not be recognized.

f. For F1: race results will be official after F1 provides the results of the race points for all competitors, approximately 30 minutes after the race.
g. The field includes any driver or cyclist who is not listed.
h. If a specific event is suspended/postponed, then bets will be considered "action" provided that the event is completed within 72 Hours.

2. Baseball

a. Baseball wagers are accepted in the following manner:
    i. All bets are action, team against team regardless of starting pitcher. There are no listed pitchers.
b. On baseball first inning wagers, the first inning must be completed for "Action".
c. On baseball first 5 inning Money Line wagers the game must go 5 complete innings or 4 ½ innings with the home team winning for action.
d. When wagering on "totals" (over/under), extra innings, etc., are counted in the final score, unless stipulated otherwise.
e. All settlements are based on the results and statistics provided by the relevant league's governing body (e.g., Major League Baseball).
f. Called/suspended games must go a minimum of five innings, or four and one-half innings if the home team is ahead.
g. If a game goes past five innings and is subsequently called/suspended, the winner is determined by the score after the last full inning of play. Except in a case in which the home team scores to tie or take the lead in the bottom half of the inning in which the game is Postponed or Suspended; the runs do count.
h. When wagering on baseball full game "totals" or "run lines," the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game. For baseball first 5 innings "totals" or "run lines" the game must go 5 complete innings for action.
i. For all non-US professional leagues and college baseball and softball, wagers are "action" regardless of starting pitchers. "Totals" and "run line" wagers are subject to the same game length rules as professional US baseball. The bottom team that is listed, does not necessarily bat last.
j. If on the day of the events conclusion no winner is determined, minimum play requirements are not met or if "no contest" is declared, all wagers on that event will be considered "No Action" for betting purposes and wager will be refunded.
k. When wagering on softball "totals" or "run lines", the game must go at least the regulation seven innings (six and one-half innings if the home team is ahead). . If the game goes past regulation innings into extra innings and is subsequently suspended or postponed, it is considered to have "action" and the winner and loser shall be determined by the score at the time the game is called/suspended. In the case where the home team does not complete their turn at bat in the bottom half of an extra-inning game, the score reverts to the previous full inning of play, unless the home team scores to tie the game, in which then the score will be determined at the point of suspension.

l. For the World Baseball Classic or any other games that are called due to the mercy rule, “totals” and “run lines” are considered “action”. Markets will not be voided due to the match being completed early.
m. Unless odds are quoted for a tie, any market where the result is a tie, those bets will be refunded.
n. For pro baseball regular season wins wagers, please check customer sheets for the minimum required games to be played for “action”.
o. In the event that the All Star Game does not go into extra innings but is decided by a Home Run Derby the Winner of the Derby will have one (1) run added to its score and this run will count towards the game total. Example of the Home Run Derby scenario: If the score is 3-3 after nine (9) innings the team winning the Home Run Derby will win the game 4-3.
p. Win conditions for the specific microbetting proposition wagers:
- Pitch Outcome Selections: Hit by pitch is “Ball”. Foul ball is “Strike” (including strike three tip), unless caught which is “In Play”.
- Batters in half inning: Fewer than three batters in a walkoff is a win for exact = 3.

3. Basketball

a. All games must be fully completed for full game basketball wagers to be “action”. NBA must play a minimum of 43 minutes to be considered “completed”. College, WNBA and International must play a minimum of 35 minutes to be considered “completed”.
b. All first and second half, and quarter wagers must be played to their conclusion to be considered “action”.
c. Any part-game wagers are action upon completion of the specified period. For example, a 1st quarter wager in a game postponed in the 2nd half is action; whereas a 3rd quarter wager in a game postponed during the 3rd quarter is void.
d. Overtime is counted in the final score, unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
e. Unless odds are quoted for a tie, any market where the result is a tie will be refunded.
f. If a match starts on the scheduled start date and is not completed within 24 hours it will be deemed “no action”.
g. For 2nd Half Basketball Bets - For any bets in these markets, unless otherwise stated, Overtime will be counted when tallying the score.
h. For pre-season, summer league and pro basketball All-Star games, games are “action” if the league determines a result, no matter what the rule changes are pertaining to the individual games.
i. For pro basketball regular season wins wagers, please check customer sheets for the minimum required games to be played for “action”.

j. Win conditions for the specific microbetting proposition wagers:
- Next Field Goal: Defensive goaltending/basket-interference: Counts as a made FG for the shooting team (method 2P/3P per shot location). Offensive goaltending/basket-interference or offensive foul on the shot: No field goal; play is a turnover/violation—market remains open. Review changes 3↔2 or wipes a basket: Grade to the final ruling. No further field goals in the game: Void.
- Dead-ball technical FT(s) unrelated to the possession: Do not satisfy "Yes" or resolve the market; possession numbering/outcome continues afterward.

