

fubo Gaming Iowa House Rules

Fubo Gaming, Inc. d/b/a Fubo Sportsbook is licensed in the state of Iowa by the Iowa Racing and Gaming Commission to provide sports wagering services in partnership with the Casino Queen Marquette, Inc.

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I. General Rules

1. fubo Gaming Inc. (also referenced as fubo Gaming) reserves the right to modify the house rules at any time, subject to regulatory approval.

2. fubo Gaming reserves the right to accept, limit, or refuse any wager.

3. fubo Gaming reserves the right to void any wager where an obvious error is made on the market price of a wager.

3.1. An obvious error is defined as 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. An obvious error also includes incorrect start or end times of events being entered into the sports bet system which allow wagers to be made after an event has physically started. This applies to individual wagers as well as wagers that are part of a multi-event, such as a parlay.

3.2 Records will be kept by fubo Gaming of all point spreads, final scores, odds, and any other related wagering statistics for reference in case of any technical, mechanical, or human error.

3.3 If fubo Gaming is forced to make a change (e.g., odds or proposition) to any previously made wager by a customer, fubo Gaming will immediately notify the customer using the contact information on the customer account.

4. fubo Gaming reserves the right to correct any error made in the case of incorrect settlements and re-settle the bet correctly.

5. fubo Gaming acknowledges that some bets might require the rounding of percentages, units or other criteria which are decisive for the settlement of the bet. Should that be the case, fubo Gaming reserves the right to adjust and settle accordingly.

6. Iowa law prohibits persons under the age of 21 from participating in sports wagering or collecting winning wagers. By opening a wagering account, patrons acknowledge being at least 21 years of age and that they are prohibited from allowing access to their account by another person.

7. A Prohibited Sports Betting Participant is defined as any individual whose participation may undermine the integrity of the betting or the sports event, or any person who is prohibited for good cause.

7.1. If you are a prohibited sports betting participant, you may not make wagers with the Sportsbook.

7.2. If you are found to be a prohibited participant your account will be closed and all funds which have been cleared will be refunded to you.

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- 7.3. No additional wagering activity will be allowed.
- 7.4. By opening a wagering account, the customer accepts and acknowledges they are not a prohibited participant.
- 7.5 A person on any excluded list whether the individual is excluded voluntarily or involuntarily.
- 7.6 Any employee of a sports governing body, or one of its member teams or prohibited coaches, athletic trainers, officials, players, or other individuals who participate in an authorized sporting event that is the subject of sports wagering.
- 7.7 Employees of fubo Gaming and any employees of fubo TV or its affiliates who are involved in, responsible for, or licensed or found suitable in connection with the sports betting activities of fubo Gaming are strictly prohibited from establishing wagering accounts or placing bets through fubo Gaming online sports betting system.
8. By opening a wagering account, the customer acknowledges reading, understanding, and accepting fubo Gaming's Terms and Conditions.
9. By placing a wager, the customer acknowledges reading, understanding, and accepting fubo Gaming's House Rules.
10. Customers may only fund their sports wagering account through deposits, promotional credits, and winnings from wagers. fubo Gaming does not issue patrons lines of credit to make wagers. Additional rules regarding deposits and withdrawals are set forth below.
11. Wagers are settled on the official result published by the governing body immediately after the event has finished.
12. Future or outright wagers are considered action if a winner is officially announced, regardless of team relocation, team name change, league affiliation, playoff format, or season length, unless otherwise specified below, within rules particular to a specific sport.
13. All prices and odds are subject to change. Posted odds will be updated automatically on every market listed on fubo Gaming's Sportsbook.
14. It is the responsibility of the customer to confirm wagering selection accuracy before submitting a wager. Once the wager is accepted it cannot be voided or altered except at the discretion of fubo Gaming.
15. Wagering options, excepting in-play/live markets, are available up until the official start of the event.
17. Straight bets that are settled as a push or deemed no action will be refunded, unless the selection is part of a parlay or teaser bet, in which case parlay and teaser rules will apply.

