

# Football GamePool App Rules

## Rules used in pool management

The following are general game rules observed in the processing of GamePool-

### Bets

1. A Game bet consists of two parts, the team to win and by how many points. Game bet can be entered directly in the app or as a GameBet file as long as the betting stage is OPEN. Only one Game bet can be assigned to a player name. This bet can be changed during the OPEN stage of the game
2. The Score bet is the bet on the combined score of the two teams at the end of the game. Only one Score bet can be assigned to a player name. This bet can be changed during the OPEN stage of the game
3. The Lucky Square bet request should be for a specific number of squares. The host may set a limit on the maximum number of squares allowed to a player. This limit is set to 20 as the initial app default.  
GamePool assigns the Lucky Squares at random from the pool of remaining squares that have not yet been assigned to other players. A maximum of 100 Lackey Squares are available in a game. All squares are considered assigned when the game is closed to prepare for scoring. All unassigned squares at that point are assigned (sold) to the host (represented as House).  
Lucky Squares cannot be changed once they are assigned to a player. Players can increase the number of Lucky Squares in their bet but they cannot be decreased.

### Game Stages

GamePool functions in two stages: **OPEN** and **CLOSED**.

Initially a game starts in OPEN stage. In this stage you can add and edit bets. You should keep your game OPEN until all the bets have been made and you are ready to CLOSE the betting and move on to the next stage to enter the scores for the game in progress.

You should try to allocate maximum number of squares (preferably all) to the players included in the game before closing the OPEN betting stage. GamePool will assign all unassigned squares to House at CLOSE of betting making them owned by the host.

It is possible to OPEN a CLOSED game as an option in the Options menu. In doing so the app wipes out all the scores entered thus far.

### Winner Distributions

GamePool distributes the sum of all the amounts bet in each bet category.

The Game winning pot contains the sum of all bets made for the Game bet.

The Score winning pot contains the sum of all bets made for the Score bet.

The total amount considered available for all winners of the Lucky Squares and Super Cross is 100 times the cost of one square as set for this pool. The specific amounts payable to winners in each quarter is based on the distribution criteria established under Settings. The host (House) is assigned the remaining squares that were not assigned to other players. Thus the

host should have the funds for 100 square bets available to be distributed to the winners of Lucky Squares and Super Crosses.

### **Lucky Square winner**

There is a Lucky Square winner in each quarter of the match. The declaration of the winner depends on the team scores at the end of a quarter. The player who has been allocated the Lucky Square corresponding to team scores (Team1,Team2) is the Lucky Square winner in the quarter. Only the last digit of the score is significant in this selection.

For example, let us assume the score in a game quarter is: Team1 7 & Team2 14. The Lucky Square will be 7,4. The player who has 7,4 square will be the winner. This player will receive the pre-established winner payout for this quarter.

### **Super Cross winner**

The squares that surround a Lucky Square horizontally and vertically are Super Cross squares. Each quarter of the match produces two to four Super Cross squares depending on the position of the Lucky Square on the 10x10 game grid.

For example, the Lucky Square 7,4 will produce 4 Super Cross squares whereas the Lucky Square 0,9 will produce 2 Super Cross squares and the Lucky Square 0,4 will produce 3 Super Cross squares.

There is a pre-established amount for each quarter which gets equally divided among all Super Cross square holders of the quarter.

### **Game winner**

GamePool looks for the player or players that picked the winning team with the exact points at the end of the game. The sum of all Game bet amount is equally divided if there more than one such winner. In case of no exact point winner GamePool looks for the player or players that had bet the closest points for the winning team. Equal weight is given to plus and minus variation, e.g. 2 points above the winning spread is treated the same as 2 points below.

### **Score winner**

The final score of both teams is added to get the perfect Score winning amount. Player or players who had bet the combined score to be this number share the Score bet pot. In case of no bet was made for the exact score number GamePool looks for the player or players that had bet the closest score points. Equal weight is given to plus and minus variation, e.g. 2 points above the perfect score is treated the same as 2 points below.

### **What happens when no one had picked the winning team?**

In such rare circumstances the player(s) with the lowest winning points for the other team will be the Game winner(s).

### **Cost of Bets**

This Setting can be used to set the cost of bets for a Game Bet and a Score Bet. Similarly, cost of a Lucky Square can be set.

The valid range of the above costs is from 1 cent to 1000 dollars. Cents should be entered as decimals, e.g. 1 cent as .01

You can also set the maximum number of Lucky Squares that can be allocated to a single player. The initial default is set at 10.

### **Bet Cost Defaults**

The default settings are as follows-

Game Bet \$5

Score Bet \$5

Lucky Square \$1 each

Default maximum limit on squares per player 20

### **Lucky Square and Super Cross Payouts**

The amount of payout to Lucky Square and Super Cross winners is based on the total amount for squares (Lucky Square Cost X 100). This amount is divided into two amounts: payout to Lucky Square winners and payout to Super Cross winners based on a customizable payout percentage. Each of these amounts is segmented for payouts in specific quarters based on customizable percentages. Listed below are the default percentages built in the app. You can change these defaults to customize the game to your liking. To change use the following Settings-

**Lucky Square Payout**

**Super Cross Payout**

### **Default Payouts**

The built-in defaults for payout are as follows-

#### **Lucky Square Payout Allocation**

Squares amount allocated to Lucky Squares 60%

First quarter payout 15%

Second quarter payout 30%

Third quarter payout 15%

Fourth quarter payout 40%

#### **Super Cross Payout Allocation**

Squares amount allocated to Super Crosses 40%

First quarter payout 15%

Second quarter payout 30%

Third quarter payout 15%

Fourth quarter payout 40%