4. Boxing/MMA

a. In "Fighting", a full round is defined as one in which the bell (buzzer, etc.) has sounded signifying the conclusion of such round. If a fighter is counted out or the bout officially stopped prior to the bell, that round is not considered a full round for wagering purposes. If a half round (one minute and thirty seconds of a three minute round, 2 minute 30 seconds of a five minute round)or other specified time is listed, the official time of the bouts conclusion, as determined by ring officials, will determine proposition winners and losers.
b. If a boxing or mixed martial arts fight ends at exactly 1:30 of a 3:00 minute round or 2:30 of a 5:00 minute round, whereas the fight lands exactly on the listed total, over/under wagers will be refunded.
c. On fighting and mixed martial arts "K.O." proposition wagers, "K.O." includes knockout, technical knockout, disqualification, or any other stoppage.
d. For pick the knockout round wagers, if a fighter doesn't answer the bell for the next round, the previous round will be declared the winner. Knockout includes a technical knockout and disqualifications.
e. On fighting and mixed martial arts "Decision" proposition wagers, "Decision" means the fight must go to the judge's scorecards to determine a winner, including a technical decision.
f. On fighting and mixed martial arts "Draw" proposition wagers; "Draw" means fight must go to the judges' scorecards and be declared a draw; including a technical draw. In the event of a draw, wagers on who will win are "no action"
g. All straight win wagers will have "action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, knock-out ("K.O.") or decision proposition wagers are "no action" if the scheduled length of the bout is changed.
h. All wagers will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight.
i. For settlement purposes, in case the match is interrupted for any reason in between rounds, e.g. retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round.
j. In the event of a fight being declared a "no-contest", all wagers (including totals) on that fight will be considered "no-action", regardless of when the fight is stopped.

k. All wagers are "action" as long as the event is final within 48 hours of the original start date.

5. Football

a. Games must be played at the venue specified for "action."
b. In case of abandoned or postponed matches all undecided markets are considered void unless the match continues within the same weekly schedule (please, note, that weekly schedule does not mean a timeline of a "week"). For example, for NFL the weekly schedule would be the timeline of Thursday through Wednesday local stadium time.
c. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
d. Overtime counts unless otherwise specified. Overtime will count in halftime wagers, unless otherwise specified. Overtime will not count in any bets involving specific quarters.
e. Wagers for all partial-game markets are action upon the completion of the specified period. For example, a 1st half wager is action if a game is postponed in the 2nd half; whereas a 4th quarter wager is void if the game is postponed in the 4th quarter.
f. Ties will be posted as a "refund".
g. For 2nd Half Football Bets - For any bets in these markets, unless otherwise stated, Overtime will be counted when determining how the bets are settled.
h. Futures/Season Bets - NFL regular season win totals, and matchups are based on teams completing all 17 regular season games, and for CFL all 18 regular season games, College Football teams must play all scheduled regular season games for action.
i. When wagering on football regular season win totals (college and professional), teams must play the exact number of games on their schedule for "action". If there is a change in opponent, if the team plays the originally scheduled number of games, those bets are still declared as "action". For college football regular season wins, conference championship and bowl games do not count towards the win total.
j. Defensive Tackles and Tackles+Assists markets only count plays made on the defensive plays (i.e Special Team plays are not included into grading)

k. For pro football championship game proposition wagers, please consult the customer sheets for all rules that govern specific bets.
l. Win conditions for the specific microbetting proposition wagers:
- A drive does NOT count unless an offensive snap is made by that team
- First down Must be achieved by an offensive play. Penalty yards do not count towards a conversion.
- Penalty yardage is excluded from X+ Yard Play markets. The play must be officially recorded with yards gained to count.

6. Golf

a. All wagers on weekly golf tournaments/events and future book wagers on golf tournaments/events are "Action," unless stipulated otherwise on guest wagering information sheets or odds display.

b. All bets referring to Tournament Performance (Winner, Place, Group Betting, Top Nationality, Individual Final Position, etc.) will be deemed valid as long as 36 holes have been completed by the eligible players, and an official result has been declared by the tournament organization.

c. If a golfer withdraws before the start of a weekly tournament/event or future tournament/event all bets will be action unless otherwise specified.

d. Most holes played wins golf matchups. If holes are equal, then low score wins.

e. If both golfers listed in a "head-to-head" match-up are involved in a 3-way (or more) playoff, either golfer involved must win the playoff to win that matchup, or proposition is "No Action" and wager will be refunded.

