Sportsbook Rules
1. General

1.1. These terms and conditions apply when using the Sportsbook platform for betting. When placing a bet, the account holder automatically accepts the terms of the current Sportsbook Rules and fully agrees with them. The account holder confirms that at the time of betting, he/she has reached the age of majority, which is allowed for betting according to the laws of the jurisdiction in which he/she is located. All information provided by the player in the process of registration on the site Sportsbook is up-to-date and accurate; the player also understands that there is a risk of losing money when making bets and it is not possible to make any claims to Sportsbook in connection with losses.

1.2. Sportsbook reserves the right, without prior personal notice, to make any changes or additions to the rules, regulations and payment procedures set forth herein, as well as to payment and betting limits. Therewith, the conditions of previously made bets remain unchanged, and all subsequent bets are subject to the modified rules.

1.3. By accepting the terms and registering on the website, you agree that Sportsbook has a right to conduct any identification, credit and other verification (video verification) checks from time to time as necessary and in accordance with the applicable laws and regulations or as requested by the relevant regulatory authorities. You agree to provide the requested information in connection with these verification checks. We reserve the right to suspend your account or restrict your access to it in any reasonable way until the appropriate checks are completed to our satisfaction. The terms of these inspections are set by Sportsbook on an individual basis, but not more than 30 days for the verification of player documents and not more than 180 days for the verification of the player's bets.

1.4. We reserve the right to ask you for the origin of your funds. For this purpose, the player must provide additional information and documents that confirm that you have sufficient funds for betting (salary, confirmed by bank statements or place of work indicating the position held).

1.5. In case there are signs of fraudulent actions of different nature related to betting, betting, receiving winnings and withdrawal of funds from the personal account, presenting fake documents, committing acts on behalf of the client by a third party using the registration and personal data of the identified player, Sportsbook has the right to stop such actions by its own forces - by

contacting and agreeing with the player to conduct a video verification (until this procedure is completed, the player's account is blocked), as well as by contacting the competent authorities on the fact of committing the act.
At the same time Sportsbook is not obliged to prove the guilt of the player in the aforementioned situations by providing evidence to customers.

1.6.After agreement with the player of the timing of the video verification is appointed date of a video call with an employee of Sportsbook (Google Meet). Video verification takes place in English (if the player has no knowledge, he must provide an interpreter on his part). During the video call, the player must be present in a closed room alone (except for the presence of an interpreter), and the player is forbidden to wear and use various accessories and clothing that may interfere with the identification of the player.
During the video verification, the player will be asked a number of questions to establish the validity of previously provided documents, as well as questions, the answers to which may allow to establish a violation of the rules of Sportsbook.
According to the results of the video verification Sportsbook may decide to cancel all bets of a player, including the withdrawal of all deposits made as compensation for the implementation of fraudulent actions, as well as the subsequent blocking of the account. Any decision made shall be final.

1.7. We reserve the right to make a phone call to the number provided in your user account, which at our own discretion can be a necessary part of the KYC procedure. Until the account is fully verified, no cashouts will be processed. In case the provided phone number is incorrect, missing or false or the player will not answer the phone call, we reserve the right to confiscate your winnings and/or disable your user account. We will make reasonable efforts trying to contact you regarding the withdrawal of the funds, but if we are not able to reach you (by email or phone) in two (2) weeks, the funds will be retained by the Company, since you have failed to pass the KYC procedure. After this period (2 weeks), no claims are accepted from the player.

1.8. If a player refuses to go through the verification procedure (video verification), Sportsbook reserves the right to declare all bets invalid.
The player's refusal from verification shall be considered as a direct written refusal, as well as complete or partial absence of actions from the player to fulfill the requirements of Sportsbook on the verification procedure within 2 weeks (starting from the first letter sent to the player about the need to undergo verification / video verification).

1.9. Registered player is prohibited to re-register as a new player, including

with other registration data. Re-registration is allowed only after agreement with Sportsbook. Players are prohibited to provide third parties to use the player's personal account, make any operations in it, use other person's bank cards or payment details to deposit/withdraw money, as well as transfer funds from other people's accounts of electronic payment systems and Internet wallets.

1.10. Sportsbook prohibits two or more players from placing bets using the same IP address, computer, or local network to prevent suspected collusion or multi-accounting. To enforce this restriction and identify multi-accounting or automated bot activity, Sportsbook uses security measures, including technical device fingerprinting. Sportsbook reserves the right to block the accounts of players involved in such activity and subsequently cancel all bets placed through the linked accounts.
The device fingerprinting system requires the collection of certain technical and device-related data, including the operating system, screen resolution, browser specifications, local time settings, IP address, and a unique digital fingerprint calculated from the device configuration.
For detailed information on how your device parameters and technical data are collected and processed, please refer to the Casino’s Privacy Policy.

1.11. We make every effort to ensure that the website content is correct but all information about the current progress of events is for informational purposes only. Sportsbook does not accept any responsibility for inaccuracies. We recommend that you always use alternative sources of information.

1.12. The English version of these Sportsbook rules takes precedence over all other versions, editions and translations. In the event of a dispute over the content or interpretation of these Sportsbook rules, or in the event of a discrepancy or inconsistency between the English version and any other version of the Sportsbook rules, the English version shall prevail.

1.13. If some issue is not subject to these rules, Sportsbook reserves its right to finalize the decision individually and based on the principles of fairness.

1.14. The home team appears first and the away team second, unless otherwise noted.
In some American leagues the teams are arranged both in direct order (home team - away team), and in reverse order. In the case of the reverse order no refunds are made on bets

1.15. Sportsbook is in no way responsible for errors in entering, transmitting,

displaying, publishing, betting or odds information. If any bet has been accepted in error, Sportsbook reserves the right to cancel it - if there have been obvious errors regarding odds or results, such as erroneous display of odds, participating teams, results, match format, etc. In the case of incorrectly calculated markets, we reserve the right to correct them at any time.

1.16. Hyperlinks to other sites are provided for information purposes only, Sportsbook is not responsible for their content and players use them at their own risk.

1.20 Basic Terms and Definitions

1.20.1. Line - A list of suggested events with odds of potential winnings provided by Sportsbook.

1.20.2. Player (client) is an individual who has made a bet with the Sportsbook.

1.20.3. A bet is an agreement entered into by a customer with a Sportsbook, according to the terms of which the loser must fulfill his obligations. It consists of accepting bets from bettors on the terms offered by Sportsbook in line.

1.20.4. A bet is a player's selection of an outcome in the market, confirmed by the deposit of funds serving as a condition for betting.

1.20.5. Outcome is an individual position in the market on which a bet can be placed.

1.20.6. Winning odd is the number by which the bet amount is multiplied during the settlement of payment.

1.20.7. Result is the result of the event (outcome) on which a bet was made.

1.20.8. All tickets will be settled at the odds on offer when the bet was placed.

2.Bets

2.1. A bet is considered valid from the moment of its registration in accordance with the conditions determined by these rules. After the bettor clicks on "Place a bet" in the bet coupon and a window appears with the message "Bet accepted", the bet is considered made. If this message does not appear, the customer should check their betting history or contact support for clarification.

2.2. After making a deposit to the account, it is necessary to place it 3 (three) times (vager x3), unless otherwise specified. Only accepted and calculated bets (Win or lose) in the wagering of the deposit are taken into account (cancelled and bets for which a refund has been made also do not count for wagering). If the player refuses to wager the deposit, Sportsbook reserves the right to refuse withdrawal.

2.3. If the odds change at the time the bet is placed, the player will receive a notification in the bet coupon. The bet may not be accepted by the system until the player agrees to the changed odds. The player can turn on the option "Accept odds change" so that the bet is accepted immediately without confirmation of the changed odds.

2.4. Pre-match tickets may be accepted before the specified time and this time may not relate to the commencement of the event in question. Sportsbook reserves its right to invalidate tickets placed after the specified time, including due to content sync errors or amended start times. If for whatever reason a ticket is accepted following the commencement of the event, it means that the rules of the game have been violated, therefore Sportsbook reserves its right to cancel such tickets and calculate the odds at 1.

2.5. The player has no option to cancel the registered outcome after placing the bet.
The player is obliged to ensure the selected outcome corresponds to their wish before confirming payment for participation in the bet!!!

2.6. The maximum bet amount depends on various criteria: sports, event, market, etc. These factors are determined by our platform for each event and for each type of bet and are subject to change without prior written notice. Sportsbook reserves its right to limit bets on individual events and to impose or remove special account limits for individual customers without notice or explanation.

2.7. Sportsbook is the final authority responsible for the validity of any accepted tickets, regardless of the conditions in which those tickets were made.

2.8. Sportsbook for some markets offers the player to use the function of cashout (to get the calculation of bets before the final determination of the outcome of the market). Cashout is not offered on the 2-source markets, where the possible outcome, which is not available for betting and in the case of

which there is a return on the market (payment at odds of 1). If for any reason the cashout function has been applied to such markets, Sportsbook reserves the right to cancel such bet and recalculate in accordance with the official result. Sportsbook has the right to cancel the cashout feature at any time without any notice to the players. Cashout is determined automatically by the system and if any influencing factors change, it is also changed and offered automatically.

2.9. The client has no right to bet on events in which he is a participant (athlete, coach, referee, etc.), as well as to act on behalf of these persons. Sportsbook prohibits the acceptance of bets from employees of betting companies and if this becomes known, then bets for the entire period of the game are subject to refund.

2.10. It is forbidden to use technical and software tools that use algorithms for automatic decision-making, as well as programs and scripts, including "bots". In case of violation of this rule, such an account shall be blocked and all bets shall be refunded.

2.11. If there is a reason to believe that the bet was placed after the outcome of the event was already known, or after the competitor gained an advantage (for example, an advantage in the score, replacement or removal of a player, etc.), Sportsbook reserves its right to invalidate the given bet (make a return), on both winning and losing outcomes.

2.12. It is prohibited to include in "express" and "system" the different events of the same match, bets on the same player in the same tournament (for example, on winning a tournament and on winning a match). If any events related to this match were included in the "express" or "system", this bet will be refunded even if the betting platform has not blocked it.

2.13. Sportsbook prohibits group bets. Repeated bets on the same outcomes from the same or different clients may subsequently be declared void. After the official result of a competition/event is known, Sportsbook may decide to void such bets if it suspects that customers are acting in collusion.

2.14. Any change in the score and other parameters of the match, caused by an official referee's decision or mutual agreement of the participants in a live match is not grounds for cancellation of the bet.

2.15. If the result of the event for any reason canceled or changed later, the calculation of bets shall be based on the original (actual) result. Actual results

are the results announced on the basis of official protocols and other official sources of information immediately after the end of the event. For results on statistical indicators the primary protocols placed on the official sites of the corresponding tournaments are used. Results for statistical indicators can be added within 48 hours after the end of the events.
In the case of data discrepancies from different information sources, Sportsbook suspends the payment of winnings until the results are fully clarified. If the result of the completed event, presented on the official site, differs from the data of the television broadcast, Sportsbook reserves the right to calculate according to the data of the television broadcast. In controversial situations that do not have a precedent, the final decision is made by Sportsbook.

2.16. All bet refunds will be credited to the bettor's account.

2.17. Claims of players on the results of the calculation of events will be considered only in the package with the official documents of the relevant sports associations. The results announced by any bookmaker's offices, as well as other information resources are not official sources of information for Sportsbook.

2.18. The Sportsbook reserves the right to check your identity prior to processing payouts and to hold any refund or withdrawals for the time needed to check your identity. In case you provide false or incomplete Personal Data, the withdrawal can be refused and the Player Account terminated, of which you will be informed by email. In case of providing false personal data the Sportsbook reserves the right to cancel all bets and winnings as well as terminate user's account. The Sportsbook may be required to report the player's actions to the applicable regulatory bodies.

2.19. All claims and disputes on Bets will not be accepted after 3 days from the date of calculation of such bets.

2.20. Sportsbook cooperates with various independent sports organizations to ensure the integrity of sports events and in the presence/suspicion of unsportsmanlike conduct on any match, we reserve the right to suspend the acceptance of bets on such event with subsequent proceedings. Payments of such bets will not be made until the final opinion of an international organization or Sportsbook team on the invalidation of bets. Such bets will be refunded. The period of proceedings on suspicion of match-fixing may not exceed 180 days, after this period Sportsbook provides an answer whether the match was recognized as a match-fixing, but without providing any written

evidence to the player.

2.21. In accordance with KYC/AML policy, after the verification of player documents, Sportsbook reserves the right to impose various restrictions on the player's playing activity, including the possible subsequent blocking with the withdrawal of all funds if the player's personal information is found in the following lists:
1) Politically Exposed Persons (including relatives and close colleagues);
2) Sanctions lists;
3) Lists of persons suspected of money laundering;
4) Persons who have committed fraudulent actions on various Sportsbook/Casino projects.

2.22. If a player is suspected of foul play, Sportsbook reserves the right to block the account and investigate all bets made. The period of verification of bets cannot exceed 180 days. If there is evidence of fraudulent activity (Sportsbook recognizes the fraud activity), Sportsbook has the right to cancel all bets of the player for the entire period of the game with the subsequent blocking of the account. Sportsbook is not obliged to provide the player with evidence of fraudulent activity.

2.23. Sportsbook has the right to conduct various bonus activities for players, but reserves the right to refuse to credit the player with various types of bonuses without explanation.

2.24. If the Sportsbook mistakenly credit your Player Account with a bonus or winnings that do not belong to you, whether due to a technical issue, error in the paytables, human error or otherwise, the amount and/or the winnings from such bonus will remain the Sportsbook property and will be deducted from your Player Account. If you have withdrawn funds that do not belong to you prior to us becoming aware of the error, the mistakenly paid amount will (without prejudice to other remedies and actions that may be available at law) constitute a debt owed by you to us. In the event of an incorrect crediting, you are obliged to notify us immediately by email.

2.25. If Sportsbook detects abuse of bonuses by the player, it has the right to cancel such bonuses, as well as winnings on them, as well as deny the player to participate in any bonus offers in the future.

2.26. Sportsbook reserves the right to refuse to accept bets of any kind from the betting participant without prior notice, reimbursement, explanation or reason stated..

2.27. The website can be used solely for personal purposes and shall not be used for any type of commercial profit.

2.28. If the original express bet includes a mistaken competitor or invalid selection, the ticket will be calculated based on the selections that remain. The odds for an invalid bet selection will be 1.

2.29. Should the user become aware of possible errors or incompleteness in the software, he/she agrees to refrain from taking advantage of them. Moreover, the user agrees to report any error or incompleteness immediately to the Sportsbook. Should the user fail to fulfil the obligations stated in this clause, the Sportsbook has a right to full compensation for all costs related to the error or incompleteness, including any costs incurred in association with the respective error/incompleteness and the failed notification by the user.

2.30. To prevent any fraudulent activities concerning bitcoin transactions we lay down the following rule: In case the transaction is marked as replaceable - Opt-in Replace-by-Fee (RBF) the sportsbook reserves the right to close such accounts immediately and withhold any wins.

2.31. Sportsbook is not responsible for changes in the amount of payments associated with exchange rates fluctuations of both fiat and cryptocurrencies

2.32. The player is solely responsible for reporting and accounting for any taxes applicable to them under relevant laws for their participation in gambling including any winnings that they receive from the Sportsbook.

2.33. The Sportsbook is not liable for any hardware or software defects, poor Internet connection and other technical problems that have occured on player’s side.

2.34. Max odd for multiple bet – the maximal possible odd for multiple bet. It is set 1000, and no matter the event count and odds of the selections in the bet, the total odd cannot be higher that the value.

2.35. The maximal possible event combination for multiple bets is 50, the player will not be possible combine 51 or more events in one bet.

3. Sports Rules

3.0. Settlement of Bets (All Sports)

3.0.1. Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

3.0.2. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

3.0.3. For markets that are already determined, in the event of early abandonment, cancellation, suspension, etc. any bets accepted on these markets will stand. For example, if a football match is abandoned and the score is 2-1, bets on over/under 0.5, 1.5, and 2.5 will stand, any other lines are declared void/returned.

3.0.4. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

3.1. American Football

3.1.1. Includes NFL, NCAA College Football, WLAF, UFL, CFL and Arena Football. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void. In 2-Way Markets Push Rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.3.1.1.1. If a match has been interrupted and it has not been played within 24 hours, all bets are subject to a refund, except for bets whose result was clearly determined before the match was stopped.3.1.1.2. If the start time of the match is postponed by more than 24 hours, all bets are subject to refund.

3.1.2. Pre-Game Bets (Game Lines Including 2nd Half/4th Quarter Bets) INCLUDE Overtime Unless Stated Otherwise There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined, unless stated otherwise. All NFL match markets and pre-game props will be settled according to game stats on www.nfl.com published on day of the game. Subsequent amendments do not affect settlement.

3.1.2.1. For all spreads and totals bets, Tie or Push rules apply.

3.1.2.2. 1st Half/Fulltime or Double Result

Predict the result at half-time and end of regulation time. The game must be completed for bets to have action. This market EXCLUDES overtime for settlement. For pre-game props the game must be completed for bets to have action, unless settlement of bets is already determined.

3.1.2.3. Team Totals, Odd or Even

Zero score by a team will count as Even for settlement purposes.

3.1.2.4. First Offensive Play of the Game

This market is determined by the first offensive play from scrimmage (excluding Penalties). In the event of the kick-off being returned for a touchdown then bets will stand for the following kick-off. Incomplete or intercepted passes and QB Sack or Fumble will stand as a Pass Play. A fumble on exchange to the RB will stand as a Run Play.

3.1.2.5. Total Offensive Yards

Settlement is based on the Net Yards for both teams (includes sack yardage lost).

3.1.2.6. Team to Gain Most Passing Yards

Settlement is based on the most gross yards thrown.

3.1.2.7. Team to Gain Most Rushing Yards

Settlement is based on the most Total Rushing yards gained (includes negative yardage).

3.1.2.8. Penalties

All Penalty markets are based on the Penalty being accepted. Declined Penalties do not count.

3.1.2.9. Player Props/Performances

Bets stand or ‘are action’ if player competes in one Down. Player match-ups stand or ‘are action’ if both players compete in one Down. Push/Tie rules apply. For the following markets your player must be dressed/active for bets to stand (as per the official NFL Game Book):

3.1.2.10. First/Last and Anytime Touchdown Scorer

Forecast the name of the scorer of the first/last/anytime touchdown in the game, or whether no touchdown will be scored. A player must participate in one play or down for bets to stand.

3.1.2.11. Pre-Game Prop Bets Which EXCLUDE Overtime

For the following markets the game must be completed for bets to stand/have action:

3.1.2.11.1. 1st Half/Full Time or Double Result

Predict the result at half-time and end of regulation time.

3.1.3. In-Play/Live Game Bets/In-Play/Live Half Bets/In-Play/Live Quarter Bets

INCLUDE Overtime Unless Stated Otherwise The game or relevant quarter/half must be completed for bets to stand/have action, unless settlement of bets is already determined.

For settlement purposes:

Half bets - (2nd half will include any points scored in Overtime if played unless otherwise stated)

Quarter bets - (4th quarter will include any points scored in Overtime if played unless otherwise stated)

3.1.3.1. 1st Half/Full Time or Double Result

Excludes overtime (if played).

3.1.3.2. Season Props

All season props are based on the regular season matches only. Players stats stand irrespective of any trades during the regular season, but players must

play one regular season snap for bets to stand

3.1.4. Futures/Season Bets

Super Bowl winner, Conference Outright and Divisional Outright bets stand regardless of the length of the season. NFL regular season wins and match-ups are based on teams completing all scheduled regular season games, and for CFL all scheduled regular season games, unless the remaining games during the course of the season do not affect the result. AFC/NFC Conference winners are determined by the teams progressing to the Super Bowl.

3.1.4.1. NFL Divisional winners are determined by games won during the regular season (NFL tie-break rules apply).

3.1.4.2. Conference Wildcard winners are the teams who qualify for the post-season via the NFL's Wildcard selection.

3.1.4.3. Conference Number One Seed winner is the team designated by the NFL as the team who will have Home Field advantage throughout the playoffs. NFL/NCAAF regular season wins and match-ups are based on teams completing the minimum number of games specified.

3.1.4.4. CFL to Reach Grey Cup - The team that progresses to the Grey Cup Final will be deemed the winner of the respective division.

3.1.4.5. Conference/Division Betting

Teams participating in an outright tournament are grouped in conferences and divisions. For example, the NFL is grouped into 2 conferences (American Football Conference and National Football Conference) each containing 4 divisions (North, East, West and South). Prices are offered for each participating team to win their respective division and conference and other specials based upon these divisions or conferences.

