



Section 1: Background

The following table represents a full and complete list of approved wager offerings pursuant to Iowa Administrative Rule 13.3. Any wager offering not explicitly stated below for which a sports wagering facility operator or advance deposit sports wagering operator would like to offer must be submitted by application to the Commission for investigation and approval.

Unless explicitly stated below, individual athlete and/or “prop” wagers and bets are NOT pre-approved and must therefore be submitted to the Commission for investigation and approval. Once a “prop” wager has been submitted and approved for one sport/league or operator, then said wager will become available to all operators under the conditions approved and subject to rule 13.3(2).

Written approval for all wager types is required prior to the offering of the wager. Once a wager has been approved, it is available to all operators under the conditions approved and subject to rule 13.3(2); before offering a wager, each individual operator must also receive Commission approval for its house rules regarding: the payout information, definition of an official contest, and source of information used to determine the outcome.

The latest updates to this document were published on **February 26, 2025**. A summary of recent version updates to this document can be found in the footer.



Section 2: Approved Wager Offerings Table

Sport/League	Moneyline	Point Spread	Totals	Futures	Head-to-Head	Scaled Results Betting*	Team Props	Player Props	3-Way Bets
Athletics: World Athletics Competitions & Associations: AAA, CAA, CONSUDATLE, EAA, NACAC, OAA	X		X	X	X		X	X	
Australian Rules Football: Australian Football League	X	X	X	X					X
Badminton: Badminton World Federation Tour (Super 300 events and above)	X		X	X	X		X	X	
Baseball (domestic): Major League Baseball (MLB); NCAA Baseball	X	X	X	X	X**	X	X**	X**	X
Baseball (international): Nippon Professional Baseball (Japan); World Baseball Classic	X	X	X	X		X	X		X
Basketball (domestic): FIBA Confederations member countries first-tier events (men, women); NBA; WNBA; NCAA Basketball (men's and women's); Big3; Unrivaled Basketball League (3v3 and 1v1 contests)	X	X	X	X	X**	X	X**	X**	X
Basketball (int'l): FIBA World Cup (men, women); FIBA EuroBasket (men, women); FIBA Basketball Champions League (men, women); EuroLeague (men, women)	X	X	X	X		X	X		X
Combat Sports: UFC; Bellator MMA; PFL MMA; North Iowa Fights MMA; Dana White's Contender Series	X	X	X	X		X		X	
Combat Sports: Kickboxing (general); Spectation Sports MMA	X		X	X				X	
Combat Sports: Boxing (general); Bare Knuckle Fighting Championship	X		X	X				X	X
Cornhole: ACL Pro Division	X			X					
Cricket: ICC Test Matches; ICC One Day Internationals; ICC Twenty20 World Cup; The Hundred (men, women); Major League Cricket	X	X	X	X			X	X	
Cycling: International Cycling Union (UCI) Confederations & Events	X			X	X				
Field Hockey: NCAA Field Hockey	X	X	X	X	X**		X**	X**	
Football: NFL; NCAA Football; CFL; UFL	X	X	X	X	X**	X	X**	X**	X
Golf: PGA; LPGA; European; Korn Ferry; Champions; LIV Golf; The Showdown series; TGL	X	X****	X	X	X	X	X	X	X
Golf: NCAA (men's and women's)	X			X**		X**	X**	X**	
Handball (continental): Men's and women's team tournaments for CAHB, AHF, EHF, NACHC, OCHF, SCAHC	X	X	X	X	X		X		
Handball (int'l): International Handball Federation senior-level tournaments (men, women)	X	X	X	X	X		X		
Ice Hockey: IIHF World Championships (men, women); Champions Hockey League; KHL	X	X	X	X		X	X		X
Ice Hockey: NHL; NCAA Hockey	X	X	X	X		X	X**	X**	X
Jai-Alai: Magic City Jai-Alai	X	X	X	X					
Lacrosse: Premier Lacrosse League; National Lacrosse League; NCAA Lacrosse	X	X	X	X		X	X**	X**	X
Olympic Games (team events only)	X	X	X	X	X	X	X	X (no U-18s)	X
Racing: Formula 1; IndyCar; NASCAR (Cup; Xfinity; Trucks series); NHRA (Professional classes); SRX Racing; Nitro Rallycross (Group E); AMA Supercross (450 Premier); MotoAmerica (Superbike)	X			X	X	X	X	X	
Rowing: NCAA Rowing	X			X	X**		X**	X**	
Rugby: World Rugby Union Members & Events: Rugby Africa; Asia Rugby; Rugby Europe; Rugby Americas North; Sudamérica Rugby; Oceania Rugby; Rugby Sevens; Rugby World Cup; Six Nations Rugby; Premier Rugby Sevens; Rugby Super League; National Rugby League Premiership; State of Origin Series	X	X	X	X		X	X	X	X
Sailing: SailGP	X			X	X		X		
Skateboarding: Street League Skateboarding (men)	X			X	X			X	
Soccer (continental): CONCACAF Champions Cup (men, women), Central American Cup, Leagues Cup; CONMEBOL Copa Libertadores, Copa Sudamericana; UEFA Champions League (men, women), Europa League	X	X	X	X		X	X	X	X
Soccer (domestic): FIFA Member Associations first-tier (men, women) and second-tier (men) events (Ex.: MLS, NWSL, USL Championship in United States); NCAA Soccer (men's and women's)	X	X	X	X		X	X**	X**	X
Soccer (int'l): FIFA World Cup (men, women); FIFA Intercontinental Cup; FIFA World Cup qualifying (final stage); AFC Asian Cup (men, women); CAF Africa Cup of Nations (men, women); CONCACAF Gold Cup (men, women), Nations League; CONMEBOL Copa America (men, women); UEFA Euro (men, women), Nations League; UEFA Euro qualifying	X	X	X	X		X	X	X	X
Softball: Athletes Unlimited Softball; NCAA Softball	X	X	X	X	X**	X	X**	X**	X
Table Tennis: ITTF sanctioned events; TT Star Series	X	X	X	X					
Tennis: Grand Slams; ATP; ATP Challenger Series; WTA; WTA125; ITF; Davis Cup; Billie Jean King Cup; Hopman Cup; Grand Slam Tennis Tour Matchplay 120; UTR Pro Tennis Series; World Team Tennis; US Pro Tennis Series	X	X	X	X			X	X	
Tennis: NCAA (men's and women's)	X	X	X**	X**			X**	X**	
Volleyball (domestic): NCAA (men's and women's)	X		X	X		X	X		
Volleyball (domestic): Pro Volleyball Federation	X	X	X	X	X		X	X	
Volleyball (int'l): FIVB national team matches; Volleyball World Beach Pro Tour Elite 16 (men, women)	X	X	X	X	X		X	X	
Water Polo: NCAA Water Polo	X			X	X**		X**	X**	
Wrestling: NCAA Wrestling	X	X****	X****	X****	X**	X	X**	X**	
Wrestling: International Sumo League	X		X	X					