f. In "Head to Heads" based on the best finishing position in the tournament, in case one player misses the cut then the other player will be settled as the winner. If both participants fail to make the "Cut" the player with the lowest score at the "Cut" will be resulted as the winner.

g. In the event of a tie or a "dead heat" the bet amount is reduced by the number of players tied for that placing while the original odds stand. Below are two examples:

   If eleven players finish in the Top 10 of a golf tournament, with three players tied for 9th place, would result in a reduction in payout. In this example the 3 players tied for 9th are occupying two positions (9th and 10th) therefore your initial stake is reduced by 2/3rds. (2 places divided by 3 players) and your returns are calculated using the original odds. If your initial stake was $20 at odds of +200 and your player tied for 9th in the example above your returns are calculated using the following method:

   ($20 * (2/3)) * +200 = $40.

   As a second example, if two players finish in the Top 10 and are tied for 10^{th} place, dead heat rules apply. In this example, the original stake is divided by the number of golfers tied for 10^{th} and then multiplied by the original odds. So if the original stake was $100 with odds of +300 the payout is calculated as:

   Original wager x (# of positions tied / # of golfers tied) x ((odds / 1) +1)

   *Ex: $100 * (1/2) * ((3/1)+1) = $200 payout*

h. Tournament Group Betting: Winning bets must select the player who achieves the highest tournament placing from a selected group. In the event of any player in the group not teeing off, bets will be refunded. Players missing the cut will be eliminated unless all of the players in the group miss the cut. If this occurs the lowest score at that stage will determine the winner. Dead heat rules apply if two or more players are tied at the end of the tournament, unless the result is determined by a playoff in which case the playoff winner is considered the group winner.

i. Round Leader Markets: Bets will be settled after the specific round has been completed. Dead heat rules apply.

7. Hockey

a. For wagers that specify "Including Overtime", In the event of a shootout in Hockey, the winner of the shootout will have one (1) goal added to its score and this goal will count towards the game total regardless of the number of shootout goals scored. For player yes-no goal scoring props, shootout goals do not count
b. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
c. If overtime includes another period, the first team to score will win the game. This overtime goal scored will be included in the puck line wagers and total wagers that are only specified as "including overtime".
d. For college hockey wagering purposes, regular season final scores will be determined by the rules of the particular conference. 3 on 3 and shootout results may not count towards the final score.
e. Wagers for all partial game markets are action upon the completion of the specified period. For example, a 1st period wager is action if a game is postponed in the 3rd period; whereas a 2nd period wager is void if the game is postponed in the 2nd period.
f. Ties will be refunded unless the market is a three-way market (where odds are quoted for a tie)
g. Futures/Season Bets – All bets stand on Outright, Conference and Divisional betting regardless of player movement, team movement, team name change or season length.
h. Hockey player proposition wagers do include overtime, but not shootouts unless otherwise specified.
i. For pro hockey regular season points wagers, please check customer sheets for the minimum required games to be played for "action".

8. Soccer

a. For all goal line, money line, and total wagers, the score at the end of 90 minutes, plus injury time minutes, will be used to determine winning and losing tickets; extra time and penalty kick shootouts do not count, unless otherwise specified. For all first half goal line, money line and total wagers, the score at the end of 45 minutes, plus injury minutes, will be used to determine winning and losing wagers.
b. A wager on a team "To Advance" will include the result of extra time and penalty kick shootouts to determine the winner of the match.

c. Wagers will be decided based on the score at the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time or in a penalty shootout.
d. All markets are inclusive of regular time totals unless explicitly listed as an Extra Time market (First and Last goal scorer markets are inclusive of Full Time and Extra Time) and will be settled as such.
e. Extra Time Markets**:** If there is no ET or the player does not play in ET, those markets will be voided.
f. For 3-way wagering propositions: sides must win, lose or draw (each is a separate wagering interest).
   If the wagering offer on a match includes the draw as a third option and the match ends in a draw, wagers on the draw will be paid, while wagers on both teams will be considered losing propositions. Three Way wagers will be decided based on the score after 90 minutes of play and any added injury time
g. For Player Proposition wagers: **Player Must Start for a bet to be action.** If a market is created and that player does NOT start the game, the bet is void.
h. "1st Goalscorer & correct score" – Any player who does not score will be settled as "other", as well as if any team scores more than 4 goals. "Anytime Goalscorer & correct score" – Any player who does not score will be settled as "other", as well as if any team scores more than 4 goals. . If the player doesn't start, yet is listed in the goalscorer proposition, such selection would be action since it is a selection and not a market that is tied to a specific player's performance.
i. Penalty kick shoot-out goals do not count toward player goal totals
j. Yellow & Red Cards for non-players (already substituted players, managers, players on bench) are not considered, as well as cards shown after the final whistle.
k. Official league data will be used to determine all statistical wagering propositions, player proposition wagers and future book wagers. This may take up to one hour after the conclusion of the match to be settled.
l. Corner Markets – Corners awarded but not taken are not considered for betting purposes.
m. Shots: Any clear attempt by a player to score a goal (on target, off target or blocked).
n. Shots on Goal / Shots on Target: An attempt by a player which directly results in a goal (regardless of clear intent to score a goal), or a clear attempt by a player to score a goal that clearly would have gone into the net if not for a goalkeeper save or a stop made by the last-man (with the goalkeeper clearly unable to save).
o. Passes: Attempted pass (successful or unsuccessful) with the clear intention of one player to find a teammate.