3.2. Australian Rules

3.2.1. All match markets will be settled including overtime if played unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.3.2.1.1. If a match has been interrupted

and it has not been played within 24 hours, all bets are subject to a refund, except for bets whose result was clearly determined before the match was stopped.3.2.1.2. If the start time of the match is postponed by more than 24 hours, all bets are subject to refund.

3.2.2. Match Betting

If any match ends in a draw/tie, including overtime if played, then stakes will be refunded unless a price is offered for the draw/tie. Bets will be settled on official AFL result only.

3.2.3. Matches not Played as Listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

3.2.4. Quarter Betting (Live and Pre Match)

For all quarter betting, in the event of a specific quarter not being completed, bets will be void, unless the specific market outcome is already determined. If a game goes to overtime, then this will be included for settlement purposes (considered a continuation of the 4th quarter).

3.2.5. Half Betting (Live and Pre Match)

For all half betting, in the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined. If a game goes to overtime, then this will be included for settlement purposes (considered a continuation of the 2nd half).

3.2.6. Half time/Full Time or Double Result

Predict the outcome of the specified match at half-time and full-time including overtime if played.

3.2.7. Team to Score First

The market covers any score e.g. Goal/Behind for settlement purposes.

3.2.8. Team to Score First Goal

The market covers Goal only for settlement purposes.

3.2.9. Season Betting

With the exception of Premiership winner, AFL seasonal markets offered will be regular season only, and based on the official AFL ladder. If in any market teams are tied, the winner will be deemed the team with the best percentage. (worst percentage for Wooden Spoon).

Most Losses (Regular Season) - Settled on the team recording the most losses during the regular season. In the event of two or more teams recording the same number of losses, the winner will be determined as the team with the worst for and against differential. Regular Season must be completed for bets to stand.

3.3. Badminton

3.3.1. Outright Betting is all-in compete or not.

Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. To Win Match - In the event of any of the named players in a match changing before the match starts then all bets void.

3.3.2. In the event of a match starting but not being completed then all bets will be void, unless the specific market outcome is already determined. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

For example, a game is abandoned at 20-17: bets on Over/Under 37.5 Game - Total Points are void even though any natural conclusion to the game would have yielded at least 38 points.

3.3.3. In-Play /Live Point Betting is offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

3.3.4. Current/Next Game Leader After: If the quoted number of points is not reached in the specified Game, then the team/player who wins the Game will be settled as the winner.

3.4. Bandy

3.4.1. Game Betting

If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

3.4.2. A game must be completed in full for bets to stand, unless settlement of bets is already determined.

3.4.3. In 2-Way markets Tie or Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3.4.4. Pre-Game Bets - All pre-game bets exclude overtime, if played, unless otherwise stated.

3.4.5. In-Play/Live Game Bets EXCLUDE Overtime Unless Stated Otherwise To Win after Overtime/Shootout Winner - Includes overtime/shootout. If a game is changed from 2 x 45 minute halves, to 3 x 30 minute periods then bets on the game will stand, unless stated otherwise.

3.4.6. To Lift the Trophy/To Qualify - Includes overtime/shootout. Next Penalty - Includes shootout.

3.4.7. In-Play/Live Half Bets EXCLUDE Overtime The designated half must be completed for half bets to stand, unless settlement of bets is already determined.

3.4.8. For half bets, if a game is changed from 2 x 45 minute halves, to 3 x 30 minute periods then bets will be void.

3.4.9. In-Play/Live 10 Minute Bets EXCLUDE Overtime The designated 10 minute match duration must be completed for bets to have action, unless the specific market outcome is already determined For settlement purposes the following websites and box score details will be used to determine settlement times:- Bandy World Championships www.worldbandy.com.

3.5. Baseball

3.5.1. Non-MLB Baseball (including Minor League Baseball) - Pitchers are not

listed and all bets stand/are action regardless of who pitches for each team. “8S innings rule” applies although in the event of a Mercy Rule being called, all bets will stand on the score at the time. For 7 innings games played as part of a doubleheader the 6S inning rule will apply.

3.5.2. In 2-Way markets Push, or Tie, rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.3.5.2.1. If a match is canceled or postponed for any reason by more than 24 hours, all bets on these events will receive a winning ratio of one.3.5.2.2. If a match is interrupted or suspended for more than 24 hours, all bets on that match will also receive a winning ratio of one, while if it is completed within 24 hours, all bets on that match will stand.

3.5.3. Matches Not Played as Listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

3.5.4. Pre-Game Bets/Lines

3.5.4.1\\. All pre-game bets include extra innings unless otherwise stated.

3.5.4.2. Where Mercy Rule is applied, all bets will stand on score at the time. 3/5/7 Innings Totals - Bets will be settled based on the score after 3/5/7 full innings, unless the total quoted has already gone over quoted total. Where this occurs, all bets will be settled as follows - over bets on quoted total will be settled as winners, with under bets on quoted total being settled as losers. 3/5/7 Innings Line - Bets will be settled on the result after the first 3/5/7 innings of a game have been completed, unless the team batting second is already ahead (with any run line applied) at the middle of the relevant inning, or scores to go ahead (with any run line applied) in that inning, in which case the team batting second will be settled as the winner.

3.5.4.3. Pre-Game Props Including Player Props

3.5.4.3.1. Where Mercy Rule is applied, all bets will stand on score at the time. Extra innings count unless specified otherwise. All 1st Innings Props - 1st inning must be completed for bets to have action, unless settlement of bets is already determined. Game Total Odd/Even - If the combined score is zero then bets will be calculated as Even.

3.5.4.3.2. Team Total Odd/Even - If team score is zero then bets will be calculated as Even. Winning Margins - Subject to 8 S innings rule. Settlement includes extra innings for MLB; for non-MLB where a game can end in a Tie, then that option is available. If an MLB game ends in a Tie when a game is called/suspended bets will be void. Lead After x Innings - Bets will be settled on the result after the first x innings have been completed, unless the team batting second is already ahead at the middle of the relevant inning, or scores to go ahead in that inning, in which case the team batting second will be settled as the winner.

3.5.4.4. Double Header

If two matches are played in one day involving the same teams, and odds are offered for only one game the result shall be credited on the first game by start time.

3.5.4.5. Money Line

Subject to 4S innings rule.

3.5.4.6. Run Line/Alternative Handicap

Subject to 4S innings rule.

3.5.4.7. Pre-Game Totals/Alternative Totals

Subject to 4 S innings rule EXCEPT where the game total has already gone over, (if game total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers).

3.5.4.8. Team Totals

Subject to 4 S innings rule EXCEPT where the team total has already gone over, (if team total has already gone over the quoted total, then bets on the over will be settled as winners, with bets on the under settled as losers).

3.5.4.9. To Go To Extra Innings

The end of the 9th inning must be complete for bets to have action. If the score is tied after 9 innings, then this market will be settled as Yes even if the extra innings are not played due to the game being called/suspended.

3.5.4.10. To Win Inning (Current/Next)

Top and bottom of the specified inning must be completed unless the team batting second in the specified Inning is winning when game is called/suspended.

3.5.4.11. Inning Run Line (Including Alternatives)

Top and bottom of the specified innings must be completed for bets to have action, unless the team batting second in the specified Inning has already covered the run line and cannot be overtaken.

3.5.4.12. Inning Total (Including Alternatives)

Top and bottom of the specified innings must be completed for bets to have action, unless the Total quoted has already gone over at time the game is called/suspended.

3.5.4.13. A Score in the Inning (Current/Next)

Top and bottom of the specified inning must be completed, unless settlement of bets is already determined.

3.5.4.14. Leader After 'X' Innings

Top and bottom of the specified inning must be completed for bets to have action, unless team batting second leads and cannot be overtaken at time the game is called/suspended. In the event of a mercy rule being applied, any incomplete innings leader markets, will be deemed to be won by match winner.

3.5.4.15. Race to Markets/Team Totals/Total Hits

8S innings rule applies unless settlement of bets is already determined, or if the natural conclusion of the game would have meant the outcome of bets would be determined. Specifically, for MLB Spring Training matches settlement will be based on 9 innings only, in instances when the natural conclusion rule could apply. If a tied game is called or suspended and the natural conclusion of a game requires a winner, then bets on the relevant Race To quote will be made void. E.g. MLB game is called, or suspended at 3-3 after 10 innings, all bets on Race To 4 will be void. Race to 5/6/7 bets would be settled as Neither.

3.5.4.16. Winning Margin

Subject to 8S innings rule. Settlement includes extra innings for MLB; for non-MLB where a game can end in a Tie, then that option is available. If an MLB game ends in a tie when a game is called/suspended bets will be void.

3.5.5. In-Play/Live

3.5.5.1. Where Mercy Rule is applied, all bets will stand on score at the time.

3.5.5.2. Total Runs-8.5 innings rule applies

3.5.5.3. All bets stand/are action regardless of pitching changes.

3.5.5.4. Extra innings count, unless stated otherwise.

3.5.5.5. “8.5/6.5/4.5” Innings Rules

3.5.5.6. “8.5 inning rule” Run Line betting

The game must go at least 9 full innings (or 8S innings if the team batting second is ahead) for bets to have action. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time. Please note that suspended games do not carry over (with the exception of MLB play-off games - see specific rule).

3.5.5.7. “6.5 inning rule” Run Line betting (for 7 innings games)

The game must go at least 7 full innings (or 6S innings if the team batting second is ahead) for bets to have action. However, in the event of a Mercy Rule being called, all bets will stand on the score at the time. Please note that suspended games do not carry over.

3.5.5.8. “4.5 inning rule” Money and Total Line

There must be at least 5 full innings of play unless the team batting second is leading after 4S innings, for bets to stand. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). Please note that

suspended games do not carry over (with the exception of MLB play-off games - see specific rule). However, in the event of a Mercy Rule being called, all bets will stand on the score at the time.

3.5.6. Futures Betting - General Rules

3.5.6.1. Outright, Pennant and Divisional Betting

All bets stand regardless of team relocation, team name change, season length or playoff format based on official results from the respective governing body.

3.5.6.2. Regular Season Wins/Match-Ups

Team must complete at least 160 regular season games for bets to have action unless the remaining games during the course of the season do not affect the result.

3.5.6.3. Regular Season Specials

All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count.

3.5.6.4. “Pitcher number of wins” markets

Refers to the number of wins credited by the MLB official scorers.

3.5.6.5. To Win Pennant

The team that progresses to the World Series will be deemed the winner of the pennant.

3.5.6.6. Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

3.5.6.7. Wildcard Betting

The teams that progress to the MLB Playoffs via the wild card position will be deemed the winner.

3.6. Basketball

3.6.1. Game and Prop Betting

3.6.1.1. All games must start on the scheduled date (local stadium time) for bets to stand/have action.

3.6.1.2. If a match venue is changed, bets already placed will stand providing the home team is still designated as such.

3.6.1.3. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

3.6.1.4. If the match is interrupted before the end of the regulated time and is not resumed within 24 hours, all bets on this match, the outcome of which is not clearly determined at the time the game is stopped, are refunded.
If the match is interrupted with less than five minutes to go, all bets on that match will stand. If the match is interrupted more than five minutes before the end of the regulated time and is not resumed within 24 hours, all bets on this match, the result of which is not clearly determined at the time of stopping the game, are refunded. All bets, the result of which is known before the stoppage of the match, remain in force. In the case of live bets, if the match is interrupted, the settlement is made only for the bets, the result of which is determined at the moment, for all other bets there is a refund.
If the start time of the match is postponed by more than 24 hours, all bets on this match are subject to refund, otherwise the bets remain valid.

3.6.1.5. In 2-Way Markets Push rules apply unless otherwise stated below. Stakes on single bets are returned/void, and in multiples/parlays the selection is treated as a non-runner (returned/void).

3.6.1.6. If there are markets offered for regular time including the option 'Draw' then overtime(s) will not count.

3.6.1.7.1 Pre-Game Bets, Including Game Props

All pre-game bets include overtime unless otherwise stated.3.6.1.7.1.1.Match Winner (Early Payout)-Pre-Match marketWhere offered, Pre-Match bets will be paid out/calculated as won, if your selection goes twenty points ahead at any point in the match.

3.6.1.7.2. Overtime For Multi Match Fixture/Tie

If after a multi match fixture/tie scores are cumulatively level, overtime or any other form of tie breaker used to determine who progresses is not included for that specific match. For example, if match/game 1 is 61-50 and match game 2 is 52-63, the ‘overtime’ played at end of match/game 2 is ignored for betting purposes on match/game 2.

3.6.1.8. Player Statistics/Match-Ups/Performances

3.6.1.8.1. Betting is available on the performance of a named player in a variety of achievements e.g. points, rebounds, assists, blocks, fouls free throws etc Push rules may apply.

3.6.1.8.2. Relevant players must be dressed and see court-time for bets to stand/have action or if the indicated player does not participate at all in the match, all bets are void/returned Overtime counts for any player props unless specified otherwise. Individual player's performances are matched for betting purposes in a player match-up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules may apply.

3.6.1.8.3. Double Double/Triple Double - Double/Double, player must record 10 or more in two of the following 5 statistical categories. Triple/Double, player must record 10 or more in 3 of the following 5 statistical categories: Points, Rebounds, Assists, Blocked Shots, Steals.

3.6.1.9. Wire-To-Wire

This market is betting on will a team be leading the game at the end of each of all of the quarters. Bets on a named team will be lost if they are not leading outright at end of all quarters. Where offered, “Any Other Result” will be the winning selection in this market if scores are tied or different teams are leading at the end of any quarter.

3.6.1.10. In-Play/Live Game Bets INCLUDE Overtime

If a game is postponed or cancelled after the start there must be 5 minutes or less of scheduled game time left for bets to stand/have action.

3.6.1.11. In-Play/Live Half Bets INCLUDE Overtime

The first half must be completed for first half bets to stand/have action. If a

game is postponed or cancelled after the start, for game and second half bets there must be 5 minutes or less remaining for bets to have action, unless settlement of bets is already determined.

3.6.1.12. In-Play/Live (4th) Quarter Bets INCLUDE Overtime

The quarter must be completed for bets to stand/have action, unless settlement of bets is already determined.

3.6.1.13. NBA Futures/Tournament Props

3.6.1.13.1. Regular Season Wins/Match-Ups - Team must complete all scheduled regular season games for bets to have action unless the remaining games during the course of the season do not affect the result.

3.6.1.13.2. To Win Division - NBA tie-break rules apply.

3.6.1.13.3. To Win Conference - The team that progresses to the NBA Championship will be deemed the winner of the conference.

3.6.1.13.4. Settlement of all markets will be determined by official rankings and statistics provided by tournament governing bodies, e.g. NBA, FIBA.

3.6.1.13.5. Outright, Division, Conference and Regional Betting

3.6.1.13.5.1. All bets stand regardless of team relocation, team name change or season length. Series Betting.

3.6.1.13.5.2. Series Betting. Bets are settled according to the official result.

3.7. Beach Football/Soccer

3.7.1. All bets are calculated based on 36 minutes game time, 3 periods of 12 minutes each unless stated otherwise.

3.7.2. Added time and penalty shootout are taken into account only for bets without draw offered in regulation game time, team to progress, tournament winner etc The match will stand if play has been at least 24 minutes. All bets are calculated on the basis of the results at this point.

3.7.3. Match Winner; where offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official

result.3.7.4. If a match is canceled or postponed for any reason by more than 24 hours, all bets on that event will receive a winning ratio of "1".3.7.5. A match is considered to have taken place if at least 24 minutes of the match have been played. If the match is not completed within 24 hours, all bets will be settled based on the results at the time of the match stoppage.3.7.6. If a match is interrupted or suspended for more than 24 hours, all bets on this match will be settled with the in-game winning odds of "1", unless the results of the bets have already been determined at the time of suspension of the match. Those results that are unambiguously determined before the moment of its stoppage (for example, the result of the first half, the first scored goal and its time, etc.) are accepted for settlement of bets.

3.8. Beach Volleyball

3.8.1. Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.3.8.1.1.If a match has started but not finished within 24 hours, all bets are refunded, except those whose subject results are known before the stoppage of play.3.8.1.2.If the start date of the match has been postponed by up to 24 hours, all bets on the match remain valid.

3.8.2. If the venue of the match (of the sport ground) changes, all bets stand. If one of the announced participants in the pair is replaced before the start of the match, all bets on this match are refunded.

3.8.3. In the event of a match starting but not being completed then all bets will be void, unless the specific market outcome is already determined. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

For example, a set is abandoned at 18-17: bets on Over/Under 35.5 Set - Total Points are void.
3.8.4. Current/Next Set Leader After: If the quoted number of points is not reached in the specified set, then the team who wins the set will be settled as the winner.

3.9. Bowls

3.9.1. Non-runner no-bet. The event must start within seven days of the scheduled start for bets to stand. Outright markets may be subject to a Rule 4 deduction.

3.9.2. Match Betting

A match must be played within 24 hours of the original scheduled start time for bets to stand. If a match does not take place for any reason (e.g. a player withdraws injured) all pre-match bets will be void, and stakes returned. In the event of a match starting but not being completed then the player progressing to the next round will be deemed the winner.

3.10. Boxing/MMA/UFC

3.10.1. Bets on postponed fights will stand for 30 days. If either fighter is replaced with another fighter all bets will be void and stakes returned. For betting purposes, the fight is deemed to have started when the bell is sounded for the beginning of the 1st round.

3.10.2. If either fighter fails to answer the bell for the next round, then his opponent will be deemed to have won in the previous round.

3.10.3. In the event of a fight being declared a No Contest all bets will be void, and stakes returned, with the exception of markets where the outcome has already been determined.

3.10.4. Money Line/To Win the Fight (2-way)

In the event of a draw all bets will be void, and stakes returned, this includes a fight which ends in a Majority Draw. Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result). All bets will have action/stand regardless of changes to number of rounds to be fought.

3.10.5. Fight/Bout Betting (3-way)

Price for draw is offered. Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result). All bets will have action/stand regardless of changes to number of rounds to be fought.

3.10.6. Fight Outcome 5-Way / Exact Method of Victory

Settlement will be based on the official declared result.

3.10.7. Draw or Technical Draw

Draw is scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification.

3.10.8. Individual fighter A or B by KO or TKO

Knockout (KO) is when the boxer does not stand up after a 10 count. Technical Knockout (TKO) is the 3 knockdown rule or if the referee steps in. Any corner retirement will be considered a technical knockout (TKO), unless the fight is subsequently decided by the judges' scorecards or is a declared a No Contest.

3.10.9. Individual Fighter A or B by Decision

This is calculated on any of the following Technical, Majority, Split or Unanimous decision. This also includes disqualification. All bets will stand/have action regardless of changes to the number of rounds to be fought.

3.10.10. Total Rounds

For Boxing (3 minute rounds, settlement purposes) where a half round is stated then 1 minute 30 seconds of the respective round will define the half to determine under or over.

For UFC (5 minute rounds), where a half round is stated then 2 minute 30 seconds of the respective round will define the half to determine under or over. If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

3.10.11. Round or Group of Rounds Betting

3.10.11.1. If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

3.10.11.2. For betting purposes betting on rounds or groups of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision (using scorecards) before the end of the fight all bets will be settled as a win by Decision.

3.10.12. In-Play/Live

3.10.12.1. Boxing

3.10.12.1.1. Fight Winner 3-Way

Includes price for the draw.

3.10.12.1.2. Money Line/Fight Winner 2-Way

Bets are returned/void if a draw.

3.10.12.1.3. Total Rounds 2-Way

Full round quotes are used. The Round in which the fight ends will be used for settlement purposes. In the event of a fighter retiring on his stool between Rounds e.g., 6 and 7, it will count as Round 6 for settlement purposes i.e. the last fully completed round.

3.10.12.1.4. Fight To Go the Distance

For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

3.10.12.1.5. Knockdown Markets (To Score/Total etc)

For settlement purposes a knockdown is defined as a fighter being KO'd or receiving a mandatory 8 count (anything deemed a slip or other by the referee will not count).

3.10.12.2. MMA

3.10.12.2.1. Fight Winner 3-Way

Includes price for the draw.

3.10.12.2.2. Money Line/Fight Winner 2-Way

Bets are returned/void if a draw.

3.10.12.2.3. Total Rounds 2-Way

Full round quotes are used. The Round in which the fight ends will be used for settlement purposes. In the event of a fighter retiring on his stool between Rounds e.g., 2 and 3, it will count as Round 2 for settlement purposes i.e. the last fully completed round.

