

GAME RULES – POOL MISE-O-JEU

The *Pool Mise-o-jeu* is governed by the BY-LAW RESPECTING FORECAST CONTESTS AND NUMBERS GAMES, which includes limitation of liability.

I) GENERAL RULES

1. Only a person who has an Espacejeux account may participate in the Pool Mise-o-jeu.
2. The results are determined by Loto-Québec, according to the sources it selects, in accordance with the present rules and at a time of its own choice. Loto-Québec does not recognise protest(s), overturned decisions or amended results after it has entered the final result into its system.
3. For the purposes of the rules herein, data related to a player will be “final” when determined or considered as such by the authorities in charge of the event in question and Loto-Québec issues an official result for that data.
4. Loto-Québec may, at any time and at its discretion, refuse to accept wagers and perform a transaction relating to any entry which it may determine.
5. ONLY ENTRIES REGISTERED IN LOTO-QUÉBEC'S CENTRAL COMPUTER SYSTEM WILL PARTICIPATE IN THE GAME.
6. Duly registered entries may not be cancelled.
7. Loto-Québec provides no guarantee, express or implicit, regarding the accuracy, completeness, validity or timeliness of statistics and factual information displayed on the Pool Mise-o-jeu website, which are provided for information purposes only. Loto-Québec reserves the right to remove, change or update, at its sole discretion and without notice, all or part of the available content. Loto-Québec declines all responsibility for any decisions participants may make regarding the Pool Mise-o-jeu.
8. The Pool Mise-o-jeu does not imply in any way whatsoever that Loto-Québec is authorized, sanctioned or sponsored by a sports league, a team or other body, or by a player, athlete, personality or other person or related entity.

II) SPECIFIC RULES – WEEKLY POOL MISE-O-JEU

1. To participate in the weekly Pool Mise-o-jeu, an eligible person must create a hockey team on Espacejeux.com during the registration period determined by Loto-Québec for a given week (the “Game Period”). The hockey team must be made up of fourteen (14) players, i.e. eight (8) forwards, four (4) defencemen and two (2) goalies (the “Team”).

2. The participant's Team must have a payroll with a total value of one hundred (100) points. Each player's point salary will be determined by Loto-Québec. That salary may vary during the season, but will remain the same for the Game Period underway. For the purposes of the Specific rules – weekly Pool Mise-o-jeu, “season” means the entire National Hockey League season, including the playoffs.
3. The cost of one entry is \$10 and includes only one (1) Team.
4. During the registration period, a participant may make as many changes to his Team as he wishes.
5. No player Trades are allowed during a Game Period.
6. Throughout the Game Period, each Team player will earn points according to his performance as follows, regardless of the hockey team for which he plays during the Game Period:
 - a. Forward and defenceman:
 - One (1) point for a goal
 - One (1) point for an assist
 - b. Goalie:
 - Two (2) points for a win
 - One (1) point for a shutout
7. Each week, Loto-Québec will create groups according to the number of participants in the weekly Pool Mise-o-jeu for a particular Game Period. The number of participants per group will not exceed twenty (20) participants and may vary from one group to another for a same given week, according to the total number of registered participants. The participant in each group who accumulate the most points wins a \$100 prize, the second highest score wins a \$40 prize and the third highest score wins a \$10 prize. In addition, each of those participants will receive an entry for a draw to win a prize in the *Weekly Pool Podium* promotion. Certain conditions apply. Complete promotion rules are available at poolmiseojeu.com or upon request.
8. Only final data during a Game Period will result in points earned for the purpose of the ranking for the Game Period underway.
9. In the event of a tie between two (2) or more participants in the weekly ranking, the following tie-breaking rules will apply, in order:
 - a. 1st tie-breaker: The participant whose Team players have played the fewest games during the Game Period wins the rank in question;
 - b. 2nd tie-breaker: In the event that the number of games played is identical, the participant whose Team players have scored the most goals during the Game Period

wins the rank in question. Note that for the purposes of this rule, a player is deemed to have taken part in a game if he played at least (1) second in said game;

- c. 3rd tie-breaker: In the event that the number of goals scored is identical, the participant whose Team goalies have won the most games during the Game Period wins the rank in question.

If, following the application of the tie-breaking rules, the tie remains, the concerned participants will share the prize equally.