9. Tennis

a. If there is a walkover, retirement, disqualification, or abandonment at any time after the start of the match, the player progressing to the next round will be deemed the winner. If a match is abandoned before the match has begun, all bets are "no action".
b. A tennis match is deemed to have started with the first serve of the match.
c. All weekly tournament/event or future book wagers on Tennis are "Action" once player begins event unless stipulated otherwise on kiosks or sports book sheets.
d. If a match is suspended/postponed after the match has started, all full game wagers are "action" if completed within 48 Hours.
e. For partial-match wagering (e.g., game and set betting), wagers are considered action upon the completion of the specified period; for example, 1st set wagers are action upon the completion of the 1st set.
f. All tennis matches are "action" regardless of a venue change, surface change, court type, or change of scheduling as long as they are fully completed.

10. Olympics

a. All events will be settled based on the official International Olympic Committee podium results.
b. Wagering on the Championship Medal Counts will be settled following the final event and according to the podium results.
c. If an event is postponed during the Olympics, wagers will stand as long as the event is completed prior to the closing ceremony.
d. For an event with a time limit, the full time of the game must expire for a wager to be considered "action".
e. In head to head match, best time/score is the winner
f. Medal Winners are considered "action", when awarded their medal at the podium

11. In-Play House Rules

a. If games do not finish in their entirety, Handicap and Total "In-play" wagers will be refunded.
b. Once an in-play wager is submitted, it will be considered "action" and will not be voided.
c. For partial-game wagering, wagers are considered "action" upon the completion of the specified proposition.
d. Football
    - Overtime periods count towards the point line, total, and money line for full game wagers, unless otherwise specified.
    - Ties will be refunded.
    - In case of any delay (rain, darkness ...) all markets remain unsettled and the trading will be continued as soon as the match continues.
    - Markets do not consider overtime unless otherwise stated.

e. Basketball
- Overtime periods count towards the point line, total, and money line for full game and second half wagers, unless otherwise specified.
- Ties will be refunded.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
- In the event that a match finishes in a tie, but no Overtime is played, all markets are settled according to the result at the end of regular time (except Match Winner incl. OT, which is voided).

f. Baseball
- The event needs to go at least 8 ½ innings for the spread and totals markets to be “action”.
- 1X2: The market will be settled if the match goes at least 5 innings (4.5 if home team is leading) and is considered official.
- Winner (incl. extra innings): The market will be settled if the match goes at least 5 innings (4.5 if home team is leading) and is considered official.
- Race to x runs (inc. extra innings): If the match ends before the Xth point is reached (inc extra innings), this market is considered void (cancelled).
- When will the match be decided: Market will be settled as "Any extra inning" if at the end of regular time (after a full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.
- Will there be overtime: Market will be settled as "Yes" if at the end of regular time (after full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.

g. Hockey
- For In-play period wagers, the period must be played to its conclusion to have “action”.
- All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.
- If a match is interrupted and continued within 48h after initial kick-off all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.

- In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout

Next scoring type

- Even strength: Goals are considered even strength when every team has the same number of players on the ice.
- Power-play: A goal is considered to be a power-play goal if the team with numerical advantage scores.
- Short-handed: A goal is considered to be a short-handed goal if the team with numerical disadvantage scores.
- Penalty shot: A penalty shot is considered to be a goal if converted.
- Empty net: A goal is considered to be an empty net goal, if the trailing team pulls the goalkeeper for an extra attacker and the leading team scores. In power-play/short-handed and empty net situations, a goal will always be considered as empty net goal for settlement purposes.

h. Soccer

- All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only unless otherwise stated.
- If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

Interval Markets

- These rules will be applied on any video assistant referee (VAR) situation.
- Markets will be settled based on the gool time announced by TV. If this is not available, the time according to the match clock is considered.
- Goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.
- Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.
- Booking interval markets are settled based on the time the card is shown and not the time the infringement is made. Offsides will be settled based on the time when the referee gives the decision.
- Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.
- Penalties awarded but not taken are not considered.