3.10.12.2.4. Fight to Go the Distance

For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

3.10.12.2.5. Winning Method

Bets will be settled on the official result immediately after the fight via www.ufc.com.

3.10.12.2.6. Knockdown Markets (To Score/Total etc)

For settlement purposes a knockdown is defined as a fighter being KO'd or receiving a mandatory 8 count (anything deemed a slip or other by the referee will not count).

3.11. Cricket

3.11.1. All Matches

3.11.1.1. Matches not Played as Listed

If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

3.11.1.2. 1st Over Total Runs

Prices will be offered for the total runs scored during the 1st over of the match. Extras and penalty runs will be included. The over must be completed for bets to stand unless settlement is already determined.

3.11.1.3. 1st Over- A 4 Scored

The over must be completed for bets to stand unless settlement is already determined. This market relates to the batting team and includes any delivery for which a batter is credited with EXACTLY four runs (includes

All-Run/overthrows. Extras do not count)

3.11.1.4. 1st Over- A 6 Scored

The over must be completed for bets to stand unless settlement is already determined. This market relates to the batting team and includes any delivery for which a batter is credited with EXACTLY six runs (includes All-Run/overthrows. Extras do not count)

3.11.1.5. 1st Over- A Boundary Scored

The over must be completed for bets to stand unless settlement is already determined. This market relates to the batting team and only includes runs scored by reaching the boudnary for four or six runs (excludes All-Run/overthrows. Extras do not count)

3.11.1.6. Team/Batter to Score a Fifty/Hundred in the Match (Pre-Match)

3.11.1.6.1. The following minimum number of overs must be scheduled, and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batter's score of 50 or above will count.

3.11.1.6.2. Twenty20 Matches - The full 20 overs for each team. One Day Matches - At least 40 overs for each team. Test and First Class Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled. The Hundred – all 100 balls must be bowled.

3.11.1.7. (Team) Top Batter/Bowler

Bets are for the whole match. Bets placed on any player not in the team starting XI in the match are void. Players appearing as a substitute fielder are void. Bets on players who are selected but do not bat or bowl will be calculated/settled as losers. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

3.11.1.8. Top Batter/Bowler

Bets are for the whole match from both teams. Bets placed on any player not in either starting XI in the match are void. Players appearing as a substitute

fielder are void. Bets on players who are selected but do not bat or bowl will be calculated/settled as losers. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

3.11.1.8.2. Highest Indiviudal Score

Is the highest individual score in the match by one player. If a match with multiple innings for a team/player it is not cumulative. Player scoring 142 and 80; result is 142 not 222.
Bets are void if following overs/balls are not scheduled; T20 Matches, full 20 overs, One Day Matches, at least 40 overs for each team. 100 Ball matches, full 100 balls for each team. Test and First Class Matches, minimum of 200 overs bowled.

3.11.1.8.3. Player Of The Match

Bets will be settled on the officially declared Player Of The Match. Bets stand on a reduced game if there is an official Player Of The Match. Dead Heat Rules may apply

3.11.1.9. Batter Match Runs (Pre-Match)

3.11.1.9.1. The following minimum number of overs must be scheduled, and there must be an official result (Duckworth-Lewis counts) otherwise all bets are void, unless settlement of bets is already determined.

3.11.1.9.2. Twenty20 Matches - The full 20 overs for each team. The Hundred – all 100 balls must be bowled. One Day Matches - At least 40 overs for each team. Test and County Championship Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

3.11.1.10. Most Run Outs 3-Way (Pre-Match)

Prices will be offered on which team creates the most run-outs whilst fielding. If a match is abandoned due to outside interference, then all bets will be void unless settlement is already determined. If a match is reduced in overs and a match result is reached, then the team who effected most run-outs whilst fielding regardless of the amount of overs bowled will be the winners. In matches determined by a Super-Over any run out during the Super-Over will not count for settlement purposes. In Test and First Class Matches all innings

of the match will count.

3.11.1.10.1. Named Bowler Wickets

Bets on players who do not play will be returned. Bets on players who play but do not bowl, bets will stand.

3.11.1.11. 1st Innings Score (Pre-Match)

3.11.1.11.1. Prices will be offered for the number of runs scored during the 1st innings of the match, regardless of which team bats first. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

3.11.1.11.2. Twenty20 Matches - The full 20 overs for each team. The Hundred – all 100 balls must be bowled. One Day Matches - At least 40 overs for each team.

3.11.1.11.3. Test and First Class Matches - Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined.

3.11.1.12. Total Match Runs, Most Match Sixes or Fours/Total Match Sixes or Fours (Pre- Match)

3.11.1.12.1. If a match is abandoned due to outside interference, then all bets will be void, unless settlement is already determined.

3.11.1.12.2. Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined.

3.11.1.12.3. Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined. The Hundred - the match must be scheduled for the full 100 balls and there must be an official result unless settlement of bets is already determined One-Day matches where the number of overs has been reduced and the outcome has not already been determined then bets will be void.

3.11.1.12.4. In matches decided by a Super-Over, runs, fours or sixes hit during

the Super-Over will not count for settlement purposes.

3.11.1.12.5. Outside interference does not include weather events.

3.11.1.13. Team to make Highest 1st 6/10/15 Overs Score (Pre-Match)

If both teams do not complete the stated number of overs due to external factors or adverse weather then bets will be void, unless settlement is already determined. In the event of a tie, bets will be void.

3.11.1.14. Current/Next Innings Runs Odd/Even

Extras and Penalty runs will be included for settlement purposes.

3.11.1.15. Next/X Over Total Runs or Odd/Even Market

Extras and penalty runs will be included. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to inclement weather in which case all bets will be void. A maiden, or zero runs, will be calculated as Even.

3.11.1.15.1. Next Batter Out/To Be Dismissed

3.11.1.15.1.1. If either batter retires hurt, is recorded as “retired not out” or the batter at the crease is different from those quoted, then all bets placed on both batters will be made void and stakes returned.

3.11.1.15.1.2. If no further wickets fall then all bets will be void and stakes returned.

3.11.1.16. 1st Scoring Shot of the match

This is determined by the first runs scored which are credited to a batsman and may include over-throws. Extras do not count (Byes-b, Leg Byes-lb, Wides-w, or No Ball = nb)

3.11.1.17. In-Play/Live Runs in First 'X' Overs (Including alternative quotes)

3.11.1.17.1. If the selected number of overs is not complete due to external factors then bets will be void, unless settlement of bet is already determined. If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then

bets will stand.

3.11.1.17.2. Series Correct Score

Bets void if the designated number of matches are not completed.

3.11.1.17.3. Top Series Batter/Bowler

Any quoted player, who takes no part in the specified series, will be void (market may be subject to a Rule 4 (Deduction). In the event of two or more players ending on an equal number of wickets, Dead-heat rules apply.

3.11.1.17.4. Most Sixes (Series)

In the event of two or more players ending on an equal number of sixes then bets void.

3.11.2. One Day/Twenty20 Matches/10 Over Matches/100 Ball Competitions etc

3.11.2.1. Match Betting/Match Winner

3.11.2.1.1. In matches affected by adverse weather bets will be governed by the official competition rules with the following exception: if a match is decided on either a bowl out or the toss of a coin then all bets will be void.

3.11.2.1.2. Where no price is quoted for the tie and the official competition rules determine a winner/progressing side, bets will be settled on the official result.

3.11.2.1.3. Where no price is quoted for the tie and the official competition rules do not determine a winner then Dead-Heat rules will apply, in competitions where a bowl out or super over determines a winner then bets will be settled on the official result. The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

3.11.2.1.4. If a match is abandoned due to outside interference, then bets will be void unless a winner is declared based on the official competition rules. In the event of a change of opponent from the one advertised then all bets for that match are void. Outside interference does not include weather events.

3.11.2.1.5. If a match is cancelled, then all bets will be void if it is not replayed within 24 hours of its advertised start time.

3.11.2.2. Live / In-Play Team Innings and Batter Innings Runs; (Including Alternative Quotes)/Innings Sixes

3.11.2.2.1. In One Day matches Over/Under Innings and Batsman Innings Runs and Innings Sixes bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from that scheduled when the bets were struck unless settlement of bets is already determined.

3.11.2.2.2. Twenty20 Cup matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

3.11.2.2.3. Hundred Matches, bets will be void if the number of balls is reduced by 11 or more.

3.11.2.2.4. A Batter 'retired hurt' will be calculated with their score at that time. Any bets placed after the final delivery faced by the retired batsman will be void.

3.11.2.2.5. Fall of Next/X Wicket; if the batting team reached the end of their allotted overs, declares or reaches their target before the fall of the specified wicket, the result will be the score/total at that time.

3.11.2.2.6. Method of Dismissal Method 2-way; options are Caught and Not Caught. If no further wicket, then all bets are returned/void.

3.11.2.2.7. Method of Dismissal Method 6-way; options are Caught, Bowled, LBW, Run Out, Stumped or Others. If no further wicket, then all bets are returned/void.

3.11.2.2.8. Most Sixes. Bets will be void/returned if no sixes.

3.11.2.3. A Fifty to Be scored in the Match

3.11.2.3.1. The following minimum number of overs must be scheduled, and

there must be an official result (Duckworth - Lewis counts) otherwise all bets are void, unless settlement is already determined. For settlement purposes any batter's score of 50 or above will count.

3.11.2.3.2. Twenty20 Matches - The full 20 overs for each team.

3.11.2.3.3. One Day Matches - At least 40 overs for each team.

3.11.2.3.4. The Hundred – all 100 balls must be bowled.

3.11.2.4. Series Betting

Bets void if the designated number of matches changes, unless settlement of bets is already determined. If a series is drawn and no draw option is offered, bets will be void.

3.11.2.5. Top Batter/Bowler

Bets placed on any player not in any starting 11 in the series are void. Bets on players who are selected but do not bat or field will be settled as losers. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

3.11.2.6. Innings Runs (Including Alternative Quotes)/Innings Sixes

3.11.2.6.1. In One Day matches Over/Under Innings Runs and Innings Sixes bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from that scheduled when the bets were struck unless settlement of bets is already determined.

3.11.2.6.2. Twenty20 Cup matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

3.11.2.6.3. For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows).

For this market only please note that any penalty runs added to a team total because of a slow over rate by the bowling team will not count for settlement purposes.

3.11.3. Test Matches

3.11.3.1. Match Betting/Draw-No-Bet/Double Chance

Bets will stand on the official result provided at least one ball has been bowled. In the event of a tie then dead-heat rules will apply and bets on the draw will be losers. The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed). If a match is abandoned due to outside interference, then bets will be made void. Outside interference does not include weather events.

3.11.3.2. Top Batter/Bowler (Pre-Match)

3.11.3.2.1. Only the first inning counts.

3.11.3.2.2. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat or do not bowl will be settled as losers.

3.11.3.2.3. A minimum of 50 overs must be bowled unless All Out. Otherwise, bets are void. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

3.11.3.3. A Fifty/Hundred to Be Scored in the 1st Innings

Bets are struck on the 1st innings of the match the settlement of which is determined by the team batting 1st (as opposed to both teams). The innings must be completed (declarations count) otherwise bets are void unless settlement is already determined. For settlement purposes any batter's score of 50/100 or above will count.

3.11.3.4. Team Batter to Score a Fifty/Hundred in the 1st Innings

Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement

weather all bets will be void unless settlement is already determined. For settlement purposes any batsman’s score of 50/100 or above will count.

3.11.3.5. Innings Runs; In-Play/Live (Including Alternative Quotes)/Innings Sixes

3.11.3.5.1. A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

3.11.3.5.2. For Innings Sixes specifically, for settlement purposes the outcome is based on all deliveries from which a batter is credited with exactly six runs (including All-run/Overthrows).

3.11.3.6. In-Play/Live Runs in First 'X' Overs (including alternative quotes)

3.11.3.6.1. If the selected number of overs is not complete due to external factors then bets will be void, unless settlement of bet is already determined.

3.11.3.6.2. If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

3.11.3.7. First Innings Lead

Both teams must complete their first innings for bets to stand (including declarations). Dead-heat rules apply.

3.11.3.8. Series Betting

Bets void if the designated number of matches are not completed. For series batter total runs and player matches runs scored in both innings of all the matches in the series will count. For player performance the runs scored, wickets, catches and stumpings taken in both innings of all matches in the series will count.

3.11.3.9. Runs in 1st Over (2-Way)

Extras and penalty runs will be included. The over must be completed for bets to stand unless result already determined.

3.11.3.10. Top Batter / Bowler (Both Teams)

Top batter / bowler (both teams) bets are for the whole match. Bets placed on any player not in either starting 11 are void. Bets on players who are selected but do not bat / bowl will be settled as losers. Dead-heat rules apply.

3.11.3.11. Test Match Team Totals (2-Way)

For Test matches totals are settled on the1st Innings only. A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

3.11.3.12. Opening Partnership Over/Under Innings Runs

Bets stand once 1 ball has been bowled in each team's 1st innings. Bets are void if the innings is forfeited.

3.11.3.13. To Make a Fifty Yes/No in Either Innings

The whole match counts. Bets will stand after batter has faced one ball or is given out before first ball is faced. Score counts if batter is Not-Out including if innings is declared. All bets stand irrespective of delays caused by rain or for any other reason.

3.11.4. County Championship Matches

3.11.4.1. Match Betting

3.11.4.1.1. Unless a price is quoted for a draw, in the event of a drawn match, bets will be void. If a match is abandoned due to outside interference, then bets will be made void. In the event of a tie Dead-Heat rules will apply.

3.11.4.1.2. Outside interference does not include weather events.

3.11.4.1.3. The result of a match is a tie when the scores are equal at the conclusion of play, but only if the side batting last has completed its innings (i.e. all innings are completed, or, in limited-overs cricket, the set number of overs has been played or play is terminally stopped by weather or bad light).

3.11.4.2. Innings Runs

A minimum of 50 overs must be bowled unless All Out or team declares. Otherwise bets void, unless settlement of bets is already determined.

3.11.4.3. Top Team Batter/ Team Bowler

3.11.4.3.1. Only the first innings count.

3.11.4.3.2. Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat or do not bowl will be settled as losers.

3.11.4.3.3. A minimum of 50 overs must be bowled unless All Out. Otherwise, bets are void. In the event of two or more players ending on an equal number of wickets then the bowler with the least number of runs conceded will be deemed the winner. If wickets and number of runs conceded are the same then dead heat rules will apply.

3.11.4.4. First Innings Lead

Both teams must complete their first innings for bets to stand (including declarations). Dead-Heat rules apply.

3.11.4.5. In-Play/Live Runs in First 'X' Overs (including alternative quotes)

3.11.4.5.1. If the selected number of overs is not complete due to external factors then bets will be void, unless settlement of bet is already determined.

3.11.4.5.2. If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

3.11.5. Cricket World Cup/Tournament Betting

3.11.5.1. Total Tournament Runs / Total Tournament Wickets

For any game which is abandoned or reduced via Duckworth Lewis, only the total number of runs and wickets actually registered count.

3.11.5.2. Total Tournament Run Outs / Total Tournament Stumpings

For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs.

3.11.5.3. Team to Score Most Sixes /Player to Hit Most Sixes / Total Tournament Sixes

3.11.5.3.1. For settlement purposes this is all deliveries from which a batter is credited with exactly six runs (including All-run/Overthrows). For settlement purposes the official total will stand regardless of any matches being abandoned or reduced in overs. Dead-heat rules apply.

3.11.5.3.2. For the Player market specifically, batter must face at least one delivery, otherwise bets are void.

3.11.5.4. Team with Highest Innings Score / Team with Lowest Innings Score

Dead-heat rules apply.

3.11.5.5. Team with Highest Opening Partnership/ Team with Highest 1st 10 Overs Score

Dead-heat rules apply.

3.11.5.6. Tournament Hat Trick

Bets settled as 'Yes', if a 'hat-trick' (deemed as when a bowler dismisses three batsmen with consecutive deliveries in the same match) is officially recorded during the tournament.

3.11.5.7. Player of the Tournament

Bets will be settled on the officially declared Player of the Tournament. Dead-heat rules apply.

3.11.5.8. Top Bowler (Team or Tournament)

Dead Heat Rules will apply if required.

3.12. Cycling

3.12.1. Individual Stage/Outright Betting/Rider Finishing Position

3.12.1.1. Participants must pass the starting line of the respective event/stage for bets to stand. Otherwise, bets will be void and stakes returned. All bets are settled on the official classification(s) listings, published by the respective race governing bodies, at the time of the podium presentation.

3.12.1.2. Subsequent disqualifications and/or appeals will not affect bets. For

Team Classification markets, settlement is based on final standings in time based classifications (should there be more than one Team Competition in a specified event).

3.12.1.3. Outright markets may be subject to a Rule 4 (Deduction).3.12.1.4. If the start time of the race or its stage is postponed by more than 24 hours, all bets on the given race or stage are subject to refund.

3.12.2. Match-Ups

3.12.2.1. Match-ups will be settled upon the cyclist achieving the highest placing in the specified event/race or stage.

3.12.2.2. In the event of one or both cyclists not passing the starting line then bets will be deemed void.

3.12.2.3. If both cyclists start but fail to finish a specific event/race or stage, then bets will be deemed void.

3.12.2.4. If both cyclists start a specific event/race or stage and only one fails to finish, then the cyclist who completes the specific event/race or stage will be deemed the winner.

3.12.3. Event Specials

All-in compete or not. The specified event must be completed in full (statutory number of stages), otherwise bets will be void unless the result is already determined. For some specials, the statutory number of teams must start the specified event for bets to stand.

3.13. Darts

3.13.1. Outright Betting

Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction). 3.13.1.1. If a match is delayed for more than 24 hours, all bets on the match must be refunded. If the match is postponed for less than 24 hours, bets remain valid.

3.13.2. Pre-Game Match Betting

3.13.2.1. In the event of a match starting but not being completed, the player

progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

3.13.2.2. For Premier League darts events, match betting may be offered in the form of 3- Way, and 2-Way markets. For settlement purposes the 3-Way market includes the Tie option. Bets will be void in the 2-Way market if the match result is a tie.

3.13.3. Handicap 2-Way and 3-Way Leg Betting/Set Betting

In the event of the statutory number of legs/set not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

3.13.4. Individual Player Checkouts

If match is not completed, then all bets are void unless the quote has been exceeded.

3.13.5. First Leg/Set Markets

All bets void if the first leg/set is not completed, unless the outcome has already been determined.

3.13.6. Leader After 4/6 Legs

The first 4/6 legs must be completed for bets to stand.

3.13.7. Race to 3 Legs

Either player must win 3 legs for bets to stand.

3.13.8. Highest Checkout 3-Way

If match is not completed, then all bets are void unless the quote has been exceeded.

3.13.9. Highest Checkout 2-Way

If match is not completed, then all bets are void unless the quote has been exceeded. If players Tie, then bets are void.

3.13.10. Checkout Total Markets

All bets void if the match, or relevant leg/set is not completed, unless the outcome has already been determined. For 2-Way markets if players Tie then bets are void.

3.13.11. Next Leg Checkout

The Bull counts as red. The leg must be completed for bets to stand.

3.13.12. Total Legs/Sets

If match is not completed, then all bets are void unless the quote has been exceeded.

3.13.13. Checkout Markets

The Bull counts as red. The leg must be completed for bets to stand.

3.13.14. Most 180s

All bets void if match is not completed.

3.13.15. 180s Totals Markets

All bets void if the match, or relevant leg/set is not completed, unless the outcome has already been determined.

3.13.16. First 180

All bets void if match is not completed, unless the outcome is already determined. If no 180 is scored bets will be void.

3.13.17. 170 Finish in Match

All bets void if match is not completed, unless the outcome has already been determined.

3.13.18. Double Result (Legs/Sets)

Predict the result after the specified number of legs/sets and the overall winner of the match. All bets void if match is not completed.

3.13.19. First Dart Markets

Settlement is on the first dart or set of darts thrown in a specified leg/set. A Bounce Out is deemed as Other for settlement purposes. In a match format where Double In is used, the market will be void if offered in error.

3.13.20. 9 Dart Finish

All bets void if match is not completed, unless the outcome has already been determined.

3.13.21. Premier League Specials

3.13.21.1. To Reach/Not to Reach the Final/Semi Final - The player must take part in one league match for bets to stand.

3.13.21.2. To Be Relegated - Following the appropriate week of fixtures, the bottom two players in the league table (who are subsequently eliminated from the competition), will be deemed winners for settlement purposes.

3.13.21.3. Regular Season Winner - For settlement purposes this refers to the player who tops the league table following the group fixtures before the play offs.

