

HEALTHYLINEUPS LLC — CONTEST RULES

Last updated: July 31, 2026

These Contest Rules (“Rules”) govern participation in skill-based fantasy sports contests offered through the HealthyLineups mobile application (the “App”) by HealthyLineups LLC (the “Company,” “we,” or “us”). These Rules supplement, and are incorporated into, our Terms of Service. Capitalized terms not defined here have the meanings given in the Terms of Service.

By entering a Contest, you agree to these Rules as they apply to that Contest.

1. Contest Overview

HealthyLineups contests are peer-to-peer, skill-based fantasy sports contests tied to real-world sporting event slates. Participants construct fantasy lineups using a position-group selection model: rather than drafting individual athletes, you select entire positional units from professional or collegiate teams (for example, a team’s running back group or wide receiver group). Scoring reflects the aggregate statistical performance of all athletes within each selected position group during the applicable contest period.

Contests feature a fixed, disclosed entry fee, a pre-established scoring methodology, and a predetermined prize structure, including minimum guaranteed prizes where applicable. The Company retains a disclosed administrative fee from certain contests. HealthyLineups does not offer sportsbook wagering, point spread betting, or any house-banked gaming product.

2. Eligibility & Entry

Paid contest entry is available only in Eligible Locations and to users who satisfy age, identity, location, AML/KYC, and responsible gaming requirements described in the Terms of Service and related policies. You must complete lineup submission before the published contest lock time. Late entries are not accepted.

One account per person is permitted. Collusion, multi-accounting, bots, and any attempt to manipulate contest integrity are prohibited.

Casual paid contests are subject to Experts League / ExpertLineups promotion rules designed to protect everyday fans. Unless a different threshold is published in the App or required by law, a user is permanently promoted out of casual paid Contest eligibility on HealthyLineups when either (a) net profit from paid Contests reaches or exceeds one hundred dollars (\$100) during a rolling twelve (12) month period, or (b) annualized profit pace from paid Contests in that rolling period reaches or exceeds one hundred dollars (\$100) after a published minimum sample of activity. Users may also self-identify as expert competitors on the Account page to request consideration for ExpertLineups contests. Once promoted for profit, pace, known-shark, or equivalent permanent reasons, casual paid Contest eligibility on HealthyLineups does not resume if rolling profit or pace later falls. While ExpertLineups contests are launching, promoted users may continue participating in free Contests. This policy is intended to preserve balanced competition for everyday fans and is separate from tax reporting, KYC, AML, fraud, responsible gaming, or other account restrictions.

Before entering paid Contests, each user must set a 2-week max loss limit on the Account page. If the user’s net loss from paid Contests over any rolling fourteen (14) day period reaches or exceeds that self-selected limit, paid Contest access enters a temporary cooldown for the account until the user’s rolling fourteen (14) day paid-Contest net loss falls below the selected limit. During the cooldown, users remain able to play free Contests where available unless separately restricted. This max-loss cooldown is not a permanent paid-contest closure.

3. Lineup Construction & Lock

Each contest specifies the number of position-group slots, salary cap constraints, and eligible teams or athletes for the slate. Your lineup must fill every required slot without exceeding the salary cap. Once submitted and eligible, your

lineup locks at the contest lock time. You may edit an unlocked lineup before lock; each material lineup change updates the timestamp used for tiebreakers (see Section 8).

4. Scoring

Contest scoring uses a pre-disclosed system based on objective, publicly available statistics from the underlying sporting events. For position-group contests, fantasy points for each selected group equal the sum of applicable scoring events recorded by all athletes in that group during the contest period. The applicable scoring table is determined by the sport tied to that contest.

4.1 NFL & NCAA Football (Full PPR)

Passing: passing yards (+0.04 per yard), passing touchdowns (+4), passing two-point conversions (+2), interceptions thrown (-2).

Rushing: rushing yards (+0.10 per yard), rushing touchdowns (+6), rushing two-point conversions (+2).

Receiving: receptions (+1), receiving yards (+0.10 per yard), receiving touchdowns (+6), receiving two-point conversions (+2).

Other: fumbles lost (-1), kick/punt return touchdowns (+6).