- For all 5 min/15 min interval markets, related to interval minutes 41-45/31-45, events (goals, corners) in added injury or stoppage time will be accounted for.

Next scoring type

- Freekick: The goal has to be scored directly from the freekick or comer to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taker is awarded the goal
- Penalty: Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count.
- Own Goal: If goal is declared as an own goal.
- Header: The scorers last touch has to be with the head.
- Shot: Goal has to be with any other part of the body than the head and the other types do not apply

i. Tennis

- If a player retires or is disqualified from a match before its completion; all wagers placed on match winner will be action.
- In case of default, retirement or walkover of any player, all undecided bets are considered void.
- In case of any delay (rain, darkness ...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.
- If a player retires all undecided markets are considered void.
- Every tie-break or Match tie-break counts as 1 game.
- Mini-breaks within tie-breaks or match-tiebreaks are not considered for settlement purposes.
- If any player retires directly after a break point occurs, it will still count as break point for settlement purposes.

j. Aussie Rules

- **General**
  - All markets exclude overtime unless otherwise stated.
  - If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
  - Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

- **Settlement and cancellation rules**
    - If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
    - If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
    - If the team names or category are displayed incorrectly, we reserve the right to void betting.

k. Badminton

- Who scores [Xth] point in [Nth] set: If a set ends before the Xth point is reached, this market is considered void (cancelled).
- **General**
    - In the case of a match not being finished, all undecided markets are considered void.
- **Settlement and cancellation rules**
    - If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
    - If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
    - If a team retires all undecided markets are considered void.
    - If the players/teams are displayed incorrectly, we reserve the right to void betting.
    - Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

l. Beach Volleyball

a. Who scores [Xth] point in set [y]: If a set ends before the Xth point is reached, this market is considered void (cancelled).

b. General

- In the case of a match not being finished all undecided markets are considered void.
- Golden set is not considered in any of the mentioned markets.

- **Settlement and cancellation rules**
    - If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
    - If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
    - If a team retires all undecided markets are considered void.
    - Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

m. Cycling

- If a Winner market version has been created that does not include the winner of the race, this market will be voided.
- Top 3: If a Top 3 market includes at least one of the cyclists that finish in the Top 3 of the race, the market will be settled accordingly. If none of the Top 3 finishers is included, the market will be voided.
- Head-to-head: Markets will be voided if at least one of the two competitors does not participate at all in the race or if both cyclists do not finish the race.
- **Settlement and cancellation rules**
    - Unless otherwise stated in the market rules, the result at the time of the podium presentation will be considered valid for settlement purposes.
    - If a cycling race is postponed to another day (to be determined within UTC time zone) all markets will be voided unless it takes place within 48 hours of its initial starting time at the same venue. If there is a route change for a postponed race, all markets will always be voided. If a race is postponed only by a few minutes or hours but still takes place on the same day, all markets will be settled accordingly.
    - If a cycling race is neutralized and will not be started again, all undecided markets will be voided. If a H2H market has already been decided due to one cyclist dropping out of the race before the neutralization, then the market will be settled accordingly.
    - If a cyclist does not start a race at all, all bets on this cyclist will be voided.
    - Two cyclists are only considered as 'tied' if they finish in the official race result at the exact same place. In this situation Winner, Top 3 and Winner of group markets might be settled with dead heat and H2H markets might be voided. For a better understanding, here are four examples:
    - A dead heat settlement with the factor of 0.5 for the Winner market will be applied, if two cyclists win a time trial with the exact same finishing time. - A dead heat settlement for the Top 3 market will be applied, if one cyclist is the winner of a race, one cyclist finishes second and two cyclists finish 3rd place. Then, the winner and the 2nd place finisher will be settled as won while the two 3rd place finishers will be settled with a dead heat factor of 0.5.
    - If out of a certain group the three best cyclists finish on the same place, then these three cyclists will be settled with a dead heat factor of 0.33 for the respective Winner of group market.
    - A H2H market will be voided, if two cyclists finish a time trial with the exact same finishing time.

n. **Handball**

- Who scores Xth point? (incl. ot): If a match ends before the Xth is reached, this market is considered void (cancelled).
- Which team will win race to x points? (incl. ot): If a match ends before the Xth is reached, this market is considered void (cancelled).
- **General**
  - All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.
  - If the match goes to a 7-metre shootout; the markets "Who scores Xth point?" and "Which team will win race to X points?" will be voided.
  - "Who scores Xth point?" and "Which team will win race to X points?"will be voided.
- **Settlement and cancellation rules**
  - If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
  - If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.
  - If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

o. **Rugby Sevens**

- Winner (incl. overtime and penalties): The market is offered irrespective of whether overtime or penalties are possible and will be voided if the match officially ends in a draw.
- **General**
  - All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.
  - If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
  - Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.
- **Settlement and cancellation rules**
  - If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.
  - If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
  - If odds were offered with an incorrect match time (more than 1 minute), we reserve the right to void betting.