3.13.22. 9-Dart Specials

3.13.22.1. Will Selected Player Record a 9 Dart Finish in a Match - All bets void if match is not completed unless a 9 dart finish already achieved.

3.13.22.2. Will Selected Player Record a 9 Dart Finish in the Tournament - Player must throw 1 dart in the tournament for bets to stand.

3.13.22.3. Will There Be a 9 Dart Finish in the Tournament - Tournament must be completed unless a 9 dart finish already achieved. Bets stand regardless of player withdrawals.

3.13.23. In-Play/Live Betting

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void, except for those bets the outcome of which has already been determined at the time of abandonment. For example,

Total Legs or Total 180’s quote has been exceeded at the time of abandonment.

3.14. Floorball

3.14.1. All games must start on the scheduled date for bets to stand/have action. A game is considered completed for settlement/calculation purposes if 50 minutes have been played.

3.14.2. All match markets will be settled on the score at the end of regulation time and will exclude overtime if played, unless stated otherwise.

3.14.3. Match Totals Odd or Even - If there is no score all bets will be settled as Even.

3.14.4. Overtime markets – only scores/action within overtime count for betting purposes.

3.14.5. If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

3.14.6. Period Betting - The relevant period must be completed for bets to stand/have action, unless the specific market outcome is already determined. Scores/action within that period only count for betting purposes.

3.14.7. Match Winner – this 2 way market will include overtime where played and any other way used to determine a winner.3.14.8. If a match is canceled or postponed for any reason by more than 24 hours, all bets on that event will receive a winning ratio of "1".3.14.9. If a match is interrupted or suspended for more than 24 hours, all bets on this match will be settled with the in-game winning odds of "1", unless the results of the bets have already been determined at the time of suspension of the match. Those results that are unambiguously determined before the moment of its stoppage (for example, the result of the first half, the first scored goal and its time, etc.) are accepted for betting calculations.

3.15. Football/Soccer

3.15.1. 90 Minutes Play

3.15.1.1. All match markets are based on the result at the end of a scheduled 90

minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

3.15.1.2. The exceptions to this rule are in relation to friendly matches (see below)

Friendly Matches
If the event of a match not being 90 minutes with 2x45 minute halves, settlement will be as follows;
Match markets will be calculated on official result even if match is less or more than 90 minutes
Half markets will be void unless exactly two clearly defined and equal halves
Examples;
In an 80 minute game with 2x40 minute halves; all bets stand including half markets In a 90 minute game with 3x30 'halves', match markets calculate as normal, half markets are void/returned.
In a 75 minute game played with 30 and 45 minute 'halves', match markets calculate as normal, half markets are void/returned
In a 120 minute game with 4x30 minute 'halves/period', match markets calculate as normal, half markets are void/returned

3.1.15.1.3. Match Result (Early Payout)-Pre-Match market-‘90 minutes only’. Where offered, Pre-Match bets will be paid out/calculated as won, if your selection goes two goals ahead at any point in the match.

3.15.2. Extra-Time In-Play/Live Markets

Bets are settled on the official statistics for the extra-time period. Any goals or corners that were taken or scored during regulation time do not count.

3.15.3. Matches Postponed, Brought Forward or Abandoned

3.15.3.1. Any match interrupted before the end of regular time and not resumed within 24 hours is considered as not having taken place regardless of the referee's decision on this game. Bets, the result of which was clearly determined before the match was stopped, remain valid and are calculated according to these rules, other bets on this match are refunded. If a football match is postponed by more than 24 hours, bets on it are subject to a refund, otherwise bets stand.

3.15.3.2. Any match abandoned before the completion of 90 minutes play will

be void except for those bets the outcome of which has already been determined at the time of abandonment. The market must be fully determined for bets to stand. For example, first player to score or time of the first goal bets will stand provided a goal has been scored at the time of abandonment or over 2.5 goals if 3 or more goals already in the game.

3.15.4. Matches not Played as Listed

3.15.4.1. If a match venue is changed (other than to the away team's ground) then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed (e.g. match is played at the original away team's ground) then bets placed based on the original listing will be void.

3.15.4.2. We will endeavour to identify on our Website all matches played at a neutral venue. For matches played at a neutral venue (whether indicated on our site or not), bets will stand regardless of which team is listed as the home team.

3.15.4.3. If an official fixture, lists different team details to those listed on our Website then bets will be void e.g. official fixture specifies in the team name, Reserves/Age Group e.g. Under 21's/Gender e.g. Women.

3.15.4.4. In all other cases bets stand, including instances where we list a team name without specifying the term 'XI' in the name.

3.15.5. First/Last Player to Score (Pre-Match and Live)

3.15.5.1. Bets are accepted on 90 minutes play only. Every effort will be made to quote first/last player to score odds for all possible participants . However, players not originally quoted will count as winners should they score the first/last goal. Bets on players not taking part in the match will be void as will bets on first player to score where the selection comes on after the first goal is scored.

3.15.5.2. All players that take part in a match will be considered runners for last player to score betting.

3.15.5.3. Subsequent enquiries by official bodies will not be considered for settlement purposes. Please note that own goals do not count in the settlement of bets.

3.15.6. Anytime Goalscorer (Pre Match) and Goalscorer (Live)

Any bets on a player taking part for any part of the given match stand.

3.15.7. Multi Scorers / To Score 2 or More / To Score a Hat Trick

Bets are accepted on 90 minutes play only. Bets on players that do not take part in the match will be void. All players that take part in the match will be considered runners for settlement purposes.

3.15.7.1. Anytime Goalscorer Double/Triple Chance

If either/any of the named players takes part in the match at any point then bets will stand. If neither/none of the players took part in the match, bets will be void/returned. Any of the named players must score for bets to calculate/settle as won.

3.15.7.2. Anytime Goalscorer Both/Three Players To Score.

If all of the named players takes part in the match at any point then bets will stand. If any of the players took no part in the match, bets will be void/returned. All named players must score for bets to calculate/settle as won.

3.15.8. Correct Scores

Predict the score at the end of normal time. Own goals count.

3.15.9. Anytime Correct Score

Predict if the correct score, and to which team, occurs at anytime during the match. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

3.15.10. Team to Win By X or Y goals

This market allows you to bet on a particular team to win by a specific goal margin (by X or Y goals). For example, you have backed Chelsea to win by two or three goals at home against Manchester City. Your bet wins if the game ends with the score of 2:0, 4:2, 3:0, etc. Bets will lose if Chelsea wins with 1 or 4 goal margin (2:1, 5:0, 1:0, etc). If the game ends in a Man City win or is drawn, the bet will also lose. This market is based on the full-time result of the match

unless stated otherwise.

3.15.11. Team First/Last Goalscorer

Bets on players not taking part in the match will be void. Bets where the selection comes on after the first goal is scored for that team will be void regardless of whether the selected player scores in the game. Own goals do not count.

3.15.12. Player to Score at Any Time

3.15.12.1. All players who take part in a match will be considered 'runners'. Any selection on a match that is not completed will be void/returned unless they have scored already.

3.15.12.2. Own goals do not count in the settlement of bets.

3.15.13.1. Time of the First Goal

If a match is abandoned after the first goal is scored, then all bets stand. If a match is abandoned before the first goal is scored, then all bets accepted for time bands that have been completed will be considered losing bets and any other time band which included the time band of the abandonment will be void and treated as non-runners.

3.15.13.2. Time of Goal/Any Timed Incident

3.15.13.2.1. Any goal/incident in first half injury time calculates as 45; for example 7th minute of injury time = 45 or in band 41-50 if relevant.

3.15.13.2.2. Any goal/incident in second half injury time calculates as 90 or 81-90(+) if relevant.

3.15.14. Injury Time

Bets on the amount of injury time are settled on the time indicated by the fourth official’s board, rather than the actual time played.

3.15.15. 10 Minute Bands/X Minutes Bands for Events

Events must happen between 0:00 and 09:59 to be classed in the first 10 minutes. Intervals are expressed as the minute of the match. For example 1-15

minutes will constitute 00:00-14:59, 16-30 will be 15:00-29:59, 31-45 will be 30:00 until Half Time; 46-60 will be 45:00-59:59 (after the second half begins) etc

1-5 minutes will be 00:00-04:59, 1-60 minutes will be 00:00-59:59 etc

3.15.16. Time of First Corner

Bets are settled on what time the corner is actually taken (not the time it is awarded). Injury time of 1st half will calulate as 45 and 2nd half will calculate as 90.

3.15.17. Handicap Betting, Including In-Play/Live (3-Way)

Settlement will be at the odds displayed using the actual score in the match adjusted for the handicap.

3.15.18. Half-Time Result, Including In-Play/Live

Bets will be void if the match is abandoned before half-time.

3.15.19. Half-Time Correct Score

Bets will be void if the match is abandoned before half-time.

3.15.20. Half with Most Goals

Bets will be void if the match is abandoned unless settlement of bets is already determined.

3.15.21. 1st Half Goals

Bets will be void if the match is abandoned before half time unless settlement of bets is already determined.

3.15.22. Rest of the Match Markets

Bets are based on the result of the rest of the game only between the placement of the bet and the end of the match/regular time. For example, if the score at the time of bet placement was 2-1 and the final score is 3-2 then match result for Rest Of The Match is ‘Draw’

3.15.23. Team Highest Scoring Half

Predict which half of a match that more goals will be scored in, by a specified team. Bets will be void If the match is abandoned unless settlement of bets is already determined.

3.15.24. All Corner Markets

Corners awarded but not taken do not count. In the event of a corner having to be re-taken then only one corner will be counted.

3.15.25. First/Last Corner Kick Of The Match

If there are no corner kicks in the match then all bets are void/returned.

3.15.26. 1st Half Corners, Including In-Play/Live

Bets will be void if the match is abandoned before half-time unless settlement of bets is already determined. Corners awarded but not taken do not count.

3.15.27. 2-Way Corners In-Play/Live

Settled on total number of corners in the match, in the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

3.15.28. Most Corners In-Play/Live

Settled on the team who receives the most corners in the match, in the event of an abandonment then all bets are void. Corners awarded but not taken do not count.

3.15.29. Race to X Corners In-Play/Live

Settled on the team who reach the quoted number of corners first, in the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined. Corners awarded but not taken do not count.

3.15.30. Result After 10/20/30/40 Etc Minutes In-Play/Live

Settled on the result at the specified time in the match. E.g., 10 minutes result is settled on the result in the match after 10:00 minutes of play. In the event of an abandonment before 90 minutes have been played then all bets will be void unless settlement is already determined.

3.15.31. Half-Time - Full-Time Double Result

Bets will be void if the match is abandoned. Extra-time and penalty shootouts do not count.

3.15.32. Mixed/Mythical Football

3.15.32.1. Is played between two different teams taking part in real matches in their respective league/competition but are not playing each other. Bets are calculated/settled on the sum of goals scored by the respective teams. If the start of either match is delayed by more than 24 hours then all bets on that game are void/returned.

For example Mixed/Mythical Match; Manchester United vs Real Madrid

Premier League Result Manchester United 2:1 Everton

La Liga Result Real Madrid 3:1 Sevilla

Mixed/Mythical Football Match Results Manchester United 2:3 Real Madrid

In this Manchester United vs Real Madrid Example; Real Madrid win that match and total goals would be 5, Double Chance three outcomes 1X lost, 12 won, X2 won etc.

3.15.32.2. Match Specials

3.15.32.2.1. Unless otherwise stated player specials are void if the player takes no part in the game.

3.15.32.2.2. Bets are settled on the result at the end of 90 minutes play. Extra-time, golden goals or penalty shootouts do not count unless otherwise stated.

3.15.32.2.3. Where one or more participant(s) quoted in a special do not participate, the bet will stand on the remaining participant(s) at regular prices if available.

3.15.32.3. To Win Both Halves

The team must score more goals than the opposition in both halves of the match.

3.15.32.4. Double Chance

The following options are available:

1 or X - If the result is either a home or draw then bets on this option are winners.

X or 2 - If the result is either a draw or away then bets on this option are winners.

1 or 2 - If the result is either a home or away then bets on this option are winners.

If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

3.15.32.5. ASIAN HANDICAPS

Please refer to the following examples regarding settlement of bets:

3.15.32.5.1. Handicap Line 0 Ball

If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

3.15.32.5.2. Handicap Line 0.25 Ball

Team giving a 0.25 ball start:

- Win by any score - All bets on this selection are winners.

- Draw - Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.

- Lose by any score - All bets on the selection are losers.

Team receiving 0.25 ball start:

- Win by any score - All bets on this selection are winners.

- Draw - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

- Lose by any score - All bets on the selection are losers.

3.15.32.5.3. Handicap Line 0.75 Ball

Team giving a 0.75 ball start:

- Win by 2 or more - All bets on this selection are winners.

- Win by exactly 1 - Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.

- Draw or lose - All bets on this selection are losers.

Team receiving a 0.75 ball start:

- Draw or win by any score - All bets on this selection are winners.

- Lose by exactly 1 - Half the stake is refunded to the customer. The other half is classed as a loser.

- Lose by 2 or more - All bets on this selection are losers.

3.15.32.5.4. Handicap Line 1 Ball

Team giving a full ball start:

- Win by 2 or more - All bets on this selection are winners.

- Win by exactly 1 - All bets on this selection are void and refunded to the customer.

- Draw or lose - All bets on this selection are losers.

Team receiving a full ball start:

- Win by any score or draw - All bets on this selection are winners.

- Lose by exactly 1 - All bets on this selection are void and refunded to the customer.

- Lose by 2 or more - All bets on this selection are losers.

3.15.32.5.5. Asian Handicap In-Play/Live (Including 1st/2nd Half Bets)

All bets on the Asian Handicap In-Play/Live market are settled according to the score-line for the entire game. This includes goals scored before and after the bet is placed.

3.15.32.5.6. Asian Corner Handicaps

3.15.32.5.6.1. Whole corner or half corner handicaps - at the end of the match the handicap is applied to the final corner count and the team with the most corners after adjusting for the handicap is deemed the winner for settlement purposes. If the number of corners for each team is equal after the handicap is applied, all bets will be void, and stakes returned.

3.15.32.5.6.2. Quarter corner handicaps - as an example “0.5, 1” is a 0.75 corner handicap has your stake equally divided between half corner and whole corner. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined. In the event of a corner having to be re-taken then only one corner will be counted. Corners awarded but not taken do not count.

3.15.32.5.7. 1st/2nd Half Asian Handicap

Bets settled on the relevant half result only.

3.15.32.5.8. Extra-Time Asian Handicap In-Play/Live

Normal In-Play/Live Asian Handicap rules apply but only goals in extra-time count. The score at the start of extra-time is deemed to be 0-0.

3.15.32.5.9. Asian Total Corners

Predict the total number of corners in a match. The corner line will be either a quarter-corner, half-corner or whole-corner with bet settlement as follows.

3.15.32.5.10. Corner line of 8.5

If you bet over 8.5, your bet wins if there are more than 8 corners in the match. Otherwise your stake is lost. If you bet under 8.5, your bets wins if there are less than 9 corners in the match. Otherwise your stake is lost. With a corner line of a whole number, if the total number of corners is the same as the corner line, your stake is returned.

3.15.32.5.11. Corner line of 8.25

3.15.32.5.11.1. If you bet over, your stake is equally divided between over 8 corners and over 8.5 corners. Your bet wins if there are more than 8 corners in the match. If there are 8 corners exactly, half your stake is lost, and the other half is returned. Otherwise your entire stake is lost. If you bet under, your stake is equally divided between under 8 corners and under 8.5 corners. Your bet wins if there are less than 8 corners in the match. If there are 8 corners exactly, half your stake wins and the other half is returned. Otherwise your entire stake is lost.

3.15.32.5.11.2. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined. In the event of a corner having to be re-taken then only one corner will be counted. Corners awarded but not taken do not count.

3.15.32.5.12. Asian Corners In-Play/Live

Settled as pre-game Asian corners, in the event of an abandonment before 90 minutes have been played, then all bets will be void unless settlement is already determined.

3.15.32.5.13. 1st Half Asian Corners In-Play/Live

Settled as pre-game Asian corners except result is settled on total at half-time, in the event of an abandonment before half time then all bets will be void unless settlement is already determined.

3.15.32.6. GOAL LINE

In the event of a game being abandoned before 90 minutes have been played all bets are void unless settlement of bets is already determined. Please refer to the following examples regarding settlement of bets.

3.15.32.6.1. Extra-Time Goals In-Play/Live

Only goals in extra time count. In the event of a match being abandoned before extra-time has finished then all bets will be void unless settlement of bets is already determined.

3.15.32.6.2. Goal Line 2

Goal line under 2

- Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly then the stake is returned. Bets lose if there are three or more goals scored in the match.

Goal line over 2

- Bets win if there are three or more goals scored in the match. If there are two goals exactly the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.

3.15.32.6.3. Total Goals Asian (2.25)

Total Goals Asian under 2.25

- Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly half the stake will win, and half will be returned. Bets lose if there are three or more goals scored in the match.

Total Goals Asian over 2.25

- Bets win if there are three or more goals scored in the match. If there are two goals exactly half the stake will be returned, and half will be lost. Bets lose if there is 0 or 1 goal scored in the match.

3.15.32.6.4. Goal Line 2.5

Goal line under 2.5

- Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.

Goal line over 2.5

- Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.

3.15.32.6.5. Total Goals Asian (2.75)

Total Goals Asian under 2.75

- Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly half the stake will be returned, and half will be lost. Bets lose if there are four or more goals scored in the match.

Total Goals Asian over 2.75

- Bets win if there are four or more goals scored in the match. If there are three goals exactly half the stake will win, and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

3.15.32.6.6. Goal Line 3

Goal line under 3

- Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly then the stake is returned. Bets lose if there are four or more goals scored in the match.

Goal line over 3

- Bets win if there are four or more goals scored in the match. If there are three goals exactly, the stake is returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

3.15.32.6.7. Total Goal Asian In-Play/Live

For In-Play/Live bets all goals are considered regardless of whether they are scored before or after the bet is placed.

3.15.33. TOURNAMENT BETTING

3.15.33.1. Top Team Goalscorer

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not

count. Dead-heat rules apply. Team quoted is for reference purposes only.

3.15.33.2. Top Club Goalscorer

Goals in 90 minutes and extra-time count. Goals scored in penalty shootouts do not count. Dead-heat rules apply. If no club goalscorer then all stakes are returned.

3.15.33.3. Top Goalscorer

Goals scored in 90 minutes and extra-time count. Penalty shootout goals do not count. Dead-heat rules apply (rather than the player receiving the Golden Boot etc). Team quoted is for reference purposes only. For the FA Cup, and other cup tournaments with preliminary round, goals count from the 1st round proper onwards.

3.15.33.4. Tournament Totals/Specials

3.15.33.4.1. Total Tournament Cards

The maximum number of cards per player per match is one yellow and one red (e.g. a second yellow card leading to a red card does not count). Cards awarded in extra-time do not count. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count for these markets).

3.15.33.4.2. Tournament Total Goals, Team Total Goals, Highest Scoring Team

3.15.33.4.2.1. For markets applying to the whole tournament, goals scored in 90 minutes or in extra-time will count. For markets referring to a particular set of fixtures on a given date(s), only goals scored in 90 minutes count. Goals scored in penalty shootouts do not count.

3.15.33.4.2.2. If a game is postponed, Total Goals (for a group of games on given date(s)) will be made void. Highest Scoring Team needs 50% of games to be played for bets to stand, and Rule 4 (Deductions) may apply in cases of postponed matches.

3.15.33.4.3. Tournament Penalties Missed/Converted

Penalties taken in 90 minutes, extra-time and penalty shootouts all count. If a penalty has to be re-taken the previous disallowed penalty(ies) do not count.

3.15.33.4.4. Tournament Corners

Only corners taken in 90 minutes count.

3.15.33.4.5. Team To Go Unbeaten

Team must complete the tournament without losing any game or any two-legged tie. A loss via away goals, extra-time or penalty shootout will mean the market is settled as No.

3.15.33.4.6. Tournament and Top Goalscorer Doubles

A special price will apply to predict the Tournament Winner and the Tournament Top Goalscorer. Dead-heat rules apply.

3.15.33.4.7. Golden Ball

This market is settled on the winner of the Golden Ball (the best player of the tournament as declared by FIFA/UEFA etc).

3.15.33.4.8. Golden Glove

This market is settled on the winner of the Golden Glove (the best goalkeeper of the tournament as declared by FIFA/UEFA etc).

3.15.33.4.9. Golden Boot

This market is settled on the official winner of the top scorer taking into account tie-breakers from the relevant governing body (FIFA/UEFA etc). For example, assists, minutes and will supersede regular Top Goalscorer rules.