4.2 NBA

Points scored (+1), rebounds (+1.25), assists (+1.5), steals (+2), blocks (+2), turnovers (-0.5), three-pointers made (+0.5).

4.3 MLB

Hitting: singles (+3), doubles (+5), triples (+8), home runs (+10), runs batted in (+2), runs scored (+2), walks (+2), hit by pitch (+2), stolen bases (+5), caught stealing (-2).

Pitching: innings pitched (+2.25 per inning), strikeouts (+2), wins (+4), earned runs (-2), hits allowed (-0.6 per hit), walks allowed (-0.6 per walk), hit batters allowed (-0.6 per HBP).

4.4 Soccer

Goals (+10), assists (+6), shots on target (+1), total shots (+0.5), clean sheets (+4), saves (+1), goals conceded (-1), yellow cards (-1), red cards (-3), minutes played (+0.02 per minute).

4.5 UFC

Fight wins by KO/TKO (+90), wins by submission (+90), wins by decision (+70), significant strikes (+0.5), takedowns (+5), submission attempts (+5), knockdowns (+10), control time (+0.5 per minute), rounds fought (+1 per round).

4.6 Formula 1

Race finish position (-1 per position), positions gained (+2 per position gained), fastest lap (+10), qualifying position (-0.5 per position), race finish (+5), did not finish (-5).

4.7 Corrections & Finality

The Company may apply official statistical corrections issued by the relevant league or statistics provider within seventy-two (72) hours after the contest ends. During that window, fantasy point totals and provisional standings may change. After the correction window closes, results are final except in cases of fraud, cheating, collusion, or material platform error.

5. Guaranteed Prize Pool & Payout Structure

Each contest publishes a guaranteed minimum prize pool and full payout ladder before entries open. The guaranteed prize pool is established in advance, is not calculated as a percentage of entry fees collected, and is funded by the Company. The App lobby shows the guaranteed pool and live payout ladder in effect for today's contest before you enter.

Those lobby figures—not any summary in these Rules—control the dollar amounts for the applicable contest. The general payout framework at scale is:

- Top 1%: champion band (about +129% on a \$15 entry at the designed band floor; small top-up may apply after pool reconciliation).
- Top 1–2%: second band (about +60%).
- Top 2–3%: third band (about +47%).
- Top 3–5%: premier tail (about +33%).
- Top 5–10%: about +23%.
- Top 10–20%: about +17%.
- Top 20–30%: about +10%.
- Top 30–40%: about +7%.
- Top 40–50%: about +3%.
- Top 50–65%: money-back (\$15; \$0 profit).
- Bottom 35%: no cash prize.

Percentile bands are computed from the published contest capacity using floor rounding, with at least one champion-band position. Small launch fields may reconcile the published progression ladder to the fixed prize pool. The App lobby and payout screen publish the controlling rank ladder before entry opens.

6. Administrative Fee

Where applicable, an administrative/platform fee is disclosed in the contest details before entry. That fee compensates the Company for contest administration and platform services and is not a wagering take.

7. Contest Cancellation

The Company may cancel any contest before its start time for operational, integrity, or compliance reasons. If a contest is cancelled before start, entry fees for that contest are refunded.

8. Tiebreakers

If two or more eligible entries finish with identical fantasy point totals, the higher finishing position is awarded to the entry whose lineup was submitted earliest without subsequent modification. Each lineup edit before lock resets the submission timestamp for tiebreaker purposes. The Company maintains immutable timestamps for audit and may provide them upon inquiry. Earlier commitment reflects the skill-based nature of lineup construction under time constraints.

9. Prizes & Player Account

Prizes are credited to your Player Account after contest finalization and settlement. Winnings remain subject to a seventy-two (72) hour stat-correction hold after contest finalization; during that hold they are not withdrawable and do not appear in your withdrawable balance. After the hold expires, eligible winnings become withdrawable in your Player Account.

Player Account funds are closed-loop for contest entries, prize payouts, and approved withdrawals as described in the Terms of Service. Tax reporting and identity verification may be required before withdrawal.

10. Changes to These Rules

We may update these Rules from time to time. Material changes will be reflected in the version published at /legal/contest-rules. Continued contest entry after an update constitutes acceptance of the revised Rules where permitted by law.

11. Contact

Questions about these Rules: support@healthylineups.com

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