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or categories are displayed incorrectly, we reserve the right to void betting.

p. Rugby Union

- Winner (incl. overtime and penalties): The market is offered irrespective of whether overtime or penalties are possible and will be voided if the match officially ends in a draw.
- **General**
  - All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.
  - If a match is interrupted and continued within 48h after initial kick- off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
  - Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.
- **Settlement and cancellation rules**
  - If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.
  - If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
  - If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
  - If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
  - If the team names or category are displayed incorrectly, we reserve the right to void betting.

q. Volleyball

- Who scores [Xth] point in set [y]: If a set ends before the Xth point is reached, this market is considered void (cancelled)
- **General**
  - In the case of a match not being finished all undecided markets are considered void.
  - Golden set is not considered in any of the mentioned markets.
- **Settlement and cancellation rules**
  - If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
  - If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

12. Wager Information

a. Funding A Wager
   - Wagers at New Palace Casino, LLC. may only be funded in cash or with funds from a winning ticket or voucher. All wagers are placed at the Sportsbook Kiosks after cash or a winning ticket or voucher has been inserted.

b. Redeeming a winning bet
   - All winning bets must be redeemed at the Sports Counter/Cashier's Cage during normal hours of operation.

c. Maximum Wager Limit
   - The maximum wager accepted at the sports betting kiosk is $500 per wager

d. Cancellation & Voiding Wagers
   - The New Palace Casino, LLC cannot accept responsibility for obvious errors, also referred to as palpable errors, or omissions in respect of the announcing, publishing or marking of prices, spreads, or results that occur despite our every effort to ensure total accuracy. For any void to be made due to errors, there must be immediate notification and approval by the Executive Director of the Mississippi Gaming Commission.
   - Although The New Palace Casino. LLC works to ensure no errors are made in accepting sports betting wagers, due to technical or human error a bet may be accepted that is an obvious error. An obvious error could be one of the following:
     - The odds or terms offered are materially different from the general betting market when the bet was placed. In these instances, The New Palace Casino. LLC reserves the right to correct the odds and pay the winning bet at correct price as determined by The New Palace Casino. LLC or void any bets placed.
     - If an event is offered in error, the scheduled start time is incorrect, or for any other reason The New Palace Casino. LLC may void these erroneous bets at its discretion and will provide explanation of why the decision to void was made after an investigation.
     - Any other instances due to system or technical issues will be addressed individually.
     - Patrons shall verify that all information on their ticket is accurate before leaving the Sportsbook Counter/Kiosk. Unless agreed upon by both parties, and at the discretion of The New Palace Casino. LLC, no ticket will be altered or voided prior to the start of the event.

- All future wagers are "action" if winner is officially declared, unless otherwise posted or noted on printed media.
    - The field includes any participant who is not listed.

13. Voids/Cancellations

a. Immediate notification and approval by the Executive Director of the Mississippi Gaming Commission must be acquired to declare a bet void, totally or partially, if it is obvious that any of the following circumstances have occurred:
    - Bets have been offered, placed and/or accepted due to an Error.
    - Bets placed while the website was encountering technical problems, that would otherwise not have been accepted.
    - We reserve the right to void bets placed on known outcomes or known results.
    - Influence Betting.
    - Syndicate Betting.
    - A result has been affected by illegal activity- directly or indirectly.
    - Any erroneous pre-game wagers accepted after the scheduled start time.
    - Any erroneous live-game wagers accepted at an incorrect price due to delayed or failing of the 'Live' coverage.

14. Calculating Parlay Payout

STRAIGHT BETS PAY 10-11 unless posted or specified otherwise on printed media. In the event of a tie in a straight wager, wager is considered "no action" and money is refunded.

All parlays are based on a TRUE ODDS format. This is calculated by multiplying the decimal amount wagered.

PARLAY ODDS (-110)
2 TEAMS 2.64 - 1
3 TEAMS 5.95 - 1
4 TEAMS 12.28 - 1
5 TEAMS 24.35 - 1
6 TEAMS 47.41 - 1
7 TEAMS 91.42 - 1
8 TEAMS 175.44 - 1

Negative odds (odds with minus sign) are converted in following way; divide 100 with the odd value (for -110 value is 110) and then add 1 to the result.
Example: 1+(100/110) = 1.91

Odds equivalent to one dollar

American odds	Decimal odds
-105	1.952
-110	1.909
-120	1.833
-130	1.769
-140	1.714
-150	1.667