3.15.33.4.10. UEFA Player of the Tournament

This market is settled on the winner of Player of the Tournament (the best player of the tournament as declared by UEFA).

3.15.33.4.11. Club Goalscorer Match Bet

Both players must take some part in the tournament for bets to stand. In the event of a tie then all stakes are refunded. Goals scored in extra-time count. Goals scored in penalty shootouts do not count.

3.15.33.4.12. Furthest Progressing Team

Based on the round a team exits a competition - regardless of extra-time, replays etc. A team winning the final would be deemed furthest progressing. If two teams are eliminated at the same stage (e.g Quarter Finals or in Group Stage) bets are void.

3.15.33.4.13. Qualification Match-Ups

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be made void for that tie.

3.15.33.5. ANTEPOST/FUTURES

3.15.33.5.1. Season Specials

Bets settled on final league position/points total. Playoff points do not count except where specifically mentioned in the individual special. Player Scorer Specials - Bets are settled on the number of relevant goals scored for the club(s) and in league(s) indicated in the market title.

3.15.33.5.2. To Reach Playoffs

The teams which finish in the playoff positions and proceed into the playoff competition will be settled as winners for this market. E.g. those teams gaining automatic promotion, plus all other teams outside of the playoff positions will be deemed losers.

3.15.33.5.3. To Finish in the Top/Bottom Half

Bets are settled based on the official finishing positions at the end of the season.

3.15.33.5.4. Relegation Betting

If a team is removed from the league before the season has started, then all bets on that market will be made void, and a new relegation book will be opened.

3.15.33.5.5. Season Handicap Winner

Settlement is determined after handicap points have been added to all teams' final league points total. Dead-heat rules apply (goal difference is disregarded).

3.15.33.5.6. Divisional Betting

For settlement purposes, in divisional betting the finishing position of teams at the end of the scheduled programme of matches will determine placing (dead-heat rules apply in the event of two or more teams tying in the standings (according to official competition rules)), and there will be no allowance for playoffs or subsequent enquiries by the respective leagues. Bets will stand on any team which does not complete all of its fixtures.

3.15.33.5.7. Top Goalscorer

Only goals scored within the quoted division are counted for this market irrespective of the team (within that division) for which they are scored. The team quoted alongside the player is for reference only. Only league goals count - excluding playoff matches. Own goals do not count. Dead-heat rules apply.

3.15.33.5.8. Season Match Bets/Team Points Totals

If any team does not complete all its fixtures, then all match bets and team points total bets involving that team will be made void - win or lose.

3.15.34. FOOTBALL/SOCCER STATISTICS

3.15.34.1. Team Goals

Number of goals scored by named team. 90 minutes play only, extra-time and penalties do not count.

3.15.34.2. Player Total Goals

Player must take some part in the tournament for bets to stand. Goals in 90 minutes and extra-time count. Goals scored in penalty shootouts do not count.

3.15.34.3. Total Corners, Corners in Second Half

Corners awarded but not taken do not count. Please note that this applies to all corner markets. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined. In the event of a corner having to be re-taken (e.g. for a foul in the

box) then only one corner will be counted.

3.15.34.4. Extra-Time Corners In-Play/Live

Only corners in extra-time count. In the event of a match being abandoned before extra-time has finished then all bets will be void unless settlement of bets is already determined.

3.15.34.5. Corner Handicap

Corners awarded but not taken do not count. Handicap is applied to final corner count for each team to determine handicap winner. Bets will be void if the match is abandoned.

3.15.34.6. Alternative Corners

Settlement of Alternative Corners market is based on the total corner count at the end of the match.

3.15.34.7. Multicorners

This market is first half corners multiplied by second half corners (for example First Half 6 x Second Half 6 = 36, First Half 12 x Second Half 0 = 0 etc). In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined.

3.15.34.8. Total Goals/Number of Goals in Match/Alternative Total Goals In-Play/Live

In the event of a match being abandoned before 90 minutes have been played all bets will be void unless settlement of bets is already determined.

3.15.34.9. Extra-Time Goal Line In-Play/Live

Normal In-Play/Live Goal line rules apply but only goals in extra-time count. The score at the start of extra-time is deemed to be 0-0.

3.15.34.10. Ten Minute Events In-Play/Live

Bets are settled on the number of events occurring in the specified ten-minute time period. Time periods 41-50 and 81-90 include any added time. Events only count within the period they are taken - not awarded. In case of abandonment

any bets on uncompleted time periods will be made void unless settlement of bets is already determined. Note that for the 10 minute free-kicks market a penalty does not count as a free-kick. Corners, throw-ins, goal-kicks and free-kicks that have to be re-taken only count as 1. Foul throw-ins do not count.

3.15.34.11. Goals Odd/Even

Any match resulting in 0-0 will be settled on an even number of goals. For Team Odd/Even markets, if the specified team does not score then we will settle on an even number of goals. In the event of an abandoned match then bets for that match will be void.

3.15.34.12. Both Teams to Score

In the event of a match being abandoned after both teams have scored then 'Yes' bets will be settled as winners and 'No' bets as a loser. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be void.

3.15.34.13. Both Teams to Score in 1st and/or 2nd Half

Predict if both teams will score in the 1st half and if both teams will score in the 2nd half of the match. Bets will be void if the match is abandoned unless settlement of bets is already determined.

3.15.34.14. Home/Away Team to Score in 1st/2nd Half

Predict if a team will score in the 1st Half or 2nd Half of a match. Bets will be void if the match is abandoned unless settlement of bets is already determined. If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

3.15.34.15. Half Time Result/Both Teams To Score

Predict the result of the 1st half of the match and if both teams will score in the 1st half. Bets will be void if the match is abandoned unless settlement of bets is already determined.

3.15.34.16. Half Time Result/Total Goals

Predict the result of the 1st half of the match and the number of 1st half goals. Bets will be void if the match is abandoned unless settlement of bets is already

determined.

3.15.34.17. Goals Over/Under

Predict whether there will be under or over 2.5 goals in a match. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

3.15.34.18. Total Goal Minutes

3.15.34.18.1. Predict the aggregate time of all goals scored in the match, e.g. goals in the 24th, 51st and 59th minutes make up at 134 minutes. Any goals scored in first half added time count as 45. Any goals scored in second half added time count as 90. Should a dispute arise as to the time of any goal then the time provided by the PA will be deemed the time for settlement purposes.

3.15.34.18.2. If a match is abandoned then all bets will be made void apart from those that have already made up (e.g. goals in minutes 40, 45 and 60 and abandonment in 65th minute - bets predicting over 140 total goal minutes will be paid out as winners whilst under and bracket bets will be losers).

3.15.34.19. Yellow Card Markets

3.15.34.19.1. Only yellow cards count. If a player receives a Red Card for two yellow card offences this counts as one yellow and one red. Second yellows are ignored for settlement purposes.

3.15.34.19.2. Settlement will be made with reference to all available evidence to cards shown during the scheduled 90 minutes play. Any card shown after the full-time whistle has been blown will be disregarded.

3.15.34.19.3. Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

3.15.34.20.1 Number of Cards in Match

3.15.34.20.1.1. Yellow card counts as 1, red card counts as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3). Settlement will be made with reference to all available evidence to cards

shown during the scheduled 90 minutes play. Any card shown after the full-time whistle has been blown will be disregarded.

3.15.34.20.1.2. Cards shown to non-players (e.g. managers, substitutes or substituted players who play no subsequent part in the game) do not count towards the total. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

3.15.34.20.2. Player Gets Card

3.15.34.20.2.1. Bets on players taking no part in the match will be void/returned.

3.15.34.20.2.2. If a player takes part for any amount of time bets will stand.

3.15.34.20.2.3. Only players on the pitch count. Cards shown to non-players (e.g. managers, substitutes or substituted players) do not count.

3.15.34.20.2.4. For players booked between halves/periods the card will only count if the player makes an appearance in the subsequent half/period.

3.15.34.20.2.5. Cards received after the full-time whistle do not count (unless specifically in and for an extra time market)

3.15.34.20.2.6. Both yellow and red cards count for this market.

3.15.34.20.2.7. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.

3.15.34.21. 1st Player Booked/Next Player Carded (Player Market)

In the event of two or more players receiving a card for the same incident then the player who is first shown a card by the referee will be deemed the winner for settlement purposes. Both yellow and red cards count for these markets. If TV Coverage or match information is inconclusive over who received the first card, dead heat rules will apply.

3.15.34.22. Time of First Card

Both yellow and red cards count for this market.

3.15.34.23. First Team Card/Next Card Betting (Team Markets)

Only players on the pitch count. In the event of two or more players being booked for the same incident the player who is first shown a card by the referee will be deemed as the winner for settlement purposes.

For betting purposes, a red card is counted as 2 cards. For example, following 2 yellow cards and 1 red card, the next card is deemed to be the 5th card. If TV Coverage or match information is inconclusive over who receive the first card, bets will be void/returned.

3.15.34.24.1. Shots on/off target statistics

Only shots registered from attacking team count, e.g., an Own Goal is not a shot on target.

3.15.34.24.2. VAR (Video Assistant Referee) : Total - Only On-Field Review or Video Review Sign (Rectangle/Square)

Is calculated on the basis of how many times the referee uses the VAR system This is defined as the referee has made the required hand gesture, calling for a video review (a square/rectangle) or the referee went to check the incident on the pitch side video review screen

3.15.34.25. First/Next Goal Method

Free-kick - Goal must be scored directly from the free kick. Deflected shots count provided the free-kick taker is awarded the goal. Also includes goals scored directly from a corner kick.

Penalty - Goal must be scored directly from the penalty, with penalty taker as named scorer.

Own Goal - If goal is declared as an own goal.

Header - Last touch of the scorer must be with the head.

Other Method - All other goal-types not included above such as shot from open play.

No Goal

3.15.34.26. Supremacy

Where a goal supremacy market is offered on a group of matches (e.g. a home goals versus away goals market) if one or more matches are abandoned then all bets on that market will be void.

3.15.34.27. Team to Score First/Second/Next Goal

Own goals count to the side credited with the goal.

3.15.34.28. Team to Score Last

Bets will be void if the match is abandoned.

3.15.34.29. Last Penalty Score/Miss

Predict whether the last penalty awarded in the shootout be scored or missed - if match does not go to penalty shootout all bets will be void.

3.15.34.30. Team Next Penalty

Predict whether the next team penalty will be scored or missed - if match does not go to penalty. shootout or team does not take designated penalty all bets will be void.

3.15.34.31. Team Penalties Converted

Predict the total number of penalties a team scores in a penalty shootout - if match does not go to penalty shootout all bets will be void.

3.15.34.32. Team to Take Last Penalty

Predict which team will be awarded the last penalty in the shootout - if match does not go to penalty shootout all bets will be void.

3.15.34.33. Ball to hit woodwork

The ball will need to rebound back into play to count towards positive calculation/settlement for this market. Any deflection out of play does not count for woodwork hit.

3.15.34.34. Substitution Markets

Which team will make first substitution? - If there are no substitutions ‘there will be none’ will win if offered or all bets are void/returned. If both teams make the first change at the same time or during half time, ‘Both teams at the same time’ will win. Substitutions made in the same break in play, irrespective of order onto the pitch, are considered to be at the same time.

3.15.34.35. Other Statistical markets (Fouls, Throw Ins, Offsides, Tackles etc)

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

3.15.35. Transfer and Manager Specials

3.15.35.1. Transfer Specials

Loan deals do count unless stated otherwise. If a specific date is quoted for a transfer to be completed by, the player must be registered to that club before the specified time frame ends. If a player moves to a club and then is immediately loaned out, we will settle/calculate on the club that signs the player on permanent deal, not where the player is loaned to.

3.15.35.2. Next Manager

3.15.35.2.1. Should a Manager not be quoted, all bets will stand. Other managers may be quoted on request.

3.15.35.2.2. A caretaker or interim manager will not count unless they complete at least 10 consecutive competitive games and will then be deemed the permanent manager for settlement/calculation purposes. A director of football does not count and if structure of the management team changes to have no manager, the person responsible for picking the 1st team (from reasonable sources and using reasonable discretion) will be deemed the winner.

3.16. Futsal

3.16.1. All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise, including Match Odd/Even, which in the event of no score will be settled as Even. Regulation time must be completed for bets to stand unless the specific market outcome is already determined.

3.16.2. The following In-Play/Live markets will be settled at the end of overtime/shootouts: To Qualify/Lift Trophy/Win Shoot-out.

3.16.3. Half markets will be settled at the end of the specified half (exclude any extra-time played). In the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined.

3.16.4. Match Winner. When offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result. 3.16.5. If a match is canceled or postponed for any reason by more than 35 hours, all bets on that event will receive a winning ratio of "1".3.16.6. If a match is interrupted or suspended for more than 24 hours, all bets on this match will be settled with the in-game winning odds of "1", unless the results of the bets have already been determined at the time of suspension of the match. Those results that are unambiguously determined before the moment of its stoppage (for example, the result of the first half, the first scored goal and its time, etc.) are accepted for betting calculations.
3.16.7. A match is considered to have taken place if at least 40 minutes of the match have been played. If the match is not completed within 24 hours, all bets will be settled based on the results at the time the match was stopped.
3.17. Irish/GAA Sports (Gaelic Football/Hurling)

3.17.1. Outright Betting

All bets stand regardless of season length, provincial or qualifier format.

3.17.2. Match Betting

3.17.2.1. Unless otherwise stated all Gaelic Sports bets are settled on regulation time (80 minutes) only (including injury-time); Extra-time does not count unless specified. Where a market specifically includes overtime and the game finishes level after overtime then bets will be void.

3.17.2.2. Bets will be settled on official GAA (Gaelic Athletics Association) result only. If either team does not play then bets will be void.

3.17.2.3. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void. Bets on postponed matches are void unless the matches are re-arranged and played in the same 'Gaelic Week' (Monday - Sunday inclusive UK time). Bets on abandoned matches are void apart from markets where the outcome is already determined.
3.17.2.4. If the start date of the match is moved to a period of less than 24 hours, all bets on this match remain valid. Otherwise, the bets on this match are refunded.3.17.3. Double Result

Predict the result (home/draw/away) at both half-time and the end of regulation time.

3.17.4. Total game score is used to settle bets (goal = 3, point = 1)

Scoring Explanation; a goal (below the crossbar) counts as 3 points. A single point (over the cross bar) counts as 1point/ Match result and overall score/point-based markets are settled on the total combined goals from all Goals and Single Points.

3.17.5. Half Betting

Half markets, the relevant half must be completed for bets to have action/be calculated, unless the specific market outcome is already determined.

3.17.6. Team to Score 1st/Last Goal

Own goals count.

3.17.7 Match Winner

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

3.18. Golf

3.18.1. Outright Betting/Top Nationality Etc

3.18.1.1. Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction). All outright bets are settled on the player awarded the trophy. The

result of playoffs is taken into account. Dead-heat rules will apply to the Place part of any Each-way bets where required.

3.18.1.2. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count). Some tours or events may not declare a winner via a play off if lowest score is tied. Dead heat rules will apply if no sole winner declared.

3.18.1.3. Where a tournament is reduced from the scheduled number of holes for any reason (e.g. adverse weather conditions) outright bets placed prior to the final completed round will be settled on the player awarded the trophy if 36 holes of the tournament have been completed.

3.18.1.4. If less than 36 holes have been completed or outright bets were placed after the final completed round, then bets will be void.

3.18.2. Withdraws or doubtful participation

If your selected player does not take part in the tournament, bets will be made void. If he or she has teed off, bets will stand, and they are deemed to have played. In the event of a player withdrawing after having teed off then stakes will be lost on outright, group, match or 18-hole betting etc.

3.18.3. Betting Without a Nominated Player(s)

Dead-heat rules apply to win bets unless the excluded player(s) does not win the tournament. Dead-heat rules also apply to the Place part of Each-way bets.

3.18.4. Group Betting

3.18.4.1. The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut then the lowest score after the cut has been made will determine settlement. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Dead-heat rules apply except where the winner is determined by a playoff.

3.18.4.2. If a tournament is affected by adverse weather bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round.

3.18.5. Tournament Top 4/Top 5/top 6/Top 10/Top 20 Finish

Dead-heat rules apply.

3.18.6. Finishing Position of a Named Player

In the event of a tie for a finishing position the tied position will count. For example, a tie with 5 other players for 8th place will count as a finishing position of 8th.

3.18.7. Match Betting (3 way) - (54,72 or 90-hole etc)

3.18.7.1. If a tournament is affected by adverse weather then bets will be settled providing that there is a deemed tournament winner and a minimum of 36 holes are completed. The winner will be the player in the lead at the end of the last completed round. Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

3.18.7.2. If one player misses the cut then the other player is deemed the winner. If both players miss the cut then the lowest score after the cut has been made will determine settlement.

3.18.7.3. If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, then the other player is deemed the winner.

3.18.7.4. If a player is disqualified during either the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, then the disqualified player is deemed the winner.

3.18.7.5. When a price is offered for the tie and in the event of a tie, bets on either player to win will be lost.

3.18.8. Tournament Match-Ups (2 way)

As above but bets void in the event of a tie.

3.18.9. 18 Hole Betting

The winner will be the player with the lowest score over 18 holes. Players are paired, they may or may not be playing together.

3.18.10. 18 Hole - 2 and 3-Ball Betting

3.18.10.1/. Bets stand once all nominated players tee-off the first hole. If a round is abandoned, then bets on that round are void.

3.18.10.2/. Official tour site scores recorded on the day will count for settlement (subsequent disqualification after this time does not count) Bets on 2 or 3-balls will stand irrespective of whether the actual pairings/group may differ.

3.18.10.3/. For tournaments using the Stableford scoring system the highest points scorer during the round is deemed the winner. Non-runners; 2 and 3-ball bets void.

3.18.10.4/. In 2-ball betting where a price is not offered for the tie then bets will be void in the event of a tie. If a price is offered for a tie, this will govern settlement. In 3-ball betting dead-heat rules apply. For all other bets involving groups of more than 3 players together over 18 holes (e.g. 7-ball, 9-ball, etc) Dead-heat rules apply. Non-runner no-bet. Deductions in line with Rule 4 (Deductions) will apply.

3.18.11. Wire-to-Wire Winner

The named player must lead after Rounds 1, 2 and 3 (incluing joint leading) and go on to win the tournament. All rounds must be completed in full as scheduled pre event (normally 72 holes/4 rounds).

3.18.12. Straight/Dual Forecast

For Straight Forecast, players must come 1st and 2nd in the specified order. For Dual Forecast, players must come 1st and 2nd in either order. Both players must tee off (start the tournament) for bets to stand, or bets will be made void/returned on that selection. Dead Heat rules may apply.

3.18.13. Fourballs

Bets stand once both pairings have teed-off the first hole. For all other bets involving groups of more than 3 players together over 18 holes (e.g. 4-ball, 5-ball, etc) Dead-heat rules apply. Non-runner - no-bet. Deductions in line with Rule 4 (Deductions) will apply.

3.18.14. Handicap Betting

Deduct handicap from final total to determine the winner. Tournament must be completed otherwise bets void. Any player who misses the cut will be deemed a loser. Any non-runner Rule 4 (Deductions) and SP Place terms will apply. Dead-heat rules apply.

3.18.15. Mythical Match-Ups

The winner will be the player with the lowest score over 18 holes. If scores are level after 18 holes, then bets will be made void.

3.18.16. Match Play Markets

3.18.16.1. If a match does not start (e.g. player injured or disqualified before the start of a match) then all bets on that match will be void. Bets on markets that can be settled by using the official tournament and match results (including final match correct score and individual match betting) will be settled using those results. This includes where a match finishes early either by agreement of the players or through injury.

3.18.16.2. Match Winner (2-Way) is settled on the winner including any extra holes played. In the event of a tie, bets on the Match Winner (2-Way) will be void. Match Result (3-Way) and Winning Margin do not include extra holes if played. Specifically, for Winning Margin and Last Hole Played markets, if a match finishes before the completion of the stated number of holes, bets will be settled on the official result. Bets will be void if a player withdraws at a point in the match where the result is still to be determined. E.g. The number of holes remaining is greater than or equal to the score at the time of withdrawal.

3.18.16.3. For the Last Hole Played market, if a player withdraws after the 16th hole when the match is tied or after the 17th when a player leads by 1, then the Last Hole played is settled as Hole 18, since any natural conclusion to the match would require the 18th hole to be played. Uncompleted single hole bets will be void.