***Note:** Scaled results betting determines outcomes and payouts based on the degree to which a bettor wins or loses on a given wager.

****Note:** Player proposition wagers and head-to-heads do NOT include placing a wager on the performance or nonperformance of any individual athlete participating in a single game or match of a collegiate sporting event in which a collegiate team from this state is a participant, per Iowa Code 99F.1(29). Player Proposition wagers for individual athletes from colleges in the state of Iowa are strictly prohibited.

*****Note:** Approved for team events only. ******Note:** Approved for match play only.

RECENT UPDATES: 02/26/2025: Point-spread wagering for MMA leagues added; NFL Combine sport-specific note added; general formatting adjustments. 02/10/2025: Pro Volleyball Federation spread markets approved; Unrivaled basketball MVP, 1v1 markets added. 01/16/2025: FIFA Intercontinental Cup added, Confederations Cup replaced; Unrivaled women's basketball added.



Section 3: Wagers with Limits

In some circumstances, a particular league will be authorized for wagering, but with wagering limits imposed. The specific wagering limit is specified for each league. Operators are not authorized to offer or accept wagers with stakes above the listed wagering limit.

Sport/League	Wagering Limit	Moneyline	Point Spread	Totals	Futures	Head-to-Head	Scaled Results Betting*	Team Props	Player Props	3-Way Bets
Korean Baseball Organization (KBO)	\$1,000	X	X	X						
Professional Bowlers Association Tour (PBA)	\$500	X	X		X	X			X	
Professional Bull Riders (PBR)	\$500	X		X	X	X				
Women's Professional Hockey League (WPHL)	\$500	X	X	X	X			X	X	X
Indoor Football League	\$250	X	X	X	X			X		
Putt Tour/US Pro Minigolf Association	\$250	X			X			X	X	

*Note: Scaled results betting determines its outcomes and payouts based on the degree to which a bettor wins or loses on a given wager.