If the odds are positive (odds with a plus sign) the formula is as follows (divide positive odd value with 100 and then add 1 to the result.
Example: (+110/100) +1 = 2.100

American odds	Decimal odds
+105	2.050
+110	2.100
+120	2.200
+130	2.300
+140	2.400
+150	2.500

CALCULATING TEASER PAYOUT

Football Teaser

Teams	6	6.5	7
2	**-135**	**-142**	**-155**
3	**140**	**130**	**120**
4	**240**	**200**	**180**
5	**380**	**330**	**280**
6	**500**	**450**	**400**
7	**800**	**700**	**600**
8	**1000**	**900**	**800**

Basketball Teaser

Teams	5	5.5	6
2	-120	-125	-140
3	140	135	120
4	200	190	180
5	350	300	280
6	500	450	400
7	700	650	600
8	1000	900	800

15. Same Game Parlays (SGP)

a. A Same Game Parlay (SGP) is a special type of Parlay that links two or more non main market selections (legs) from a single game.
b. If any leg of the Same Game Parlay wager is made void or settles as a push, then the whole wager is a void or a push.
    i. If a player doesn't appear in the game that selection is void.
c. If any leg of a Same Game Parlay wager relates to an existing market on site, rules for that market will apply.
d. Maximum payout odds of two hundred ninety-nine to one (299-1) apply and supersede the true odds of a Same Game Parlay.
e. The total maximum number of selections in a Same Game Parlay is 8. The maximum number of selections in a Same Game Parlay are subject to change at New Palace Casino, LLC's discretion.

16. Same Game Parlay Plus (SGP+)

a. A Same Game Parlay Plus (SGP+) is a parlay that combines multiple Same Game Parlays (SGPs) or combines an SGP with a Parlay (Traditional Parlay) or combines an SGP with a straight wager selection.
b. Regular Same Game Parlay rules apply to the legs of a Same Game Parlay Plus. See Same Game Parlay (SGP) Rules.
c. Parlay rules apply to the Parlay (Traditional Parlay) legs of a Same Game Parlay Plus. See Parlay (Traditional Parlay) and Teaser Rules.
d. If a Same Game Parlay leg of a Same Game Parlay Plus is void, then all the leg in that SGP will be voided. The remaining selections in the SGP+ wager will remain active and will be calculated at either the listed Same Game Parlay odds of the other selections or true odds where relevant.
e. Maximum payout odds of two hundred ninety-nine to one (299-1) apply and supersede the true odds of a Same Game Parlay Plus.

f. The total maximum number of selections in a Same Game Parlay Plus is 8. The maximum number of selections in a Same Game Parlay Plus are subject to change at New Palace Casino, LLC's discretion.

17. Lost Ticket Policy

- New Palace Casino, LLC. are not responsible for lost or stolen ticket. If the rightful owner of a lost ticket can be confirmed by New Palace Casino, LLC. a payment may be processed.

18. Parlays & Teasers

Parlays

a. All parlay bets placed are subject to the sports book house rules that apply to each individual sport that relates to any leg of any parlay bet.
b. Off-the-board maximum parlay payoff limit is $50,000.

Teasers

c. Pushes and refunds in an off-the-board teaser wager cause the wager to reduce to the payoff bracket representing the number of remaining teams, if only 1 team remains the bet becomes a refund.

19. Mobile Wagering Accounts (When Applicable)

a. Account holder must be at least 21 years of age.
b. New Palace Casino, LLC. posted House Rules and regulations are applicable to Mobile Wagering Accounts. House Rules are available to view in the Support area of Mobile Wagering App. 14
c. For an individual account, the patron must personally appear and provide New Palace Casino, LLC. with valid proof of identification and social security number prior to activating an account.
d. Mobile Wagering Account transactions through the Mobile Wagering App cannot be accepted from any individual who does not have a valid Mobile Wagering Account which is in good standing.
e. Management reserves the right to refuse any application.
f. Management reserves the right to suspend an account for reasons it deems sufficient.
g. Management reserves the right to terminate and settle the account balance with the patron for reasons it deems sufficient.
h. Management shall keep all wagering account information and transactions confidential except from the patron, affiliates or as a result of any state and/or federal law or legally sufficient subpoena or other court document that require the book to provide any and all information related to any and all accounts.
i. Only the person named and identified as the account holder for an individual account can conduct transactions on the account. No agents or representatives will be permitted to access the account. For a business entity account the designated

individual(s) of the business entity may conduct transactions and be permitted access to the account.

