

Madness Money Line Parlay – NCAA Basketball Money Line Parlays

Place a pre-game parlay bet containing 4 selections or more on NCAA 'Money Lines' and if only one selection is a loser, get your bet-back!

Terms and Conditions

- Offer is available to pre-game 'Money Line' parlays containing 4 selections or more from NCAA Basketball games taking place March 21st, March 22nd, March 23rd, March 24th, March 28th, and March 29th, 2024.
- Qualifying bet must be placed prior to the start of the first event in the parlay (Live bets placed do not apply)
- **Selections must be played on the same day to qualify.**
- **Bets with only one losing selection will qualify for the Bet-Back Bonus. Bets without losing selections or two or more losing selections do not qualify.**
- **Qualifying bets must contain a minimum of 3 winning selections.**
- **Partial cash outs do not apply.**
- All selections in a qualifying bet must have minimum odds of 1.15 or greater.
- **If selections within a bet become void, bets must still have the above requirements in order to be eligible.**
- Maximum Freebet amount is a \$100 Freebet per Player per Bet-Back Bonus.
- Players can only qualify for one Freebet per promotion. Offer applies to first qualifying bet placed.
- All Bet-Back Bonus are subject to PlayNow terms, including the PlayNow Player Agreement, and conditions and to the [Bet-Back Bonus Promotion Conditions](#)
- Winning bets do not apply for the Bet-Back Bonus.
- Combination bets and full cover bets do not apply for the Bet-Back Bonus.
- Bets placed using a Freebet do not qualify for the Bet-Back Bonus.
- Bets that would have otherwise qualified but are settled as 'Void', do not qualify for the Bet-Back Bonus.
- PlayNow reserves the right to withdraw or remove a Bet-Back Bonus promotion without prior notice. Should a Bet-Back Bonus promotion be withdrawn, all related bets will stand; win or lose.
- PlayNow will endeavour to have all Bet-Back Bonuses credited within 2 Business Days after the conclusion of the promotional period.