Section 4: Trial Periods

In accordance with Administrative Rule 13.3(1), the Commission may allow a trial period for a particular set of wagers. In these instances, operators will be allowed to offer the specified wager types for a predetermined amount of time. Typically, trial periods will last 60 or 90 days, but the exact time restrictions on trial periods can be found on this document. Operators who elect to offer trial wagers will be subject to the following additional requirements:

- **Initial Notification:** Operators must notify the Commission before offering trial wagers. Notifications must include all wager types and events that may be wagered on during the trial period. Notifications must be sent to irgceventwagering@iowa.gov and the appropriate local gaming representative.
- **Status Updates:** Operators must provide status updates to the Commission with a summary of betting activity and any other information as required by the Commission. Include the total number of wagers, amounts wagered, user ID or name of the player making the wager, operator's net win, patron complaints or concerns, and any integrity concerns or other relevant insights. Additionally, all wagers equal to or above \$2,500 must be highlighted on the report. Updates shall be submitted to the Commission on the first business day of every month and shall include all wagers placed in the trial period's lifetime. Updates must be sent to irgceventwagering@iowa.gov.

There are currently no active trial periods.

Section 5: General Market and Action Wagering Notes

All-Star Games and Exhibition Matches

- Except as noted elsewhere in this document, wagering on friendly/exhibition/pre-season, post-season, and all-star contests is authorized, as long as the specific wagers for such games are included in the approved wagers list and the governing body overseeing the match can be identified. Moneyline, head-to-head and proposition wagering on skills-based competitions in tandem with all-star games is authorized, as long as results are based on official statistics from the game's governing body. (Ex.: Player X's Hardest Slapshot measured by NHL data; Player Y vs. Player Z's longest home run judged by MLB statistics; etc.)
- All-star games or skills-based contests that feature players from minor leagues or subordinate developmental leagues are not authorized. For example, the NBA Rising Stars and All-Star Skills Challenges are not authorized because players who primarily participate in the NBA G-League compete as representatives of a G-League-represented team. The MLB All-Star Futures Game is not authorized because rosters are composed of participants from MiLB teams.

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Section 5: General Market and Action Wagering Notes (continued)

Coin Tosses

The Commission considers coin tosses to be sports-related events, per Iowa Code 99F.1(28), and are permissible for wagering.

Game Totals

The approval of totals or over/under wagers includes wagers which would be placed on totals or over/under markets set for specific periods or in-game wagering, including but not limited to: halftime, quarter, inning, and period totals. Correct score wagers, or “results betting,” is also approved in relation to the score of a game or match at clearly defined intervals.

Head-to-Head Wagers

Head-to-head wagering refers to bets placed on events in which there are two or more competitors whose results or statistics could be similarly compared, but where the bettor selects one of the competitors to best the other(s) in the prescribed event or statistic. It is possible that the overall winner or leader of said event or statistic in a game, match or tournament could hold no weight in determining the outcome of a specific head-to-head wager.

Impermissible Prop Wagers

The Iowa Racing and Gaming Commission strives only to permit sports wagers that maintain decorum and good taste of sporting events and uphold overall event integrity. Examples of impermissible propositions include, but are not limited to:

- **Inherently objectionable wagers** (Will any player suffer an injury; time an injured player will miss; will any player be ejected from a game; will a player be arrested/suspended in or out of season; etc.)
- **Officiating-related wagers** (When will first penalty flag be thrown/foul be called; how many flags will be thrown/fouls be called; what type of infraction will be the game’s first accepted penalty; will a player receive a yellow/red card; how many bookings will take place in a half/game; what will be the result of the first coach’s challenge; etc.)
- **Pre-determined and transactional markets** (who will be the starting quarterback for X team; will a player be traded in/out of season; which coach(es) will be hired/fired; general roster decisions, etc.)
- **Result of first-play markets** (opening kickoff outcome; first play from scrimmage to be a run/pass; etc.)
- **Negative outcomes determinable by one person in one play:** Generally, wagers that would theoretically encourage individuals to act against their own interest or the best interest of their team are impermissible. (Examples: Kicker to miss a field goal attempt/kick a ball out of bounds; a quarterback’s first pass to be incomplete; a running back’s first carry to be under X yards; a running back to fumble; a player to miss an individual free throw; a tee shot to miss the fairway/green; a golfer to miss a putt; a player to serve a double fault; etc.)
- **Individual point/pitch/shot markets in badminton, baseball, golf, tennis, volleyball**