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18. Dead Heat rules will be used when applicable to ties and the wager will be adjusted accordingly. The payout will be calculated after the odds are divided and then multiplied by the stake.
19. If a change in venue occurs from the originally scheduled venue, there will be no action and wagers will be refunded unless otherwise specified within rules particular to a specific sport.
20. Wagers on the performance of an individual player in a team event will be considered void if the player does not compete in the event.
21. The minimum wager at fubo Gaming is \$1.00
22. The maximum wager amounts will be determined by fubo Gaming, including on a case-by-case basis. Such limits will only be applied through limiting the amount wagered prior to acceptance and will not be applied to reduce a winning wager amount. The maximum payout is \$1,000,000.00.
23. A parlay bet will be reduced to the next number of teams played if any of the games result in a betting tie (push), selection(s) become no action, void, or if any of the games are postponed.
24. Teaser bets are governed by the same rules as parlay bets. The one exception is in the case of two team teasers. If one of the games results in a betting tie (push), there is no action regardless of the result of the other selection.
25. Calculations for wager types:
 - 25.1 **Point Spread/Spread Payout**- Will be expressed as a 3-digit number. An example of a point spread bet is as follows, -110 means a player that bets \$110 would win \$100 if the wager is determined to be a winning wager. If the point spread is +225, a player who wagers \$100 would win \$225 with a winning wager.
 - 25.2 **Moneyline Payout**-Will be expressed as a 3-digit number. An example of a moneyline bet would be if the moneyline is -120, a player who wagers \$120 would win \$100 if the wager is a winning bet. If the moneyline is +300, a player who wagers \$100 would win \$300 if their selection is deemed a winner.
 - 25.3 **Parlay Payout**-Odds will be calculated based on the prices of the individual selections
 - 25.4 **Teaser Payout**-Odds are taken from a fixed payout chart
26. Winning wagers may be subject to IRS reporting and withholding guidelines.
27. Wagers are subject to Anti-Money Laundering (AML) standards including but not limited to internal and external thresholds for filing currency transaction reports and suspicious activity reports. Furthermore, the structuring of bets to avoid currency transaction reporting is strictly prohibited.

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28. fubo Gaming does not recognize suspended games, protests, vacated wins, or overturned decisions for wagering or re-settlement purposes.

29. Any rules written for specific events, such as special prop bets or in-play markets, are considered House Rules.

30. Official league data and statistics are provided to fubo Gaming from a third party. fubo Gaming as well as any vendors of fubo Gaming assume no responsibility for inaccuracies or delay in data offered on the fubo Gaming website or app.

31. For any questions please contact fubo Gaming customer support.

support@fubosportsbook.com

32. If you are not satisfied with how a bet or market has been settled, please provide details of your dispute to:

support@fubosportsbook.com

32.1 In the event of a dispute or complaint, that you are unable to resolve through the internal Fubo Gaming customer support dispute process without a satisfactory outcome, and the betting dispute is related to betting that took place in Iowa, you may contact:

Iowa Racing and Gaming Commission

DMACC Capitol Center

1300 Des Moines Street, Suite 100

Des Moines, IA 50309

(515) 281-7352

IRGC@iowa.gov

33. For wagering purposes, event results are official after:

33.1 **Football** (NFL, CFL, and NCAA)-55 minutes of play

Basketball (NBA)-43 minutes of play

Basketball (NCAA)-35 minutes of play

Hockey (NHL)-55 minutes of play

Soccer-90 minutes of play plus stoppage time excluding overtime and/or penalty shootouts

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33.2 **Boxing/MMA** (Professional and Amateur)- When the bell (or any other device used to sound and signify the start of a round) is sounded to start the opening round, the bout is considered official for betting purposes.

33.3 **Baseball** (Major League, Minor League, College)-Called games must complete 5 innings or 4 ½ innings if the home team is ahead.

33.4 All other sports will be official at the end of the scheduled length of play or scheduled time limit unless otherwise specified within rules particular to a specific sport.

34. When wagering on full game or second half events overtime will be included unless otherwise stated above or addressed in the specific sports section.

35. Overtime will not apply to any wager on the fourth quarter.

36. All games must be played on the date specified. If a game is postponed and/or rescheduled, wagers will be considered no action unless otherwise specified.

36.1 Teams must play all scheduled games in their respective regular season in order for all over/under season wins/points wagers to be considered action unless otherwise specified within the rules particular to a specific sport.

37. Full season prop bets include regular season only unless otherwise specified.

38. Player stats will stand regardless of any trades during the season.

39. The following specific wagers are not permitted in Iowa;

39.1 Proposition wagers involving individual athletes who compete on behalf of any Iowa collegiate team, even if the competition takes place outside of Iowa.

