

# Meeron

## Meeron Linked Games

### Players' Rules

#### INTRODUCTION

The Meeron Linked Games are, like all other bingo, played under the provisions of the Gambling Act 2005. Players should always gamble responsibly and play the Meeron Linked Games within their limits. For more information and advice visit [www.gambleaware.co.uk](http://www.gambleaware.co.uk)

The Meeron Linked Games are organised for participating licensed bingo clubs by Meeron Ltd whose address is Lexham House, 75 High Street North, Dunstable, Bedfordshire LU6 1JF.

However, Meeron Linked Game tickets are sold (or supplied) to players only by participating clubs under the arrangements set out in these Players' Rules.

During the playing of the Meeron Linked Games these Players' Rules supersede the house rules in all participating clubs. However, they do not affect any other terms of the contract between the player and a participating club for the sale (or supply) to the player of Meeron Linked Game tickets.

#### **Rules relating to Cashpot and Mega Link Games.**

The Game will be known as the 'Meeron Linked Game' (MLG)

The MLG will be played in accordance with the provisions of the Gambling Act 2005, it will be played via the Digital Link System.

"The Organiser" of the Meeron Linked Game (MLG) is Meeron Ltd, Lexham House, 75 High Street North, Dunstable, Beds, LU6 1JF and will herein be known as 'The Organiser'.

“Calling Club” means the Club designated by the Organiser to call the numbers to Participating clubs. Only the Calling Club will open and close the MLG and declare the wins.

“Manager/Management” means in respect of each Participating Club either a Manager of that club appointed by the Operator or the individual (whether the Operator or one of the Operating Staff) who performs the functions of the Manager in relation to the operation of the MLG.

1. On each playing of the MLG, the winner of the Prize, where declared, or any other authorised game, will be the Player (or Players) who has a valid claim on the lowest number of calls.

2. ‘One Line Prize’ means the prize first played for in the MLG(s)

‘Two Line Prize’ means the prize played for after a valid One Line prize winner has been found.

‘Full House prize’ means the prize played for after a valid Two Line winner has been found.

3. The MLG will be played in each of the participating clubs at the announced time and will be called and checked in each club via the Digital Link System. The MLG will be called by the Calling Club.

4. The MLG can be played, either in the traditional way using paper MLG tickets or on electronic bingo terminals using electronic MLG Tickets or a combination of the two as decided at each participating club. For the purposes of these Players’ Rules, where it is not specifically described as a paper ticket or an electronic ticket, a reference to a MLG Ticket is a reference to both a paper and an electronic and a reference to “EBT” includes the electronic bingo terminal on which the Player plays the MLG, the equipment associated with that terminal (wherever it is situated) and all relevant software.

5. The playing of bingo using an EBT will be in accordance with the ‘Code of Practice’ issued by the Bingo Association and the Gambling Commission for Great Britain covering the use of one or more EBT’s in so far as the Code of Practice applies to the playing of the MLG.

6. During the playing of the MLG these Rules supersede House Rules.

7. Only customers of participating clubs are eligible to take part in the playing of the MLG. Customers purchasing MLG ticket(s) become Players of the MLG.

8. Players must check when they buy their MLG Tickets that all numbers are legible. If playing on an EBT, players must check that the EBT on which the electronic tickets are to be played appears to be operating properly. If the EBT

appears not to be operating properly then the Player must contact the Manager. Failure to follow these procedures may render the prize null and void.

9. The MLG is played live as One Line Game, a Two Line Game and a Full House Game or any other combination of prize configuration. The numbers called are a random sequence. The same sequence will be transmitted to each participating club and will be called by a Calling Club (appointed by the Organiser) via the Digital Link System.

10. Before the MLG is played, Players will be notified of the amount of the One Line Prize, Two Line Prize, Full House Prize, or any other format, if played. The amount of all prize money is subject to check, validation and adjustment by the Organiser and all participating clubs completing the MLG. Should a participating club fail to complete the MLG prizes will be adjusted to the value of the stake returned to all non-completing clubs.

11. The numbers will be called three times using the proper name first e.g. ('twenty one', two and one', 'twenty one'). Once any syllable of the number has commenced to be called that call number must be completed and shall be deemed to be the last number called.