Individual and Team Awards

Individual player and coaching awards are generally permissible market categories within approved leagues MLB; MLS; NBA; NCAA Division I sports; NFL; NHL; and WNBA:

- **End-of-season awards markets** (MVPs, Cy Young, Heisman Trophy, etc.);
- **Postseason and in-season tournament awards markets** (ALCS/NLCS MVP, NCAA Most Outstanding Player, Super Bowl MVP, NBA Cup MVP, etc.)
- **All-star game MVPs**

The same general market categories are available in other Commission-approved leagues where awards are voted on by individuals covered in the approved league’s integrity policy. If voters consist of individuals outside the league’s purview, then the Commission may request additional information, including but not limited to evidence demonstrating that voting is collected in one of the following manners:

- by individuals covered under the league’s integrity policy;
- where an independent third party is required to maintain the confidentiality of the voting outcome until such time the award is announced;
- or if it can be demonstrated that votes are collected and tallied in a manner that will ensure the confidentiality of the voting outcome until such time the award is announced.

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Section 5: General Action and Market Wagering Notes (continued)

Individual and Team Awards (continued)

Otherwise, **individual awards markets for regular-season contests must be submitted to the Commission** for evaluation and approval. **Team awards markets must be submitted to the Commission** for evaluation and approval. Approved markets are: ACL man, woman, doubles team of the year; AFL Rising Star; NBA all-rookie, all-defense, all-NBA teams; Unrivaled MVP.

International Team Tournaments and Events

For international team events (i.e. country vs. country), only competitions involving senior national teams are permissible. Neither fully age-restricted tournaments (UEFA Under-21 Championship, FIFA U-20 World Cup, IIHF World Juniors, etc.) nor individual matches involving non-senior level teams (U.S. men's U-23, U-20 soccer national teams, etc.) are authorized.

Player Propositions

Common approved player proposition wager types include, but are not limited to:

- **Futures/outrights**
- **Full game team/individual totals** (Total yards amassed, total points scored, etc.)
- **Partial game team/individual totals** (Player X scores more than 15 points in first half, etc.)
- **Golf statistics** (Front/back nine totals, end-of-round leaders, etc.)
- **Place betting for individual sports** (top-5 finish, or top-10, 20, 30, 40, etc.)

Premier Division/League Wagers

Generally speaking, wagers are only allowed to be placed on the "premier" leagues for respective sports and NOT subordinate developmental leagues. For example, MLB wagers are permissible; MiLB wagers are NOT permissible. NBA wagers are permissible; NBA G-League wagers are NOT permissible. USL Championship league events are permissible; USL League One, USL League Two, and Super Y League events are NOT permissible.

Professional Sports Drafts and Draft Lotteries

Wagers offered on the MLB, NBA, NFL, NHL and WNBA drafts and their corresponding draft lottery results are generally approved. Other draft markets that are approved at this time include MLS and the Premier Lacrosse League.

Additional sports drafts can be submitted to the Commission for evaluation and must be submitted within five business days prior to the event's start date. Examples of permissible draft market areas include, but are not limited to:

- **Individual overall selection** (Nos. 1, 2, 3, etc.), or exact draft order of top X selections
- **Common over/under wagers** (player's draft selection order, number of players taken by position in a given round, number of players taken from a given team or conference, etc.)
- **First player selected by a given team**
- **Position of a given team's first selection**
- **First player drafted at a given position**

All professional sports draft and draft lottery markets must be closed for wagering 24 hours prior to the start of the event and cannot be reopened for subsequent rounds or days in which the event may be held.

Speculative Matchups

Offering odds and accepting wagers on conditional events that may or may not later be officially scheduled or played is not authorized. (Ex.: Team A vs. Team B point-spread matchup for the Super Bowl prior to the participants being officially determined, with wagers voided if that matchup does not take place.)