39.2 Wagers on the performance of athletes in individual international sporting events governed by the International Olympic Committee if any participant is under 18 years of age.

II. Football Rules

1. When wagering on game totals (over/under) and 2nd half wagers, overtime periods are counted in the final score unless stated.
2. For the highest scoring quarter, overtime scores DO NOT count towards 4th quarter scoring.
3. Future wagers are considered action as long as a winner is officially declared, regardless of event/team relocation, rained out events, season length, etc., unless otherwise specified.

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4. All games must be played on the date specified. If a game is postponed and/or rescheduled, wagers will be considered no action, unless otherwise specified on the fubo Gaming wagering platform, wagering sheet, or odds board.
5. NFL Regular Season Wins wagers and matchups are based on teams completing 17 regular season games unless the remaining games during the season will not affect the result.
6. Canadian Football League Regular Season Wins wagers and matchups are based on teams completing 18 regular season games unless the remaining games during the season will not affect the result.
7. NCAA Regular Season Wins wagers and matchups are based on teams completing regular season games unless the remaining games during the season will not affect the result.
8. College football Regular Season Wins wagers will not include Conference Championship or Bowl games.
9. In the event that a game is forfeited, due to Covid 19 or any other reason, all wagers are considered no action unless otherwise specified.

III. Basketball Rules

1. For wagering purposes, a professional basketball game is official after 43 minutes of play.
2. For wagering purposes, a college basketball game is official after 35 minutes of play.
3. All games must be played on the date and at the location specified. If a game is postponed and/or rescheduled, wagers will be considered no action unless otherwise specified.
4. Full game and second half wagers will include overtime.
5. Overtime will not apply to any wager on the fourth quarter.
6. A double-double occurs when a player reaches 10 or more from 2 and a triple-double occurs when a player reaches 10 or more from 3 from the following categories:
 - Points;
 - Rebounds;
 - Assists;
 - Steals;
 - Blocks.

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7. Future or outright wagers are considered action as long as a winner is officially declared, regardless of event/team relocation, postponements, season length unless otherwise specified.

8. Over/Under future bets for team wins are based on a 72-game schedule. In the event 72 games are not played, bets will be voided unless the following applies:

8.1 The over wager placed cannot be reached by winning all remaining games

8.2 The under wager placed cannot be reached by losing remaining games

8.3 The outcome has been explicitly determined

IV. Baseball Rules

1. All bets are Action. A change in Starting Pitcher will have no impact on wagers already made.

2. For first inning wagers, the first inning must be fully completed for there to be action. There will be action regardless of a change in the originally scheduled starting pitchers.

3. Total and Run Line wagers will be considered action if at least 9 full innings are completed or if 8 ½ innings are completed and the home team is winning.

4. Any wager on the First 5 Innings will be decided on the score at the end of 5 full innings.

5. The result of the game is official after 5 innings or if the home team is winning after 4 ½ innings.

5.1. If a game is cancelled or suspended after 5 innings, the winner is determined by the score after the last full inning unless the home team scores to tie or takes the lead in the bottom half of the current inning.

6. If a game is called or suspended in extra innings, the Total and Run Line wagers will be determined by the completion of the last complete inning unless the home team scores to tie or take the lead in the bottom half of the current inning.

7. All games must be played on the date specified. If a game is postponed and/or rescheduled, such wagers will be deemed no action unless otherwise specified.

8. MLB Regular Season Wins wagers and matchups are based on teams completing regular season games unless the remaining games during the season will not affect the result.

V. Hockey Rules

1. For wagering purposes, the game is official after 55 minutes of play.

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2. All games must be played on the date specified. If a game is postponed and/or rescheduled, wagers will be deemed no action, unless otherwise specified.
3. For specific period bets, the specified period must be played in its entirety for bets to have action.
4. Goals in overtime or shootout do not count towards wagers on the third period, first team to score, team totals, and both teams to score unless otherwise stated.
5. For last team to score wagers, in the event of a shootout, the winning team is considered the last team to score.
6. In the event of a shootout, the winning team is awarded one goal which is considered in the determination of the winner and loser and counted toward the game total regardless of the number of goals scored in the shootout. This also applies to correct score and odd/even propositions.