3.18.17. 36 Hole Match Betting

Settlement will be on the player achieving the highest placing at the end of 36 holes. If the number of rounds played is reduced, e.g. for bad weather, bets will be settled providing that a player has won the trophy (bets will stand as long as there is a deemed winner and a minimum of 18 holes are completed).

If a player is disqualified or withdraws after starting prior to the completion of two rounds, then the other player is deemed the winner. A price will be offered for the tie and in the event of a tie bets on either player to win will be lost.

3.18.18. Ryder/Solheim/Walker/Warburg/Presidents Cup and Any Other International Matches

All markets, including Outright, Draw-No-Bet, Handicap(s), Top Points Scorer and Correct Score, Format Correct Score, Total Point Markets, will be settled on official result unless otherwise stated. In the Presidents Cup, To Lift Trophy (without the Tie option), dead-heat rules will apply. Singles Matches - If an individual match-up ends in a tie, then bets will be void.

3.18.19. Golf Specials

3.18.19.1. Winning Score - Settlement will be upon the completion of 72 holes (or 90 for tournaments where applicable) otherwise bets are void. Winning Margin - Based on the number of strokes between the winning player and the individual(s) who finishes second (includes a price for tournament to go to a playoff). In the event of adverse weather affecting the tournament then settlement will stand as long as a minimum of 36 holes of a tournament are played.

3.18.19.2. Hole in One - Relates to a hole in one being recorded in the designated Rounds of a specified tournament. In the event of adverse weather affecting the tournament then bets will stand as long as a minimum of 36 holes of a tournament are played. In the event of a hole in one being recorded, but 36 holes not being played then the Yes option - To Make a Hole in One - will be deemed the winner.

3.18.19.3. To Make/Miss Cut - A tournament cut must be applied for bets to stand. In the case of a Tournament where a multiple cut system is in place, settlement will be defined by a player playing or not playing in the next Round following the 1st official cut. To Win/Not to Win a Major - The 4 majors are US Open, US Masters, USPGA and the British Open. Enhanced Win - Refers to tournament outright betting.

3.19. Greyhound Racing

All our general rules apply to both horse and greyhound racing, exceptions being when they are superseded by the rules below, which are specifically

applicable to greyhound racing.

3.20. Handball

3.20.1. Outright Betting

Outright Betting is all-in compete or not.

3.20.2. Match Betting

3.20.2.1. Unless otherwise stated all bets will be settled based on the score at the end of regulation time and excluding overtime if played. All match betting markets are based on the result at the end of a scheduled 60 minutes play unless otherwise stated. If the scheduled 60 minutes is not played then bets will be void, with the exception of game props where the result has already been determined.

3.20.2.2. The following markets include overtime/shootouts for settlement purposes: To Qualify, To Lift Trophy

3.20.2.3. Any overtime will not be taken into account for any markets concerning “2nd half”.

3.20.2.4. Specifically, for any competition that uses a Mercy Rule, in the event of such a Rule being called in a match, all bets will stand on the score at the time.

3.20.2.5. If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, . otherwise bets will be void.

3.20.3. Matches Postponed or Cancelled

If the match was postponed/interrupted, or not completed within 24 hours, all bets on this match, except for bets on which the result was definitely determined before the game was stopped, are refunded.

3.20.4. Half Betting

The designated half must be completed for bets to stand, unless the outcome of

the specific market is already determined. This excludes overtime, if played.

3.20.5. Game Props

All game props, including the following markets, will be settled on regulation time only and exclude overtime if played: Team with Highest Scoring Half/Highest Scoring Half/Game Total Odd-Even/Team Total Odd-Even/Winning Margin (incl. Alternative)/Double Result (incl. Alternative)/Race to Markets/Team to score X Goals/Both Teams to score X Goals/Either Team to score X Goals.

3.20.6. In-Play/Live Betting

A game must be completed in full for bets to stand (unless the outcome of the specific market is already determined). All In-Play/Live game markets exclude overtime if played, except the following:

To Qualify

To Lift Trophy

To Win Match (Inc OT/SO) – if the match is determined in regulation time this market will be settled on the outcome at that time.

For In-Play/Live half betting, including the following markets, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). All In-Play/live half bets exclude overtime if played. Handicap(s)/Total Goal(s)/Result(s)/Team Total(s)/Total Odd-Even/Margin of Victory/First Goal of Half/Draw-No-Bet/Double Chance/Race to Markets For In-Play/Live 10 minute betting, including the following markets, the designated 10 minute period must be completed for bets to stand (unless the outcome of the specific market is already determined): Handicap(s)/Total Goal(s)/Result(s)/Team Total(s)/Total Odd-Even/Last Goal/Margin of Victory/Race to Markets.

3.20.7. Match Winner

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

3.21. Hockey (Non-Ice, including ’Field’, ‘Rink’ or ‘Inline’ Hockey)

3.21.1. Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.21.2.1. If an event is suspended or postponed, then bets remain valid provided that the event is completed at the same venue within 36 hours.

3.21.2.2.If the event takes place at a different venue, then bets will be made void and stakes returned.

3.21.2.3.If a match venue is changed, bets already placed will stand providing the home team is still designated as such.

3.21.2.4.If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

3.21.2.5.A game must be completed in full for bets to stand, unless settlement of bets is already determined.

3.21.3.1. In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3.21.3.2. Pre-Game Bets All pre-game bets exclude overtime, if played, unless stated otherwise.

3.21.3.3. In-Play/Live Game Bets EXCLUDE Overtime Unless Stated Otherwise

3.21.3.4. Match Winner; where offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

3.21.3.5.To Win Match (2-Way)/To Qualify/To Lift Trophy/Method of Victory/Shootout Winner/Team Next Penalty In Shootout - Include overtime/shootout.

3.21.3.6.To Win In OT - Includes overtime only and excludes shootout if played.

3.21.3.7. In-Play/Live Quarter Bets EXCLUDE Overtime.

3.21.4.1. The designated quarter must be completed for bets to stand, unless settlement of bets is already determined.

3.21.4.2.In-Play/Live Half Bets EXCLUDE Overtime
3.21.4.3. The designated half must be completed for half bets to stand, unless settlement of bets is already determined.
3.21.4.4. In-Play/Live 10 Minute Bets EXCLUDE Overtime

3.21.4.5.The designated 10-minute match duration must be completed for bets to have action, unless the specific market outcome is already determined.

3.22. HORSE RACING

All races are settled as per the official result at the weighed in announcement in line with the rules of racing.

3.23. Ice Hockey

3.23.1. All games must start on the scheduled date (local stadium time) for bets to have action. If a match venue is changed, bets already placed will stand providing the home team is still designated as such.

3.23.2. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.3.23.2.1. If the match is postponed for a period of more than 24 hours, all bets on this match will be calculated with the in-game winning odds of 1 (return).3.23.2.2. If the match was interrupted and it was not played within 24 hours, all bets on this match, except for bets whose result was clearly determined before the game was stopped, are refunded.3.23.2.3. Match Result (Regular Time) (Early Payout)-Pre-Match marketWhere offered, Pre-Match bets will be paid out/calculated as won, if your selection goes three goals ahead at any point in the match.

3.23.3. All Competitions/Matches (unless otherwise stated) - All Markets Pre-Game and In-Play/Live

3.23.3.1. All bets include overtime/shootouts unless otherwise stated. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes.

This does not apply to markets that exclude overtime/shootouts if played.

3.23.3.2. In 2-Way markets Push rules apply. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3.23.3.3. 3-Way markets are settled on the score at the end of regulation time, with the exception of When Will Game End which is a 3-Way market that includes overtime/shootouts.

3.23.3.4. Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

3.23.3.5. Will there be overtime in the match – Overtime (where applicable) must start for bets to stand.

3.23.3.6. The following markets exclude overtime/shootouts for settlement purposes:

Asian Handicap

Asian Goal Line

Draw No Bet

Puck Line (3-Way)

Game Total (3-Way)

Double Chance (3-Way)

Money Line (3-Way)

Team Totals (3-Way)

Race to Markets

Total/Team Goals Exactly

Team To Score First/Last

To Score Last in Regulation

Next Goal Scored

Who Will Win Most Periods

Total/Home and Away Goals Scored

Period Betting

10 Minute Markets In-Play/Live

3.23.3.7. Highest Scoring Period

Highest Scoring Period - If 2 or more periods have the same score, Tie will be settled as the winner.

3.23.3.8. Period Betting - The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.

3.23.3.9. 10 Minute Markets In-Play/Live - The designated 10 minute match duration e.g. 31-40 minutes must be completed for bets to have action, unless the specific market outcome is already determined. For settlement purposes the 51-60 minute duration will not include overtime if played.

3.23.4. Matches Listed as Club Friendlies (Regulation Only) and International Friendlies (Regulation Only) - All Markets Pre-Game and In-Play/Live

3.23.4.1. All bets will be settled based on the score at the end of regulation time and excluding overtime if played, unless otherwise stated below.

3.23.4.2. Game Totals Odd or Even - If there is no score all bets will be settled as Even.

3.23.4.3. Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

3.23.4.4. The following markets include overtime/shootouts for settlement purposes:

To Win Match (including overtime/shootout)

To Lift Trophy

To Qualify

When Will Game End

Penalty Shootout Winnerv

Penalty Shootout Correct Score

3.23.4.5. IIHF World Championships and Olympic Games

Settlement of match-up bets will be determined by positions in the Official Final Ranking at the conclusion of the specified Tournament. If teams are still ranked level, bets will be void.

3.23.4.6. Top Tournament/Team Goalscorer - Player who scores most goals during the competition will be deemed the winner. All-in, play or not. Dead-heat rules apply.

3.23.4.7. To Qualify From Group - Team to progress to Qualifying Round from Preliminary Round will be deemed winner.

3.23.5. Player Statistics

Markets may be offered Regardless of the country and the tournament all bets on Player Statistics are calculated based on the results in regular time, excluding the result of the overtime and penalty shootout. If a player has not participated in the match bets on that player are void/returned.

3.23.6. In Game Number of Suspension markets

3.23.6.1. For the calculation of how many 2-minute suspensions will there be in the given period or match? each 2 minute suspension counts as 1. Double Minor Penalty (double minor) (2 +2 minutes) counts as 2 suspensions each lasting 2 minutes.

3.23.6.2. All penalties occurring before the start of the period refer to the previous period. Penalties assigned at the end of the game, also belong to the previous period (the 3rd period or the overtime).

3.23.6.3. Delayed suspensions which have not come into force due to the fact that the goal was scored are not counted, regardless of whether or not they were included in the official record of the match.

3.23.7. Goalscorer Markets (First/Last/Any)

Forecast the name of the scorer of the first/last goal or to score anytime in the

game. Bets on a player taking any part in the given match stand.

3.23.8. Futures/Ante Post

3.23.8.1\\. NHL Regular Season Points/Match-Ups/Wins - Team must complete at least 80 regular season games for bets to have action/stand unless the specific market outcome is already determined.

3.23.8.2. NHL To Win Conference - The team that progresses to the Stanley Cup Final will be deemed the winner.

3.23.9. Outright/Conference/Divisional Betting

All bets stand regardless of team relocation, team name change or season length.

3.23.10. Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

3.24. Motor Racing (Cars)

3.24.1. F1/Formula One Racing

All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), the sport's governing body, at the time of the podium presentation.

3.24.2. Drivers/Constructors Championship

Each participant is priced to be the top driver over the Formula 1 season in accordance with Drivers/Constructors Championship standings, and rules as specified by the FIA. Each-way terms may apply.

3.24.3. Match Betting/Group Betting

Two drivers or constructors may be paired/put in a group for betting purposes and prices offered on which of them will finish in a higher position in the Drivers/Constructors Championship standings, as specified by the FIA, and in accordance with their official rules. Minimum 16 races must take place for bets to stand.

3.24.4. Individual Grand Prix Betting

All drivers who start the formation lap are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

3.24.5. Qualification Markets

Official qualifying times as recorded by the FIA will be used for settlement. For Fastest Qualifier, times recorded in the third phase count. If for some reason the third phase does not take place we will settle on the official grid as formed by the FIA. Grid position penalties / subsequent disqualifications do not apply for settlement purposes. However, qualifying time penalties (as specified by the FIA) will. Drivers must start the first phase of qualifying for bets to stand. For fastest in qualifying session 1 and 2, drivers must start the specified phase of qualifying for bets to stand.

3.24.6. Start of the Race

The start of any race is defined as the signal to start the formation lap.

3.24.7. Number of Classified Drivers/Groups to Finish/To Finish Last/To Be Classified/Not to Finish the Race/Both Cars To Be Classified

Drivers that have completed 90% or more of the number of laps completed by the winner (rounded down to the nearest whole number of laps) are regarded as finishers in line with the official FIA classification at the time of the podium presentation.

3.24.8. Finish in the Points/Podium Finish

The result for settlement is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

3.24.9. Highest Finishing Position/Race Match Up

If both drivers fail to complete the race, then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap, then bets will be settled on the official classification at the time of podium presentation.

3.24.10. Finishing Position Markets

If both drivers fail to complete the race, then the driver completing the most laps will be deemed the winner. If both drivers retire on the same lap, then bets will be settled on the official classification at the time of podium presentation.

3.24.11. Race Match Betting

Bets will be settled on the official classification at the time of podium presentation.

3.24.12. Winning Car

All cars will be deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

3.24.13. Winning Margin/Qualifying Winning Margin

Bets will be settled on the official FIA result at the time of the podium presentation.

3.24.14. Fastest Lap

The official FIA result at the time of the podium presentation for the race will be used.

3.24.15. Will There Be a Safety Car Period During the Race?

A Safety Car Period is defined as the need for the Safety Car to run in front of the leading car during a specified race. Should the race start under the Safety Car, then all bets concerning the Safety Car market will be settled as Yes. If the race finishes under Safety Car conditions but the safety car has not had time to get to the front of the leading car this market will be settled as Yes. Virtual Safety Car periods do not count.

3.24.16. Virtual Safety Car During the Race

A Virtual Safety Car Period is defined as the need for all cars to be slowed down to a set speed limit in order to make the track safe to continue racing. Unlike the normal Safety Car procedure, no actual car will lead the cars around but instead drivers will see VSC messages around the track and will slow down to the required speed.

Should the race start or end under a Virtual Safety Car condition the market will be settled as Yes. Normal Safety Car periods do not count for the purposes of this market.

3.24.17. Race Group Betting

The winner is the driver achieving the highest placing at the time of the podium presentation. If all drivers in the group fail to be classified, then the driver completing the most laps will be deemed the winner. If all drivers in the group fail to be classified and two or more drivers retired on the same lap, then dead-heat rules apply. Drivers are grouped together for betting purposes only. Non-runner no-bet deductions in line with Rule 4 (Deductions) will apply. Bets will be settled on the official FIA result at the time of the podium presentation.

3.24.18. First Driver/Car to Retire (Formation Lap Counts)

Driver must start 1st formation lap. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap then dead-heat rules apply.

3.24.19. First Constructor Retirement (Formation Lap Counts)

Bets will have action once the 1st formation lap starts. The winner is the constructor of the first car to retire. Should more than one car retire on the same lap then dead-heat rules apply.

3.24.20. First Lap Markets

Bets are settled on the first completed lap of the original race start. Any official restarts are disregarded, unless in the original race the first lap is not completed fully. In this case bets will be settled on the first fully completed lap.

3.24.21. Leader After 1 Lap

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (formation lap not included). In the event of one lap not being fully completed all bets will be void.

3.24.22. Leader After Specified Laps

For settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after the specified race lap in accordance with the FIA's official Race Lap Chart. In the event of the specified number of laps not being fully completed all bets will be void.

3.25. NASCAR/BUSCH RACING

3.25.1. Outright Race Betting

The Field includes any driver who is not listed. Any drivers who do not qualify for the race will be deemed no action/void. The race must be run within one week of the scheduled off time for there to be action. The official NASCAR winner of the race shall be the winner of the race for wagering purposes (this includes all races which are halted prematurely for any reason).

3.25.2. Race Driver Match-Ups

3.25.2.1. All match-ups will be settled as per the official NASCAR result. If one driver fails to complete the race, then the other driver will be declared the winner. Where both drivers fail to complete the race then the number of full laps completed will determine the result. If both drivers fail to complete on the same lap, then the official placing as assigned by the controlling authority will determine the result.

3.25.2.2. Both named drivers must start the race (e.g. cross the start line) for bets to be action. If any driver is replaced before the start of the race, then all match-ups will be void. If a driver is replaced during the race, then bets will stand on his replacement.

3.25.3. Race Props

Race props will be settled on official NASCAR results.

3.26. CART AND INDY RACING

3.26.1. Outright Race Betting

The Field includes any driver who is not listed. Any drivers who do not qualify for the race will be deemed no action/void. The race must be run within one week of the scheduled off time for there to be action/bets to count. The winner, as deemed by the official ruling body of the race, shall be the winner of the

race for betting/wagering purposes. This includes all races which are halted prematurely for any reason.

3.27. TOURING CARS

3.27.1. All race bets are settled on the official classification from the relevant governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

3.27.2. Driver Championship

Each participant is priced to be the top driver over the relevant Touring Car season in accordance with the Driver Championship standings, and rules as specified by the governing body.

3.27.3. Individual Race Betting

All drivers who start the warm-up lap are deemed as runners. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes.

3.28. A1

3.28.1. All race bets are settled on the official classification from the A1GP organisation, the sport's governing body, at the time of the podium presentation. This will not be affected by any subsequent enquiries. Please refer to Formula One rules above regarding bet settlement on specific markets.

3.29. RALLY

3.29.1. All race bets are settled on the official classification as defined by the official race organisers and will not be affected by any subsequent enquiries.

3.30. MOTORBIKES

3.30.1. For all results the official podium result immediately following the race is final. Subsequent alterations and disqualifications do not count for betting purposes.

3.30.2. Individual Race Betting

All riders in place to start the warm up lap count as participants.

3.30.3. Match Betting

Both must start for bets to stand. If both fail to complete on the same lap, bets are void. The rider completing the most laps is deemed the match winner.

3.30.4. First Lap Betting

Bets are settled on the first completed lap of the original race. Any official restarts are ignored unless the original first lap is not completed fully. In this instance bets will be settled on the first fully completed lap.

3.30.5. Group Betting

All named riders must start for bets to stand or all bets are void.

3.31. NETBALL

3.31.1. Game Betting

3.31.1.1. If a match venue is changed, bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

3.31.1.2. A game must be completed in full for bets to stand, unless settlement of bets is already determined. In 2-Way markets Push/void rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3.31.2. Pre-Game Bets

All pre-game bets exclude overtime, if played unless otherwise stated.

3.31.3. In-Play/Live Game Bets

EXCLUDE Overtime Unless Stated Otherwise. In-Play/Live Quarter/Half Bets EXCLUDE Overtime The designated quarter/half must be completed for bets to stand, unless settlement of bets is already determined.

3.32. OLYMPICS

3.32.1. Any betting relating to the podium/medal betting will be based on the official podium finishing order.

3.32.2. Any subsequent disqualifications will not count for betting purposes.

3.32.3. For general rules betting on a sport by sport basis, normal sports betting rules for that sport will apply where applicable.

3.33. POOL

3.33.1. Outright Betting

All participants in a tournament will be priced to win the tournament outright. Non-runner no-bet. Outright markets may be subject to a Rule 4 (Deduction).

3.33.2. Match Betting

In the event of a match starting but not being completed then the player progressing to the next round, or the player awarded the victory (points) in a team competition, will be deemed the winner for settlement purposes.

3.33.3. Handicap / Total Rack Betting

If the statutory number of racks in a match are not completed, then all bets will be void. In the event of a match starting but not being completed, bets will be void unless the outcome is already determined.

3.34. Rugby League

3.34.1. Unless otherwise stated all Rugby bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time. In the event of a change of opponent from the one advertised then all bets for that match are void.

3.34.2. If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

3.34.3. Abandoned Matches

If a match is interrupted for more than 24 hours, all bets are refundable, except for bets whose result was clearly determined before the match was

stopped.
If the start time of the match is postponed by more than 24 hours, all bets are subject to refund. Exception: If a match has been rescheduled and a new match date and time has been immediately set, according to which the match will be played during the same game week as previously scheduled (Monday to Sunday, GMT), all bets on that match will remain in forces

3.34.4. Outright Betting

3.34.1.\ Regular season only unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues.

3.34.2. To Finish Bottom - Will be settled on the team who finish in the bottom position of the stipulated league upon the completion of the regular season. To Be Relegated - Where a market is offered, settlement is based upon the rules of the specified league.

3.34.5. Match Betting

3.34.5.1. Handicap Betting/Alternative Handicap Betting (Including In-Play/Live)

In 2-Way markets bets are void in the event of a tie.

