



USING OR OBTAINING A THIRD PARTY MERCHANT ACCOUNT

Your organization is not required to use a Merchant Account provided by Sports Illustrated Play. You can integrate an existing or new Merchant Account with your Sports Illustrated Play system as long as it uses a compatible Gateway.

What Gateway Providers are compatible with Sports Illustrated Play?

Here is a current list of compatible Gateway providers (please contact Sports Illustrated Play support if you do not see your Gateway vendor listed):

- Authorize.Net
- Sage Payment Solutions
- WePay
- Moneris/eSelect Plus

“Plugging-in” a Third Party Merchant Account to Sports Illustrated Play

Once you have a compatible Merchant Account, the following items are needed to integrate your third party Merchant Account with your Sports Illustrated Play account:

1. **Provide Sports Illustrated Play support with the secure credentials** that authenticate your account when submitting transactions over the Internet. Payment Gateways use different terminology for these credentials or unique identifiers, for example:
 - Authorize.net uses an **API Login ID** and a generated **Transaction Key**
 - Sage Payment Solutions references an **M_ID** and **M_Key**
2. To avoid disputes, it is highly recommended that you add a Refund Policy to your Sports Illustrated Play account.
3. A **onetime \$99 activation fee** will be assessed by Sports Illustrated Play.

Questions to ask when looking for a Merchant Account

- What is the **rate**? The **per transaction cost**?
- Is there a **set-up fee**?
- Is there an **annual fee** or a **monthly fee**?
- Is there a fee if a **monthly transaction minimum** is not reached?
- Will your account be **closed due to inactivity** (think sport seasons)?
- Is there a separate **Gateway fee**?
- Is there an extra **charge for a virtual terminal**? (Virtual or eTerminals process secure transactions using a computer, web browser & an Internet connection).
- Is there a **termination fee**?

NOTE: Additional fees can add up; so know what you are signing up for.