VI. Soccer Rules

1. The entire scheduled period must be completed for a wager to have action.
2. Wagers are graded after 90 minutes plus stoppage time.
3. An unplayed or postponed match will be treated as a non-runner for settling purposes unless it is played within 24 hours of the original scheduled start time in which case the bet will stand unless cancelled by mutual consent. If a match is rescheduled from the weekend to a Monday night for the purpose of live TV coverage, then all bets on that match will stand.
4. Any match abandoned before the completion of 90 minutes play will be void, unless the match is completed within 24 hours, except for those bets the outcome of which has already been determined at the time of abandonment. The market must be fully determined for bets to stand for example, first player to score or time of the first goal bets will stand provided a goal has been scored at the time of abandonment.
5. First/Last Player to Score bets are accepted on 90 minutes of play plus stoppage time. Bets on players not taking part in the match will be void.
6. Result(s) after 10/20/30/40 etc. Minutes of play will be settled on the result at the specified time in the match. In the event of match abandonment then all bets will be void unless settlement has already been determined.
7. Half-Time – Full-Time Double Results will be void if the match is abandoned. Extra-time and shootouts do not count towards this wager.
8. Extra time and shootout goals DO NOT count toward the total score of the game.

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9. Three-way odds include the draw as an option. Each is a separate wagering interest. If the match ends in a draw, the draw selection will win, wagers on both teams will be deemed a loss.
10. A match must reach full time for Over/Under wagers on the total number of goals to be scored in a match to be valid.
11. Corner Kick wagers will not include corner kicks taken in extra time. Corner kicks awarded, but not taken will not count for wagering purposes.
12. To Advance and To Lift the Trophy wagers on a team to advance to the next level or round of competition will be decided based on the score at the end of the match.
13. Extra-Time In-Play Markets are settled on the official statistics for the extra-time period. Any goals or corners that were taken or scored during regulation time do not count.
14. Should there be a dispute over a proposition (e.g., name of the first goal scorer, time of the goal, etc.) wagers will be settled and paid based on reports of the sporting media.
15. Asian Handicaps are spread bets listed as either with either be 0, 0.25, 0.50, 0.75, 1.0, 1.25, etc. (in increments of 0.25)
 - 15.1. +/- 0.25 will mean half the wager stake is on a spread of 0 and half the wager stake is on +/- 0.5.
 - 15.2. +/- 0.75 will mean half the wager stake is on a spread of +/- .5 and half the wager stake is on +/- 1.0

VII. Tennis Rules

1. For wagering purposes, the match must be completed for moneyline wagers to be considered action.
2. A match must be completed within seven days of the scheduled start date to be considered action.
3. For Matchups, all players must start the event for the wager to be considered action.
4. Retirement or disqualification will deem Sets Betting, correct score, handicap, and total games wagers as no action. If Total Games in a set has been determined Over as the winner before retirement or suspension, that wager will be action.
5. Retirement or disqualification will deem prop wagers no action except for those already determined.
6. Future or outright wagers are considered to be action as long as a winner is officially declared, regardless of event relocation, postponement or season length unless otherwise specified.

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7. Future or outright wagers are considered to be action regardless of if a player starts the tournament.

VIII. Golf Rules

1. A tournament must be completed within 8 days of the scheduled starting date to be considered action.

2. All events scheduled for 72 holes must complete at least 54 holes to be considered action.

3. Golfer must tee off for action.

4. All golfers in a match-up must tee off to start a tournament or the match-up is deemed no action.

5. If one golfer continues to play after their opponent has missed the cut, withdrawn, or been disqualified, the golfer who continues to play wins the match-up.

6. If both golfers in a match-up are in a playoff, the winner of the playoff wins the match-up and all other golfers tie each other.

7. Any reference to make/miss the cut requires an official cut/exclusion by the tournament organizers for bets to stand. In the case where players are eliminated during more than one phase, settlement will be based on the first cut.

8. Disqualification/withdrawal before the cut will be deemed as missing the cut.

9. In match-up bets featuring three or more players, if two or more players tie for first in the group then dead heat rules will be applied.

10. In top 5 or top 10 wagers, a tie for the 5th or 10th position will be settled by dead heat rules.

11. For individual round matchups all players in the matchup must start the round otherwise the matchup is deemed no action.