3.34.5.2. Total Points 2-Way/Alternative Total Points 2-Way/Team Total Points 2-Way

Where scores are level with the total points taken then bets will be void.

3.34.5.3. Match and Team Totals/Alternative Totals (Including In-Play/Live)

In 2-Way markets, where scores are level with the total points taken then bets will be void.

3.34.5.4.1. Draw-No-Bet

If the game finishes in a draw then bets will be settled as void/ a push/returned.

3.34.5.4.2. Match Winner

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

3.34.5.5. 1st/2nd Half Draw-No-Bet

If the 1st/2nd half of a specified match finishes in a draw then bets will be settled as void/a push/returned.

3.34.5.6. Next Try 2-Way

Where there is no next try scored then bets will be void.

3.34.5.7. Total Tries/Team Total Tries/Most Tries Markets (including alternatives)

In 2-Way markets where scores are level with the quote taken then bets will be void. For these markets, tries includes penalty try.

3.34.5.8. First Scoring Play/Team First Scoring Play/First Scoring Play 2nd Half/Score First (2nd Half)/Team to Score First/Team to Score 1st Try/Last Scoring Play of 1st Half/Last Scoring Play of Match/Team to Score Last/Team to Score Last Try/Time of 1st Try/Team Time of 1st Try

For all these markets, try includes penalty try. For all scoring play markets conversions do not count.

3.34.5.9. Team Scoring First Wins Game

Includes extra-time if played.

3.34.5.10. Double Result

Predict the outcome of the specified match at half-time and full-time.

3.34.5.11. Winning Margin Including Exact and Alternative

For settlement purposes the margin at full-time is used (Tie option is available).

3.34.5.12. Race to Markets

Predict the team to reach a specified points total first (Neither is an available option).

3.34.5.13. Half Betting

1st half markets are settled at the end of the 1st half. 2nd half markets are settled at the end of regulation time and exclude extra-time if played.

3.34.6. Other Markets

3.34.6.1. In-Play Live To Win in Overtime/To Qualify/To Lift Trophy

Where offered, all markets will be settled including all periods of Overtime if played.

3.34.6.2. In-Play Live Half Betting

For In-Play/Live half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play/Live half bets exclude overtime if played, and in the event of 2-Way half markets finishing in a draw then bets will be settled as void/a push/returned.

3.34.6.3. Total Team Tries

Penalty tries count. Bets stand on regulation time only.

3.34.6.4. Team to Win Both Halves/To Win Both Halves/Team to Win Either Half

Both halves must be completed for bets to stand.

3.34.6.5. Will Either/Any Team Score 3 Unanswered Tries?

3.34.6.5.1. Either/Any team must score 3 tries in the game without the opposition scoring a try in between. Penalty tries count. Any other markets that are affected by incomplete tournament schedules will be void. The exceptions will be on markets which are already determined.

3.34.6.5.2. Lance Todd Trophy - Applies to the Rugby League Challenge Cup Final. The Man of the Match is decided at the end of the game and awarded the Lance Todd Trophy. Prices are offered for each player participating in the match.

3.34.7. Rugby League Nines

Unless otherwise stated Rugby League nines match bets are settled on the specific tournament regulation play and exclude extra-time if played.

3.35. RUGBY UNION

3.35.1. General Rules

Unless otherwise stated all Rugby, bets are settled on 80 minutes play. The term 80 minutes play includes any stoppage time. Unless otherwise stated Rugby sevens and tens match bets are settled on the specific tournament regulation play and exclude extra-time if played. In the event of a change of opponent from the one advertised then all bets for that match are void.

3.35.2. Abandoned Matches

If a match is interrupted for more than 24 hours, all bets are refundable, except for bets whose result was clearly determined before the match was stopped.
If the start time of the match is postponed by more than 24 hours, all bets are subject to refund. Exception: If a match has been rescheduled and a new match date and time has been immediately set, according to which the match will be played during the same game week as previously scheduled (Monday to Sunday, GMT), all bets on that match will remain in forces.

3.35.3. Match Betting

3.35.3.1. Handicap Betting/Alternative/Additional Handicap Betting (Including In-Play/Live)/Match and Team Totals/Alternative Totals (Including In-Play/Live)

For 2-Way markets void/a push/returned rules apply. For 3 way markets with a tie involved one option will be calculated as a winner.

3.35.3.2. Total Points Odd/Even and Team Total Points Odd Even

Zero counts as Even for settlement purposes.

3.35.3.3.1. Draw-No-Bet

If the game finishes in a draw then bets will be settled as void/a push/returned.

3.35.3.3.2. Match Winner

Bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

3.35.3.4. 1st/2nd Half Draw-No-Bet

If the 1st/2nd half of a specified match finishes in a draw then bets will be settled as void/a push/returned.

3.35.3.5. Next Try 2-Way

Where there is no next try scored then bets will be void.

3.35.3.6. Total Tries/Team Total Tries/Most Tries markets (including alternatives)

In 2-Way markets where scores are level with the quote taken then bets will be void. For these markets try includes penalty try.

3.35.3.7. Team Totals Odd/Even 2-Way

Zero counts as Even for settlement purposes.

3.35.3.8. First Scoring Play/Team First Scoring Play/First Scoring Play 2nd Half/Score First (2nd Half)/Team to Score First/Team to Score First Try/Last Scoring Play of First Half/Last Scoring Play of Match/Team to Score Last/Team to Score Last Try

For all these markets try includes penalty try. For all scoring play markets conversions do not count.

3.35.3.9. Score 1st Try/1st Half Result

Predict the Team to score 1st try, combined with the 1st Half Result. A price may be quoted for No Tryscorer. For this market try includes penalty try.

3.35.3.10. Team to Score 1st and Match Result

Predict the team to score 1st combined with the match result, excluding extra-time if played.

3.35.3.11. Highest Scoring Half/Team with Highest Scoring Half

The second half total excludes extra-time if played. The Tie is an option.

3.35.3.12. Double Result

Predict the outcome of the specified match at half-time and full-time.

3.35.3.13. Winning Margin inc. Exact and Alternative

For settlement purposes the margin at full-time is used (Tie option is available).

3.35.3.14. Race to Markets

Predict the team to reach a specified point total first (Neither option is available).

3.35.4. Half Betting

1st half markets are settled at the end of the 1st half. 2nd half markets are settled at the end of regulation time and exclude extra-time if played. The relevant half must be completed for bets to have action, unless the specific market outcome is already determined.

3.35.5. Match Outcome (4-Way)/Win in Extra-Time/To Lift Trophy/To Qualify/Match to Go to Overtime

Settlement will include extra-time/sudden death and kicking competition if played.

3.35.6. In-Play/Live Half Betting

For In-Play/Live half betting, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). In-Play/Live half bets exclude overtime if played.

3.35.6.1. Team to Score First/Last Try

Market includes No Try Scored option.

3.35.6.2. Team to Score First/Last

Includes extra-time if played.

3.35.6.3. Team to Win Both Halves/To Win Both Halves/Team to Win Either Half

Both halves must be completed for bets to stand.

3.35.7. First/Last/Anytime Tryscorer Markets

Bets on players taking no part in the match will be void/returned.

3.35.7.1. First Tryscorer

If your player takes the field after a try has been scored your bet will be void/returned. If your player has taken to the field at any time prior to the first try being scored your bet stands. Penalty try does not count for this market. If the first try is a penalty try, the scorer of the second try will be deemed the winner for settlement/calculation purposes.

3.35.7.2. Last Tryscorer

Bets will stand on players that take any part in the match for last tryscorer purposes. If the last try is a penalty try, bets will be settled on the previous tryscorer.

3.35.7.3. Anytime Tryscorer (including two or more, three or more)

Bets will stand on players that take ANY part in the match. Bets on players in a match that is not completed will be void/returned except for those where the outcome is already determined (i.e., have scored a try already).

3.35.8. Outright Betting

3.35.8.1. Regular season only unless otherwise stated. The finishing position of teams at the end of the scheduled programme of matches will determine placings with no allowance for playoffs or subsequent enquiries (and potential point deductions) by the respective leagues.

3.35.8.2. To Finish Bottom - Will be settled on the team who finish in the bottom position of the stipulated league upon the completion of the regular season.

3.35.8.3.To Be Relegated - Where this market is offered settlement is based upon the rules of the specified league.

3.35.9. Season Betting

3.35.9.1. Top Tryscorer - Settled on regular season only (playoffs do not count).

3.35.9.2.To Finish Bottom - Settled on team finishing bottom of table (regardless of whether they are relegated or not).

3.35.9.3.Any other markets that are affected by incomplete tournament schedules will be void. The exceptions will be on markets which are already determined.

3.35.10. Rugby Specials

3.35.10.1. In the event of two or more teams reaching the same stage of the competition then dead-heat rules will apply. For ‘total/match/team try’ related markets, penalty tries count for settlement purposes.

3.35.10.2. If two teams finish joint top of any given league/group where applicable, then official competition rules will determine the winner for settlement purposes.

3.35.10.3.Any other markets that are affected by incomplete tournament schedules will be void. The exceptions will be on markets which are already determined.

3.36. Snooker

3.36.1. Outright Betting

Non-runner no-bet - With the exception of Ante-Post bets placed on any player who takes part in a given tournament's qualifying but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes. All participants in a given tournament will be priced to win the tournament outright. Outright markets may be subject to a Rule 4 (Deductions).

3.36.2. Match Betting

In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory will be deemed the

winner for settlement purposes.If a match is interrupted or suspended for more than 24 hours, all bets on that match receive a winning in-game winning odds equal to "1", unless the results of the bets have already been determined at the time the match is stopped. If it is played within 24 hours, all bets on that match will stand.

3.36.2.1. First Legally Potted Colour/To Pot First Ball/To Pot Last Ball (Excluding Free Ball)

In the event of a re-rack the original frame will count for settlement purposes providing a colour/ball has been potted. Betting does not include foul shots.

3.36.2.2. First Frame Player Total Points Odd/Even

For settlement purposes zero counts as Even.

3.36.2.3. Leader After First 4 Frames/Score After First 4 Frames

The first 4 frames must be completed for bets to stand.

3.36.2.4. Highest Break in Match

In the case of a re-rack only the highest break in the officially counting frame will determine settlement. Dead-heat rules apply. If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

3.36.2.5. Match Total Frames Odd/Even

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

3.36.2.6. Session Betting (Pre-match and in-Play/Live)

3.36.2.6.1. All session betting refers to a specified number of frames - as designated on each market e.g. Frames 1-4; 5-9; 10-13; 14-19 etc, and will be settled on results relating to the specified frame band quoted. The first frame of the specified mini session must be played for bets to stand.

3.36.2.6.2. If the match ends naturally during the session then bets will stand (e.g. a player wins 10-2; bets on frames 10-13 will be settled based on the results of frames 10-12). For the following mini-session markets; in the event of

abandonment, retirement or disqualification, bets will be void unless there is no conceivable way the frame(s) and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

3.36.2.7. Highest Break in a Tournament

Dead-heat rules apply.

3.36.2.8. 147 Break in a Match/Total 50+ Breaks in Match

In the event of a match starting but not being completed bets will be voiScore Next Penaltyd, unless the outcome of the specific market is already determined.

3.36.2.9. A Break of 50 or More in Frame 1/A Century Break in Frame 1

In the event of the first frame not being completed bets will be void, unless the outcome of the specific market is already determined.

3.36.2.10. Race to 3,4,5 Frames

The respective frame must be completed for bets to stand.

3.36.2.11. Individual Highest Break (Match/Tournament)

Player must complete at least one frame/match for bets to stand.

3.36.2.12. Number of Frames in the Match

If the statutory number of frames in a match are not completed, then bets will be void unless there is no conceivable way the match could be played to its natural conclusion without unconditionally determining the result of this market.

3.36.3. Revised Match Betting

Where revised match betting is offered (between sessions) one frame of the following session must be completed for bets to stand.

3.36.4. Nationality of Winner

Bets stand irrespective of withdrawals.

3.36.5. Stage of Elimination

Player must play one shot in the tournament for bets to stand.

3.36.6. In-Play/Live

3.36.6.1. First Legally Potted Colour in the Frame/Next Frame First Colour Potted (Excluding Free Ball)

In the event of a re-rack the original frame will count for settlement purposes providing a colour has been potted. Betting does not include foul shots.

3.36.6.2. Player to Pot the First Ball/Next Frame to Pot First Ball

In the event of a re-rack the original frame will count for settlement purposes providing a ball has been potted. Betting does not include foul shots.

3.36.6.3. Next Frame Markets

If the nominated frame is not played bets will be void.

3.36.6.4. Next Frame/Next Frame Handicap (Points)/Current Frame Winner/Next Frame Winning Margin

In the event of a frame starting but not being completed then all bets will be void. Bets stand in the event of a re-rack.

3.36.6.5. Next Frame Total Points/Next Frame Highest Break

In the event of a frame starting but not being completed then all bets will be void, unless the outcome has already been determined. Bets stand in the event of a re-rack.

3.36.7. In-Play/Live Mini Session

3.36.7.1. Winner - Predict the result of the specified mini session

3.36.7.2.Handicap - Predict the result of the specified mini session after a handicap has been applied

3.36.7.3. Score - Predict the match score after the specified mini session.

3.37. Speedway

3.37.1. Team/Club Speedway

Pre-Game - If match is abandoned before full completion of meeting then all bets stand assuming the running of the match would not have affected the result, or the event is rescheduled/resumes within 24 hours, otherwise bets are void. All markets will be settled based on the result after the completion of the final heat (league fixtures) or podium presentation (Individual/Grand Prix competitions). Subsequent appeals, disqualifications and point deductions do not count.

3.38. Squash

3.38.1. Match Betting

In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. In the event of the statutory number of games being changed or differing from those offered for betting purposes then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

3.38.2. Handicap Betting/Match Totals

In the event of retirement or disqualification, bets will be void unless the outcome is already determined. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

3.38.3. In-Play/Live Point Betting

Is offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. If the nominated point is awarded as a penalty point, all bets on that point will be void.

3.38.4. Current and Next Game Odd or Even

In the event of a game starting but not being completed then all bets will be

void.

3.38.5. Player Total Points/Match Total Points

In the event of retirement or disqualification, bets will be void unless the outcome is already determined Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

3.38.6. Current and Next Game Winner/Current and Next Game/Winning Margin, Total Points/Current and Next Game Race(s)

3.38.6.1. In the event of a game starting but not being completed then all bets will be void unless the outcome is already determined.

3.38.6.2. The below markets are based on a statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

3.38.6.3. Correct Game Score/Player Total Points/Match Total Points/Current and Next Game Winner/Current and Next Game Total Points/Current and Next Game Race(s)/Current and Next Game Winning Margin.

3.39. Table Tennis

3.39.1. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. In the event of any of the named players in a match changing before the match starts then all bets are void. In the event of a match starting but not being completed, all bets will be void, unless the specific market outcome is already determined, Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

3.39.2. In-Play/Live Game Markets (Current and Next)

The specified game must be completed for bets to stand, unless the specific market outcome is already determined.

3.39.3. In-Play/Live Race to Markets

Bets are settled based on the first player to reach the nominated number of points in the relevant game. In the event of neither player reaching the number of points required (because of abandonment) then bets on that

market will be void. If the relevant game is not played, then all race markets for that game will be void.

3.39.4. In-Play/Live Point Betting

Bets are offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void.

3.39.5. Total Point Betting markets

Are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

3.39.6. In-Play/Live Handicap Betting

Markets are based on the statutory number of games being played. In the event of the statutory number of games being changed or differing from those offered for betting purposes then all bets are void.

3.40. Tennis

3.40.1. In the event of any of the following circumstances all bets will stand:

A change of schedule and/or day of match

A change of venue

A change from indoor court to outdoor court or vice versa

A change of surface (either before or during a match

In the event of a match starting but not being completed then all bets will be void, unless the specific market outcome has already determined. Bets on markets not determined, even where a natural conclusion would cause an indisputable result, are void.

3.40.2. Match Betting Including In-Play/Live

3.40.2.1. In the event of a match starting but not being completed, then all bets will be void (including due to injury or disqualification).

3.40.2.2. A delayed, unplayed or postponed match will only be treated as a non-runner and cancelled/returned for settling purposes when the match or event/competition is cancelled.

3.40.3. Outright Betting/Without Favourite Betting/Quarter Betting/Half Betting

Non-runner no-bet. Markets may be subject to a Rule 4 (Deductions).

3.40.4. Winning Quarter/Winning Half

Name the tournament quarter the winner will come from (1st/2nd/3rd/4th). Name the tournament half, the winner will come from (Top/Bottom). The specified tournament must be completed in full for bets to stand.

3.40.5. Name The Finalists/Final Forecast/Reach The Final

Non-runner no-bet. The specified tournament must be completed in full for bets to stand.

3.40.6. Tournament Match Betting

Both players in a specified match-up must play 1 point in the tournament for bets to stand. If players progress to the same round of the tournament bets will be void.

3.40.6.1. Set Betting

Bets are void if the statutory number of sets are not completed or are changed.

3.40.6.1.1. First Set Winner

In the event of the first set not being completed bets will be void.

3.40.6.1.2. Tie-Break in First Set

In the event of the first set not being completed bets will be void, unless tie-break has begun, in which case bets will be calculated as “Yes”.

3.40.6.1.3. Tie-Break in Match

In the event of the match starting but not being completed all bets are void

unless a tie-break has already occurred, or it is impossible for a tie-break to occur.

3.40.6.1.4. Double Result

Prices may be offered on a named player to Win or Lose the 1st set and then go on to Win or Lose the match. In the event of match starting but not being completed all bets are void.

3.40.6.1.5. Total Sets

Both 2-Way and 3-Way markets may be offered. 3-Way has ‘Exactly’ as an option. Bets are void if the statutory number of sets are not completed or are changed.

3.40.6.2. Most Aces

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. Bets settled from official tournament statistics.

3.40.6.3. 1st Service Game

2-Way market offered for a named player to hold or break on the 1st Service Game of the match. The 1st Service Game must be completed in full for bets to stand.

3.40.6.4.1. 1st Break Of Serve

Name the first player to break serve in the match. If there is no break of serve in the match, bets will be settled as a push/void.

3.40.6.4.2. To Have a Break Point

3.40.6.4.2.1. Betting is offered on if a player has a break point; for example 0-40, 15-40, 30-40.

3.40.6.4.2.2. Where the format dictates that after 40-40 there is a minimum of two points to be played, the "Yes" selection will be calculated as Won when the non-serving player has a one point 'advantage'

3.40.6.4.2.3. Where the format dictates that after 40-40 that only one point to be

played, the "Yes" selection will be calculated as Won when score reaches 40-40

3.40.6.5. Number of Sets Including In-Play/Live

In the event of a disqualification or retirement all bets will be void unless the final set has begun or settlement of the bet has already been determined.

3.40.6.6. Markets Based on Total Games/Handicap Games Including In-Play/Live

These general rules apply to Games in Individual Sets, Games in Match, Player Games, and Handicap Betting (based on games won). In the event of forfeited points/games, these will count for final settlement. For the purposes of all such markets a tie-break or Match tie-break is counted as one game. The Handicap, Total Games In Match and Player Games markets are based on a statutory number of sets (see related Set Betting). In the event of the statutory number of sets being changed or differing from those offered for betting purposes then all bets are void. At the end of the match all of the games each individual player wins are totalled, and the handicap applied to determine the handicap winner.

3.40.6.7. Nationality of Winner

Nationality as displayed by the sport's governing body. Bets stand irrespective of withdrawals.

3.40.6.8. Fastest Serve Tournament

Player must serve 1 ball for bets to stand. Bets will be settled on official tournament results.

3.40.6.9. Number of Aces/Double Faults

In the event of a disqualification or retirement all bets will be void, unless settlement of the bet has already been determined. Bets settled from official tournament statistics.

3.40.6.10. How Many Sets Will Player Drop During Tournament

In the event of the player retiring from the match/not starting a match (forfeit) it will count as a loss of 2 sets for best-of-3 matches and 3 sets for best-of-5 matches.

3.40.6.11. Stage of Elimination

Player must play 1 point in the tournament for bets to stand.

3.40.6.12. Match Tie Breaks

In some competitions, matches that reach one set all are decided by a Match tie-break. If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break. Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void.

3.40.6.13. International Premier Tennis League

Match Tie Betting - Settlement will be based on the official result. Single-Set Match betting - Specifically for the final single-set match of a Match Tie, settlement of markets will be based on the first player(s) to reach 6 games (and the score at that point), and will ignore any subsequent 'catch up' games played in the set. If during a set a player is substituted, all bets will stand.