Tattersalls Rule 4/Post-Wager Odds Adjustments

The so-called Tattersalls Rule 4 and equivalent processes of potential post-wager deductions in individual or futures wagering are not permissible. In baseball, "action" markets are permissible for post-wager odds adjustments in the event of an alternate starting pitcher only if corresponding "listed" markets are also made available to players in which a non-starter results in a voided wager.

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Section 5: General Action and Market Wagering Notes (continued)

Three-way Betting

Three-way betting (win, loss, or draw) is permissible in limited categories, specifically for events with three possible partial or final outcomes (Team/Player X will win, Team/Player Y will win, both teams/players will draw at end of game/half/period).

Section 6: Sport-Specific Wagering Notes

Badminton

Moneylines for badminton include wagering on matches and games. Point-by-point markets are not approved.

Baseball

Moneylines for baseball include wagering on innings and plate appearances. Pitch-by-pitch markets are not approved.

Combat Sports

IRGC does not review every individual boxing, kickboxing or mixed martial arts match for approval. The following criteria should be followed before offering wagers on any given fight: all fighters are paid for their participation in the fight; the fight must be at the premier level; fighters are all 18 years of age or older; the fight has judges and official scoring; the fight is sanctioned by the jurisdiction's sanctioning body, and the sports wagering operator has access to contact information for the respective sanctioning body should there be a need to contact them.

Football

- Wagering on any portion of the NFL Pro Bowl Games is not currently authorized.
- Wagering on the NFL Combine is authorized for grouped superlative future wagers only (i.e. X player to run the fastest 40-yard dash, over/under Y repetitions as the highest bench press total for any player, etc.). Proposition or head-to-head wagers on a single individual's performance in Combine events are not authorized.

Golf

- Moneylines and proposition wagers include wagering on tournaments, rounds and holes. Shot-by-shot markets are not approved, either individually or in a grouped format (i.e., all players in a given group to hit the fairway).
- Wagering within professional sporting events on a player designated as an amateur by a governing body is permissible only for futures markets (i.e. to win or place in the top X positions). Negative-outcome futures wagers (i.e. to miss the cut or not place in the top X positions), individual proposition wagers (i.e. hole-by-hole or round scores) and head-to-head wagers involving these players is impermissible.

NCAA Sports

Where wagering on NCAA sports is authorized, the authorization includes athletic programs competing in Division I (FBS and FCS), Division II, and Division III. Point-by-point markets are not approved for volleyball.

Olympic Games

- Wagering on individual events is prohibited unless all participants are over 18 years of age. Wagering on individual finals is prohibited if under-18s participated in earlier heats or rounds. Individual events are events in which outcomes are assigned or specified to an individual person. Partner-based events (doubles tennis, pairs figure skating, etc.) are considered team events. Team medal events composed of individual performances are considered team events.
- Market variations involving a country's total medal count are not permitted. Examples in this area include, but are not limited to: the country to win the most gold medals; country vs. country head-to-head medal counts; a country's total medal count; or a country's medal performance in a particular discipline (track events, swimming, speed skating, etc.).
- Player proposition wagers for any Olympics event are allowed only for participants ages 18 and over who are in an individual or team event that is permissible for wagering.



Section 6: Sport-Specific Wagering Notes (continued)

Soccer

General futures wagering on any participating team to win a multi-division domestic tournament (e.g., FA Cup, U.S. Open Cup, etc.) is permissible. However, wagering is impermissible under all circumstances for an individual match or game prop in which one or more teams in the match is outside the first (men, women) or second (men) tier of an approved league.

Tennis

Moneylines for tennis include wagering on matches, sets, and individual games. Point-by-point markets are not approved.

Volleyball

Moneylines for volleyball include wagering on matches and sets. Point-by-point markets are not approved.

Section 7: In-Game Wagering

In-game wagering is approved for wager types that are explicitly stated as approved on the Offerings Table (i.e., an alternative spread wager during a timeout of an NFL game; mid-first quarter moneyline wager on NFL game, etc.).

The sportsbook or vendor has the discretion to select when and how these in-game wagers may be offered, presuming the wager falls under an already approved wager type. The sportsbook or vendor is in charge of setting its in-game wager limits and ensuring the limits do not exceed those set by the Commission for certain approved leagues in Section 3.

Section 8: Sports Wagering Pools

The Commission has authorized pools as a form of wagering in Iowa. Before offering any type of sports wagering pool, operators must contact irgceventwagering@iowa.gov for additional instructions regarding revenue reporting and other items.