IX. Boxing/MMA Rules

1. All matches must be played on the date and at the location specified. If a match is postponed or rescheduled, wagers will be considered no action unless otherwise specified.

2. Matches are considered action when the match begins once the bell (buzzer, etc.) sounds.

3. A full round is defined as one in which the bell sounds to signify the conclusion of said round.

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3.1 If a fighter is counted out or the bout is officially stopped prior to the next bell (buzzer, etc.), the round is not considered for wagering purposes.

3.2 A half round is defined as the schedule round length divided by two.

3.3 If a fight ends exactly halfway through the round, the Over will be considered the winner.

4. All wagers are considered action regardless of any changes in weight class or championship sanction, unless otherwise specified.

4.1 In the event that the length of the match is changed all round related totals and prop bets are deemed no action

5. KO includes knockout, technical knockout, and disqualification. A win by submission in MMA is not considered a KO.

6. If no winner is declared all wagers will be considered no action unless otherwise specified.

6.1 In the event of a draw, wagers on who will win will be deemed as no action.

6.2 If a Three-Way Money line is offered for win, lose, or draw a draw will be paid out if the official decision is a draw and was selected by the customer.

X. Auto Racing Rules

1. Driver must start the race for action.

2. In matchups all drivers must start the race, or the wager will be deemed no action.

3. Wagers will be accepted on drivers only in all events apart from Formula One. Constructor Championship wagers are accepted for Formula One.

4. The winner will be determined by the official podium placings published by the respective governing body overseeing the specific event being wagered on.

5. All races must run within one week of the scheduled start date to be deemed action.

6. All bets are considered action regardless of change of venue.

XI. Aussie Rules Football Rules

1. The entire scheduled period must be completed to have action.

2. All markets **exclude** overtime unless otherwise stated. Regulation includes any added injury or stoppage time but does not include extra time.

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3. If a match is interrupted and continued within 48 hours after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided wagers will be deemed no action.
4. Unless explicitly stated, should a match or a specific period (ex. 1st Half, 4th Quarter, etc.) end in a draw, all bets will be settled according to the dead heat rule.
5. All bets made in relationship to player performance, as well as “Head-to-Head” and “Over/Under” bets of one or more players’ performance are considered valid given that the specified players play from the start of the match.
6. All bets stand, regardless of change of venue.

XII. Rugby

1. All matches must be played on the date specified. If a match is interrupted and continued within 24 hours after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided wagers will be deemed no action.
2. All markets are considered for regular time only unless otherwise specified.
3. Rugby Union and Rugby League markets are based on the result at the end of a scheduled 80 minutes of play plus any added injury or stoppage time unless otherwise specified.
4. Rugby Sevens markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise specified. This includes any added injury or stoppage time, but does not include extra time, shootout, or sudden death.

XIII. Table Tennis

1. Players must start for action. Bets are declared void in the event of a stated player being replaced.
2. If a match is interrupted or postponed and is not continued within 24 hours after initial start time all undecided wagers will be deemed no action.
3. Official point deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.
4. In the event a table tennis match not taking place or begins and does not finish, bets on the match which have been unconditionally determined are declared not action.
5. In the event a game is not decided competitively (i.e., a player is given a walkover) bets on this game are declared no action.

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6. If a player or team withdraw prior to the start of an event, the stake wagered on said player/team will be deducted. Payouts on events where participants have withdrawn are subject to deductions to reflect the reduced number of participants.
7. Official score sheets are used for the settlement of all bets. In the event that the official score sheet is incorrect, fubo Gaming may use its own recorded statistics for settlement purposes.
8. Players who are awarded at the podium are declared the event winner for settlement purposes. Any subsequent disqualifications will not overturn the original settlement.

XIV. Olympic Rules (including trials)

1. For wagering purposes, all Olympic winners will be determined by the official IOC Podium results upon a competition's end, and are considered official regardless of protests, reversals, and/or overturned decisions.
2. For match-up props, all participants involved in the match-up must start or the wager will be deemed no action.
3. Match-up winners will be decided by the official finish order.
4. All Olympic wagers will be considered action regardless of date, site/venue, and/or location changes if the event is completed prior to the Closing Ceremonies.
5. All competitors must start for action. Any disqualification occurring on the field of play will be considered a start and will deem wagers action unless otherwise specified.
6. Future wagers are considered action even if the selected athlete does not start.
7. For all Olympic events involving a set length of play, the event must go until at least 5 minutes prior to the predetermined amount of time for action unless otherwise specified.