12.

Paper Ticket(s)

Players must mark off the number called on their ticket(s) in such a way that the ticket(s) can be easily checked, thus avoiding the possibility of a dispute. The Serial, Plate and Pattern number (all ticket identification numbers) on all tickets must remain legible at all times.

Electronic Ticket(s)

Players playing with electronic MLG Tickets must operate the EBT in the appropriate manner so that it will in consequence mark off the numbers called on the ticket display of the EBT unit.

13. It is the responsibility of Players to stop the playing of the MLG so that a ticket claimed to be a winning ticket is checked before the next number is called.

14. In the event of a MLG being played for any of the One or Two Lines and, whilst checking the claim, it is found that the Player has not only completed the One or Two Lines but has also completed the Full House, then that Player shall only be entitled to the One or Two line prize respectively. At least one additional number must be called before after a one-line has been completed and before the two-line is claimed and after the two-line has been completed and a full House prize is claimed.

The responsibility to stop the MLG remains entirely that of the Player.

15. When a claim is made the Calling Club must be satisfied by making enquiry from the stage that there are no further claims. The claim(s) shall be checked and before the MLG is closed the caller shall make one last enquiry for any further claimant(s).

16. Should there be more than one winner for any prizes; the prize money shall be divided equally between each validated win.

#### 17. INVALID GAME/WINNER

An “Invalid Game/Winner” is one where the Organiser reasonably determines that the chances of winning the Game were not equally favourable to all Players or that it was an Invalid Game/Winner for some other reason.

The consequence of an Invalid Game/Winner shall be reasonably determined by the Organiser depending on the circumstances in each case. If the Organiser reasonably determines that an error has been made by the Club Manager and/or by any Member of the Operating staff the Operator shall forthwith comply with any such reasonable direction as the Organiser may issue whether in regard to the payment of Prizes or otherwise.

If the One Line, Two Line, Full House or Jackpot, or any other prize winner is, for any reason, disqualified then the prize money related to those wins will be reallocated.

In the event that a Full House winner is proven invalid, the prize will be awarded to the Two Line winner. In the event that the Two Line winner is proven to be invalid then the prize will be awarded to the One Line winner. In the event that the One Line winner is proven to be invalid then the prize will be awarded to the Two Line winner.

In the event of an Invalid Game/Winner, for whatever reason, the Organiser will withhold the payment of prizes and will ensure that all circumstances are investigated. All complaints arising from the declaration of an Invalid Game/Winner will be subject to the Bingo Association's Gaming Disputes Procedure, details of which are available from your Club Manager, or alternatively via the Organiser's Website or via request to the Organiser's Compliance Department at the address detailed above.

Invalid Game/Winners and disputes will be the subject of investigation by the Organiser's Compliance Department.

Ex-gratia payments will be subject to the approval of The Organiser

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In the event of a duplicate ticket being issued, either paper or electronic, resulting in duplicate claims all claimants will equally share the declared prizes, subject to the condition that duplicate tickets were present during the game due to a mistake and that they had not been deliberately placed there.

18. Anyone under the age of 18 is barred from playing the MLG.

Anyone in the opinion of the Manager who appears to be under 18 and fails, despite one request to do so, to provide proof that they are over 18 years of age (such proof may include a passport, driver's license or such documentation that the participating Club Manager feels appropriate). Any such person who would have otherwise qualified for any MLG prizes will not qualify to receive such prizes.

19. If a participating club, for whatever reason, is not able to participate in the playing of the MLG after selling tickets it will play a House Game and that House Game will be conducted in accordance with local House Rules and will be for the net full stake money.

20. In cases of dispute and as to the checking and validity of a claim the Player must instigate the Bingo Association's Gaming Disputes Procedure, a copy of which is available on request from the participating Club's Manager, or alternatively via the Organiser's Website or via request to The Organiser's Compliance Department at the address detailed above.

23. The distribution of prizes to be won in the MLG will be decided by The Organiser.

24. If the Organiser is forced to abandon the MLG, participating clubs will play in-house Games.

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These Rules supersede all previous MLG Players' Rules.