j. Mobile Wagering Account transactions are accepted through the Mobile Wagering App.
k. Wagers placed through the Mobile Wagering App are binding when the patron verifies and confirms purchase of wager displayed on the screen.
l. Wagers will not be accepted if they exceed the balance in the account.
m. Mobile Wagering Account withdrawals and subsequent deposits made at any Casino authorized location during business hours must be signed and authorized by the account holder.
n. You may also deposit and withdraw funds using the Casino pre-paid debit card when associated with your Casino Mobile Wagering Account. Other debit cards may not be used.
o. Mobile Wagering Account winnings are subject to IRS reporting and/or withholdings.
p. Wagers placed through the Mobile Wagering App are the sole responsibility of the account holder. Management is not responsible for unauthorized access to the account.
q. History of transactions placed through the Mobile Wagering App will be available for a minimum of 60-days in the My Wagers and statement pages.
r. If you do not place any wagers for 365 days consecutively your account will be suspended from play and classified as dormant. To reactivate the account, you must appear in person at any location which is available for account opening to re-validate your identity. We may close the dormant account at our own discretion at any time.
s. Unless otherwise stated, all rules apply to both wagers made in person and to wagers made using the Casino Mobile Wagering App.
t. For wagers made through the Mobile Wagering App, the terms of your wager are displayed before you tap “Place Bet,” which action is deemed an acceptance of the wager terms by you. Our acceptance of the wager request is displayed in a confirmation message on your mobile device and can be reviewed in the My Wagers section of the Mobile Wagering App at any time.
u. Payment of winning wagers will be made when Casino confirms and posts results. Winning wagers will be applied directly to your Mobile Wagering Account.
v. Wagers may only be accepted from within the state. New Palace Casino, LLC. are prohibited by law from accepting wagers originating from outside the state.
w. Changes will automatically be updated within the Mobile Wagering App. Any changes on bet-selections will require your acceptance of the revised change before your wager can be confirmed.
x. Mobile Wagering Accounts are subject to an audit at the discretion of management at any time. If it is determined that account balances are inaccurate or in error as a result of posting errors, late decision adjustments, modifications mandated by notifications or decisions of the Gaming Control Board or other

system errors, the Mobile wagering Account will be adjusted to reflect the findings of the audit. An account may also be adjusted as a result of the resolution of a customer dispute. In the event an adjustment would result in a negative balance in the account, all activity in the account will be suspended until agreement on the adjustment is reached between the account holder and system operator. If the parties are unable to agree on the adjustment the matter will be submitted to the Gaming Control Board for resolution as a customer dispute.

y. Mobile Wagering Account rules and regulations are subject to change by management at any time.
z. Due to possible delays or inaccuracies, the LIVE scoreboard may not be reflective of actual LIVE scores and therefore should not be solely relied upon in determining whether to place a bet or not.

20. Prohibited Participants

a. Persons under 21 years old.
b. Persons placing a wager as an agent or proxy.
c. Any person who is an athlete, coach, referee, player in or on any sports event overseen by that person's sport's governing body.
d. Any person who holds a position of authority or influence to persuade the participants in a sporting contest, including, but not limited to coaches, managers, handlers, or athletic trainers.
e. Any person with access to certain types of exclusive information on any sports event overseen by that person's sport's governing body based on publicly available information or based on a list provided to the Mississippi Gaming Commission by a sports governing body.
f. Any person suspected to be involved in ML activity. The New Palace Casino. LLC reserves the right to report such individuals to the appropriate agencies.

21. Patron Questions and Complaints

If you have any complaints, claims or disputes concerning any outcome regarding the services or any other activity, please promptly bring any complaint, claim or dispute concerning any outcome regarding the services or any other activity to the attention of the management team at the Sports Book. All requests will be responded to within ten (10) business days.

Address and phone number are:

New Palace Casino, LLC
P O Box 1429
Biloxi, MS 39533
(228) 432-8888

In the event of a dispute that cannot be resolved to the satisfaction of the customer, the customer has the right to file a dispute with the Mississippi Gaming Commission. Decisions of the Mississippi Gaming Commission are final.

22. Acceptance of Disclosed Terms and Liabilities

a. You hereby accept that by using the services, there is a risk that you may, as well as winning money, lose money. You agree that your use of the services is at your own risk and New Palace Casino, LLC. and affiliated parties accept no responsibility and shall not be liable for any consequences that are alleged to have occurred through your use, or misuse, of the services.
b. New Palace Casino, LLC. and affiliated parties are not liable for any failure of equipment/software and or loss by any act of God, power failure, disputes that may affect the placing of wagers/bets.
c. New Palace Casino, LLC. and affiliated parties reserve the right to cancel or suspend the services without incurring any liability.
d. Patrons agree that these house rules have been read and accepted prior to the submission of any wagers.
e. The sports and/or markets listed in these house rules may not be currently available in your jurisdiction, therefore will not be available for wagering.

Last updated 10/13/2026 (PCR)