XV. Cycling

1. Participants must pass the starting line of the respective event/stage for wagers to be considered action.
2. All wagers are settled on the official listings of the governing body at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect wagers.
3. Team classification markets will be settled based upon final standings in time-based classifications.

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4. Matchups will be settled upon the cyclist achieving the highest placing in the specified event/stage.
5. Matchups will be deemed no action if one or both cyclists fail to pass the starting line.
6. If both cyclists in a match-up start, but do not finish a stage/event, then the wager will be deemed no action.
7. If both cyclists in a match-up start, but only one cyclist finishes the stage/event, the finishing cyclist will be deemed the winner.

XVI. In Play Wagers

1. When wagering on in-play/live markets, if the price has moved against the player request the wager will not be accepted but will instead be reoffered at the new price. A price change in the players favor will be automatically accepted.
2. Patrons have the option to change their account settings to accept all price changes. If selected, the patron is agreeing to accept any and all changes made to price, even those not in their favor.

XVII. Parlay/Teaser Rules

1. A parlay bet will be reduced to the next number of teams played if any of the legs of the parlay result in a tie or become no action due to postponement.
2. Teaser bets will be reduced to the next number of teams played if any of the legs of the teaser result in a tie or become no action due to postponement unless the reduction leads to only one leg of the teaser remaining. In this case the teaser will be deemed no action.
3. Teasers are only accepted for football and basketball on pre-match spread and total markets.
4. The maximum number of legs in a teaser is 10 selections except for the case of 10-point teasers in which the maximum number of legs is 6 selections.
5. Teasers for professional/college basketball and football are paid according to the charts found below:

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American Football:

Points				
Selections	6	6.5	7	10
2	-120	-130	-145	-300
3	160	150	130	-140
4	260	220	200	100
5	450	400	350	140
6	700	600	500	180
7	900	800	700	
8	1000	900	800	
9	1500	1200	1000	
10	2000	1500	1200	

Basketball:

Points			
Selections	5	5.5	6
2	-115	-125	-140
3	160	150	130
4	260	220	200
5	450	400	300
6	700	600	500
7	900	800	700
8	1000	900	800
9	1500	1200	1000
10	2000	1500	1200

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XVIII. Game Specific Maximum Payout Limits

Sport	Event	Max Payout Limit
American Football	NFL	\$500,000
American Football	NFL - Pre season	\$500,000
American Football	NCAA	\$250,000
American Football	All other American Football	\$100,000
Baseball	MLB	\$500,000
Baseball	NCAA	\$100,000
Baseball	All other Baseball	\$50,000
Baseball	Korean Baseball Organization	\$1,000
Basketball	NBA	\$500,000
Basketball	NCAA - Men's	\$100,000
Basketball	All other Basketball	\$100,000
Ice Hockey	NCAA	\$50,000
Ice Hockey	All other Ice Hockey	\$50,000
Ice Hockey	NHL	\$250,000
Soccer	MLS	\$400,000
Soccer	ENG: Premier League, Championship; ITA: Serie A; SPA: La Liga; FRA: Ligue 1; GER: Bundesliga; World Cup; Copa America; European Championship; Champions League; Europa League	\$400,000
Soccer	USA: USL; USA: Lamar Hunt US Open Cup; NETH: Eredivisie; POR: Primeira League; GER: Bundesliga 2; ITA: Serie B, SPA: Segunda, FRA: Ligue 2, TUR: Lig 1, AUT: Bundesliga; BEL: First Division A; POL: Ekstraklasse; BRA: Serie A; ARG: Super Liga; MEX: Liga MX; COL: Primera A; JAP: J-League; S KOR: K-League; CHINA: Super League; AUS: A-League; SCO: Premiership; Copa Libertadores; CONCACAF Gold Cup; CONCACAF Champions League	\$300,000
Soccer	All other Soccer	\$100,000
Tennis	Grand Slam/Majors	\$150,000
Tennis	ATP / WTA	\$75,000
Tennis	Davis Cup, Fed Cup/Billy Jean's Cup	\$50,000
Tennis	ITF Match Betting	\$20,000
Athletics		\$25,000
Aussie rules		\$50,000
Boxing		\$250,000
Cycling		\$25,000
F1		\$100,000
Golf	PGA Tour Event	\$250,000
Golf	European Men's Tour, Ryder Cup	\$250,000
Golf	Majors	\$400,000
Golf	All other Golf	\$100,000

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Lacrosse		\$25,000
MMA	UFC	\$250,000
MMA	All other MMA	\$50,000
Motor Sports	IndyCar	\$50,000
NASCAR		\$100,000
Olympics		\$10,000
Rugby Union	Internationals, Six Nations, World Cup	\$100,000
Rugby Union	All other Rugby Union	\$50,000
Table tennis		\$25,000

XIX. Deposits and Withdrawals

A. Deposits

- a. To place Bets or enter certain contests, you must deposit funds in your Fubo Gaming deposit account. These funds will be held in a separate, set off account in the name of our Iowa sports wagering licensee partner.
- b. Funds deposited using a payment provider may take up to a few days to clear before they will appear in the separate, set off account, during which time they will be held in the payment provider’s account.
- c. The funds in your Account are held for your benefit to satisfy any payment obligations you may incur as a result of making wagers on the Service, or using any other products or services We supply.
- d. Interest is not payable on funds in your account.
- e. When you make a deposit, you represent that:
 - i. All money you deposit originates from a payment source of which you are the legal owner;
 - ii. All money deposited by you is free from and not connected with any illegality, and does not originate from any illegal activity or source; and
 - iii. All payments made into your Account are authorized, and you will not attempt to reverse a payment made into your Account or take any action that will cause that payment to be reversed by a third party to avoid any legitimate liability.
- f. You may make deposits using several different methods. For information about each payment option, please see [here](#).

B. Withdrawals

- a. Fubo Gaming employs controls and checks before it processes any withdrawal request to protect the security of customer funds.
- b. Withdrawals can be requested through any of the methods set forth [here](#).
- c. The availability of withdrawn funds is subject to standard banking restrictions.

C. Placing Sports Bets

fubo Gaming Iowa House Rules

- a. You may only bet up to the amount held within your account, the amount allowed by your bank, or the limit in the House Rule, whichever is the least amount.
 - b. Fubo Gaming reserves the right to accept or decline the whole or part of any proposed bet.
 - c. Bets placed by debit card will not be valid until we have received payment, or unless we allow the Bet subject to authorization. If we have not received confirmation before an event commences, the bet is automatically void unless we communicate otherwise to you at the time you place the bet.
 - d. All bets will receive a written confirmation. Once we have confirmed a bet, it cannot be cancelled by the customer. If you have concern regarding whether your Bet has been accepted, you may review all placed and accepted bets in your Account page.
 - e. When you place a bet, you represent you have exercised your own judgement and have not relied on the advice of any Fubo Gaming employee related to any Bet.
 - f. You agree to pay us for all bets placed using or through your Account.
 - g. Fubo Gaming reserves the right to void any or all Bets made by any group of people acting in conjunction with each other, or any individual acting alone, in an attempt to defraud Fubo Gaming.
 - h. In the event of there being a dispute over the time at which a Bet was placed or whether a Bet has been placed, then the time at which it was recorded (if recorded) on the transactional log will govern settlement. If an attempted Bet was not recorded on the transactional log, no Bet shall be deemed to have been placed. You should check your Account balance each time you visit the Services.
- D. Your Rights to Set Daily Limits and Exclude Yourself. You have the right at any time to set daily limits for your gaming activity or to exclude yourself from playing games or placing sports wagers on the Services. Details of how to set daily limits or to exclude yourself can be found [here](#) on the Services as applicable. Should you choose to exclude yourself, you will be opted out of all bonuses in accordance with the applicable bonus terms & conditions.
- a. Any cashable balance in your Account in the amount of one (1) dollar or more will be mailed to you via a check by the 15th day of the calendar month following the calendar month in which you exclude yourself. Should the cashable balance in your account be less than one (1) dollar at the time you exclude yourself, you will automatically forfeit such balance unless you contact Customer Service within seventy-two (72) hours of completing your self-exclusion request to request a check for such balance.
- E. Your Right to Suspend Your Account for a Period of Time Chosen by You. You have the right at any time to suspend your Account for a period of no less than seventy-two (72) hours. Details of how to suspend your Account can be found [here](#).