3.40.6.14. In-Play/Live Game Markets (Current and Next)

3.40.6.14.1. The player who serving in the relevant game is denoted by (Server/Svr/•). If the wrong player is indicated as (Server/Svr/•), then any bets taken on Current or Next Game, Current or Next Game Score, Current or Next Game to Deuce, Point Betting or Next Game First Point will be void, regardless of the result.

3.40.6.14.2. In the event of the next scheduled game being a tie-break or Match tie-break all bets on that game will be void, with the exception of Next Game First Point. Game to Deuce will be settled as Yes if either player/team wins the game to 40 or the score reaches 40-40 at any stage.

3.40.6.14.3. If any game includes the awarding of a penalty point(s) by the umpire, all bets on that game will stand. If the umpire awards a penalty game, or in the event of a game not being completed through player injury, all bets on that game will be void, with the exception of Game to Deuce if settlement has already been determined. In the event of forfeited points/games, these will count for final settlement.

3.40.6.15. In-Play/Live Set Betting

Match must be completed for bets to stand. In the event of a disqualification or retirement all bets will be void.

3.40.6.16. In-Play/Live Set Winner (Current and Next)

In the event of a set starting but not being completed then all bets will be void unless settlement of bets is already determined.

3.40.6.17. In-Play/Live 3rd/4th/5th Set Yes/No

In the event of a set starting but not being completed then all bets stand as long as one point of the specified set is played.

3.40.6.18. In-Play/Live Set Score (Current and Next)

3.40.6.18.1. If no next set played, then bets on that set will be void. The nominated set must be completed for bets to stand. In the event of forfeited points/games, these will count for final settlement.

3.40.6.18.2. In some competitions, matches that reach one set are decided by a Match tie-break. If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break, and 3rd set winner will also be settled accordingly. Any bets taken on Next Game Winner or Next Game Score will be void if the next game turns out to be a Match tie-break, though any bets on Next Game First Point will stand. Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void.

3.40.6.19. In-Play/Live Total Games in Next Set

If no next set played, then bets on that set will be void. See also the general rules on Total Games markets. In the event of forfeited points/games, these will count for final settlement.

3.40.6.20. In-Play/Live Point Betting

Bets are offered for a player to win the nominated point. In the event of the point not being played, due to the game or match ending, all bets on that point will be void. In the event of forfeited points, these will count for final settlement. If the nominated point is awarded as a penalty point, all bets on that point will be void. Bets stand regardless of whether or not a point takes

place in a tie-break.

3.40.6.21. In-Play/Live Tie-Break Markets (Including Match Tie-Breaks)

3.40.6.21.1. If a tie-break is not played in the nominated set, all bets on these markets are void. All bets stand irrespective of whether or not the tie-break includes the awarding of a penalty point. If the umpire awards the tie-break as a penalty game prior to the game starting, all bets on the tie-break will be void.

3.40.6.21.2. If the tie-break is awarded as a penalty game whilst in progress, bets on tie-break winner will stand, but bets on tie-break score will be void. Bets on tie-break total points will only be settled if the tie-break has already exceeded the relevant line or would have to exceed the line in order to reach a natural conclusion.

3.40.6.21.3. In the event of the tie-break not being completed through disqualification or retirement, all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.

3.40.6.21.4. If the official outcome of a tie-break is unspecified (e.g. either awarded as a penalty game or via disqualification) then all bets on the tie-break will be void, with the exception of tie-break total points as detailed above.

3.40.6.22. In-Play/Live - Player to be Broken During Match

In the event of disqualification or retirement, bets will be void if the player has not yet been broken (unless there is no conceivable opportunity for them to serve again - in which case bets will be settled on the player having not been broken).

3.40.6.23. In-Play/Live - Incorrect Server

If the wrong player is indicated as (Server/Svr/•), then any bets taken on Current or Next Game, Current or Next Game Score, Point Betting or Next Game First Point will be void, regardless of the result.

3.41. Volleyball

3.41.1. Pre-Match

3.41.1.1. The following markets will be void if the match is not completed,

unless the specific market outcome is already determined

To Win Match

Match Total Odd/Even

Correct Set Score

Double Result (Outcome of 1st Set and Match)

Match Handicap - Sets

Match Handicap - Points

Total Points

Team Total Points

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined:

First Set Winner

First Set Total Odd/Even

First Set Handicap

First Set Total Points

First Set Winning Margin

First Set Correct Score

Score After 2/3 Sets

3.41.1.2. In the event of referee enforced point deductions, official results will be used for settlement purposes, on all markets.

3.41.1.3. If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise

bets will be void.

3.41.1.4. To qualify will be settled on the team progressing to the next round of the specified competition and includes the outcome of a Golden Set if played.

3.41.1.5. For competitions where two legged ties do have a Golden Set to decide which team progresses, the Golden Set does not count towards settlement of regular match/set markets.3.41.1.6. If a match is started but not completed for any reason for more than 24 hours, all bets on that match, other than those already determined at the time of stoppage, will be refunded.3.41.1.7. If the start date of the match is moved by less than 24 hours, all bets on this match remain valid. Otherwise, the bets on this match are refunded.

3.41.2. In-Play/Live

3.41.2.1. The following markets will be void if the match is not completed, unless the specific market outcome is already determined: To Win Match/Set Betting/Total Match Points/Team Total Match Points/Handicap Set Betting.

3.41.2.2. For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined.

3.41.2.3. For In-Play/Live Point Betting, bets are offered for a team to win the nominated point. In the event of the point not being played, due to the game or set ending, all bets on that point will be void.

3.41.2.4. Current/Next Set Leader After: If the quoted number of points is not reached in the specified set, then the team who wins the set will be settled as the winner. In the event of referee enforced point deductions, official results will be used for settlement purposes, with the exception of Race to Markets and Point Betting that have already been determined.

3.41.2.5. Golden Set (where applicable and where offered) is calculated based only on what happens in that specific (golden) set.

3.42. Water Polo

3.42.1. Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.42.2. All match markets will be settled on regulation time, unless stated

otherwise.

3.42.3. Regulation time must be completed for bets to stand unless otherwise stated. In the event of a match starting but not being completed then bets will be void, unless the specific market outcome is already determined.3.42.3.1. If a match has been interrupted or abandoned and not completed within 24 hours, all bets, except for those whose result was definitely decided before the stoppage of play (in the case of interrupted matches), will be refunded.3.42.3.2. If the start time of the match is moved to a period of less than 24 hours, all bets on that match remain valid. Otherwise, the bets on this match are refunded.

3.42.4. Odd/Even Markets

Any score of zero is deemed to be even for settlement purposes.

3.42.5. In-Play/Live Markets

3.42.5.1. Bets are settled on regulation time, unless stated otherwise. Regulation time must be completed for these bets to stand, unless the specific market outcome is already determined: Handicaps/Full-Time Result/Total Goals/Alternative Handicaps/Next Goal/Team Total Goals/Double Chance/Winning Margin/Double Result/Race to Markets/Total Goals Odd-Even/Team Total Goals Odd-Even/Draw-No-Bet.

3.42.5.2. The following In-Play/Live markets will be settled at the end of overtime/shootout: Match Winner 2-Way/To go to Overtime/Overtime Total/To go to Penalties/To Win Shootout/Team Score Next Penalty.

3.42.5.3. The following props may be offered for each half or quarter and will be settled at the end of the designated half/quarter. In the event of a specific half/quarter not being completed bets will be void, unless the specific market outcome is already determined.

3.42.5.4. Match Winner; bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.
3.43. Winter Sports

3.43.1. Sports:

Alpine Skiing

Biathlon

Bobsleigh

Cross-Country Skiing

Freestyle Skiing

Luge

Nordic Combined

Skating

Skeleton

Ski Jumping

Snowboarding

3.43.1.1. Event Markets (including Outright/Podium/Winning Continent/Winning Nationality) All bets are settled on the official results/rankings of the International Ski Federation (FIS), the International Skating Union (ISU), the International Biathlon Union (IBU), the Official Olympic Committee or any official body deemed to have such authority for competitions. Subsequent disqualifications and/or appeals will not affect bets.

3.43.1.2. If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, unless settlement of the bet(s) is already determined, e.g. altered official distance (note: for Cross-Country and Biathlon bets will be void if the official (listed) distance is changed, but will stand if the actual course distance is changed)/fewer rounds or order of events, with the exception of Ski Jumping events, where results will stand for markets providing one round is completed in full (including if the event/round is subject to a re-start, but excluding Winning Margin - see below rule).

3.43.1.3. Specifically, for In-Play/Live Ski Jumping, if an event is abandoned during the 2nd round, meaning that 1st round results become the official event result; then any bets placed after the completion of the 1st round will be void.

3.43.1.4. Specifically, for Cross-Country Skiing, Tour de Ski and Ski Tour Canada Outright markets; settlement will be based on the official final ranking

published by the governing body, irrespective of whether or not all scheduled events are held.

3.43.1.5. If a specific event (determined as: after a final competitor list is known) is suspended or postponed bets remain valid until the event is completed.

3.43.1.6. Participants must pass starting line/gate for bets to stand otherwise bets will be void and stakes returned. In the case of a competitor withdrawing/being disqualified prior to the specific event a Rule 4 (Deductions) may be applied to bets.

3.43.1.7. Bets on any participant who takes parIn-Play/Livet in qualifying for a specified event but then fails to qualify for the main Round(s) will be classed as losers.

3.43.1.8. For settlement purposes the result is at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

3.43.1.9. Specifically, for Nordic Combined betting, if the results of the provisional competition round are used for the start of the cross-country race, all event bets are void. Round/Jump 1 Markets In-Play/Live - If an event is abandoned prior to the completion of Round 1 then bets will be void, unless settlement of the bet(s) is already determined.

3.43.1.10. If an event re-starts during the 1st Round/Jump, all bets placed on markets offered In-Play/Live prior to the re-start will be void, unless settlement of the bet(s) is already determined.3.43.1.10.1. If the start time of the event is postponed by more than 24 hours, all bets on the event are subject to refund.3.43.1.10.2. If an event has been suspended and not resumed within 24 hours of the stoppage, all bets on that event, except those whose outcome is definitely determined before the stoppage of the race, will be refunded. 3.43.1.10.3. If the event was restarted on another track (track) after the stoppage, all bets placed on the given event, except for bets whose result was definitely determined before the stoppage of the race, are subject to refund.

3.43.1.11. Group Betting

If one or more participants fail to take part in a specified event, then bets will be void. Dead-heat rules apply.

3.43.1.12. Qualification Markets

Where markets are offered (including match betting) specifically relating to qualifying stages/rounds the results of the official governing bodies are used. Qualification rankings are dependent on times/distances and/or points (FIS) where appropriate. (In the event of two participants getting the same time the winner will be deemed the participant with the least FIS points). Where FIS points are not applicable participants with the same time/distance will be settled as a Push.

3.43.1.13. Match Betting

3.43.1.13.1. Both participants must leave the start line/gate for bets to stand. If an event comprises of just one round, then official results from that round will be used for settlement purposes. If a player is disqualified or withdraws after starting that round the other player will be deemed the winner. Round 1 match betting (Run 1 or Jump 1); both participants must leave the start line/gate for bets to stand. If an event is abandoned prior to completion of the 1st round, then bets will be void.

3.43.1.13.2. In-Play/Live Ski Jumping Overall match betting; if an event is abandoned during the 2nd round, meaning that 1st round results become the official event result; then any bets placed after the completion of the 1st round will be void. For multiple round events, if both participants fail to qualify for the next round then settlement will be based on official 1st round/run standings.

3.43.1.13.3. If both participants fail to register a result in the official 1st round/run standings, either by failing to finish or being disqualified during the 1st round/run, then bets will be void.

3.43.1.13.4. If both participants qualify for the next round but neither completes the event, then bets will be void. For Cross-Country sprint event match-ups the final official placing for the event will be used to determine settlement.

3.43.1.13.5. If a player is disqualified or withdraws after starting either prior to the completion of the first round, or after both players have qualified for a further round, the other player is deemed the winner, assuming that player completes the respective round.

3.43.1.13.6. If a player is disqualified during a subsequent round, when the other player in the match bet has already not qualified for that round, the

disqualified player is deemed the winner.

3.43.1.13.7. If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, e.g. shorter course distances/fewer rounds or jumps/order of events; with the exception of ski-jumping events, where results will stand for match betting providing one round is completed in full (including if the event/round is subject to a re-start).

3.43.1.14. Biathlon Time Match-Ups

Settlement will be based on course time only (not overall time including shooting penalties).

3.43.1.15. Cross Country Leg Match-Ups

Settlement will be based on fastest specified leg time.

3.44. Other Sports

3.44.1. Air Hockey

Matches are played on a best of 5 or best of 7 basis. Each set is first to 7 points to determine the set winner (there is no two clear two points rule). In the event of a match starting but not being completed, markets will be void unless the specific market outcome is already determined.

3.44.2. ARCHERY

3.44.2.1. Outright Betting is all-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.44.2.2. Match Betting - In the event of a match starting but not being completed markets will be void, unless the specific market outcome is already determined.

3.44.2.3. An arrow just touching a scoring boundary line, known as a Line Breaker or Line Cutter, is awarded the higher score.

3.44.2.4. An arrow that rebounds or hangs from the target will still score based on the mark it makes on the target face.

3.44.2.5. Arrows missing the target altogether score 0 (they count as missed).

3.44.2.6.\ All other decisions are at the judge's discretion.

3.44.2.7. Individual Shooting (Archery Shooting)

3.44.2.7.1. During this round, all archers shoot with 36 arrows (6 sets of 6 shots each).

3.44.2.7.2. If archers get the same points, the tie-breaker will have the archer who scored more 10s (if equal then 9s, 8s etc).

3.44.2.7.3. Popular Markets

Match Points Total Over/Under
1st Set Points Total Over/Under
1st Set 1st Shot 10, 9, 8, 7, 6, 5, Any Other (Missed included)
1st Set 1st Shot Total Points Over/Under
1st Set 1st Shot Exact Color Yellow/Red/Blue/Black/White
1st Set Total Points Odd/Even

3.44.2.8. Head-to-Head (H2H) Shooting (Recurve)

3.44.2.8.1. In these rounds, participants shoot 3 arrows in each set (possible 5 sets).

3.44.2.8.2. Athletes receive two points for winning each set after three arrows have been shot.

3.44.2.8.3. If both athletes earn the same score after shooting three arrows in a set, both get one point.

3.44.2.8.4.The first athlete to score six points wins the game.

3.44.2.8.5. If the match ends in a draw, 5-5, the match is decided by one arrow; a Shoot Off/Overtime. Each athlete fires one arrow; highest score wins. If both shoot the same number, or miss, then a new arrow is required.

3.44.2.8.6. Total and handicap markets do not include Shoot-Off/Overtime.

3.44.2.9. Head-to-Head (H2H) Shooting (Compound)

3.44.2.9.1. In these rounds, participants shoot 3 arrows in each set possible 5 sets).

3.44.2.9.2. Athletes receive two points for winning each set after three arrows have been shot.

3.44.2.9.3. There is cumulative score system in this variation.

3.44.2.9.4. The athlete to have higher score after 15 shots wins the game.

3.44.2.9.5. If the match ends in a draw (e.g. 145-145), the match is decided by one arrow; a Shoot Off/Overtime. Each athlete fires one arrow, highest score wins. If both shoot the same number, or miss, a new arrow is required.

3.44.2.9.6. Total and handicap markets do not include Shoot-Off/Overtime.

3.44.2.10. Popular Markets

Match Winner W1/W2
Set Winner W1/X/W2
Match Points Total Over/Under
Set Points Total Over/Under
1st Set 1st Shot 10, 9, 8, 7, Any Other
1st Set 1st Shot Total Points Over/Under
1st Set 1st Shot Exact Color Yellow/Red/Blue
1st Set Total Points Odd/Even

3.44.2.11. Team Round

3.44.2.11.1. Each match for recurve consisting of the best of four sets of six arrows (two per athlete) and for compound consisting of four ends of six arrows (two per athlete) in cumulative score culminating in the Team match.

3.44.2.11.2. If the match ends in a draw, a three-arrow shoot-off for score, a single arrow by each team member; If the score is tied, the team with the arrow closest to the centre shall win; If still tied the second arrow (or third) closest to the centre shall determine the winner.

3.44.2.11.3. Total and handicap markets do not include Shoot-Off/Overtime.

3.44.2.12. Team Mixed Round

3.44.2.12.1. Each match for recurve consisting of the best of four sets of four arrows (two per athlete) and for compound consisting of four ends of four arrows (two per athlete) in cumulative score.

3.44.2.12.2. If the match ends in a draw, a two-arrow shoot-off for score, a single arrow by each team member; If the score is tied, the team with the arrow closest to the centre shall win; If still tied the second arrow (or third) closest to the centre shall determine the winner.

3.44.2.12.3. Total and handicap markets do not include Shoot-Off/Overtime.

3.44.2.12.4. In the Olympic Games, the Medal matches of the World Archery Championships and Archery World Cup Events, the teams shoot alternately in three arrow segments. For other events alternating shooting is optional.

3.44.3. Athletics

For all athletics' events we use the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications, for whatever reason, do not count. We reserve the right to apply a Rule 4 deduction in the event of a withdrawal prior to the start of an event.

3.44.5. Basketball Shots

Is played between numerous players making 2 or 3 point throws in a number of rounds with elimination until a final winner. If points are level all players with the same score progress to next round. Each player in turn takes 10 two-point throws from the free throw line with two points if successful and zero if not. This is followed by players, in turn, taking 10 throws from the same three-point positions with three points if successful and zero if not.

3.44.6. Canoe/Kayak

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.44.7. Chess

All bets are based on the official game result. If a game is postponed or a player replaced, all bets are void. The game must be completed for bets to stand, unless the specific market outcome is already determined. Match

Winner; when offered bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

3.44.8. Combat Sports

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void, and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

3.44.9. Curling

Outright Betting - All-in, compete or not. Match Betting - All matches will be settled on the final score. For betting purposes extra ends will count. End Betting - For end betting purposes, if a Blank End price is not offered for a specific end, all bets will be void if the end is blank (0-0).

3.44.10. Diving

Participants must make one dive for bets to have action otherwise bets will be void, and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.44.11. Equestrian

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. Bets stand regardless of riders changing named horses during an event.

3.44.12. Fencing

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. To Win Match - Prices are offered for each participant to win the duel and in the event of a draw all bets will be void, and stakes returned. If either participant is replaced with another fighter all bets will be void and stakes returned.

3.44.13. Gymnastics

Competitors must attempt one discipline/round for bets to stand. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.44.14. Judo

All bets will be settled according to the official result ay the time. Subsequent disqualifications/amendments will not count for betting purposes.

3.44.15. Kabaddi

The game must be completed for bets to stand, unless the specific market outcome is already determined. Match Winner; when offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result

3.44.16. Lacrosse

Tournament Outright Betting - All bets will have action. Match Betting - Games must go full 60 minutes for bets to have action. Overtime is included for settlement purposes. All bets will be void if the match is not played on the scheduled date. Proposition Involving Players - Both players must take some part in the game for bets to have action. Player Markets - Both Player Points and Player Match-Ups are determined by the goals and assists for each player, as stated by the box score from the official Website of each league or tournament. In-Play/Live - Overtime is included for settlement purposes. The game must be completed for bets to stand, unless the specific market outcome is already determined.

3.44.17. Modern Pentathlon

Participants must pass the starting line for bets to have action otherwise bets will be void, and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.44.18. Pelota

For markets that are already determined, in the event of early abandonment, cancellation, suspension, etc. any bets accepted on these markets will stand.

3.44.19. Pesapallo

All games must start on the scheduled date for bets to have action. For settlement purposes extra innings do not count. If a game has been postponed or cancelled before its due start time, then all bets are deemed no action. Match Winner; where offered, bets are returned if a draw unless there is extra time (or another way to determine victory) when bets stand on official result.

3.44.21. Rowing

All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. In the event of a race starting but not being completed (e.g. there is no deemed winner) then all bets will be void.

3.44.22. Sailing /Yachting

All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. To Win Match - In the event of a race starting but not being completed then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

3.44.23. Shooting/Pistol Shooting

3.44.23.1. All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. In the event of a match starting but not being completed markets will be void, unless the specific market outcome is already determined. Countback may apply in the case of a tie; from the final set number of 10's, then number of 10's in previous sets and 9's etc if required.

3.44.23.2. Pistol Shooting Individual

Ten shots for each Set

The target consists of points 1-10 (minimum 1 maximum 10)

The target has 2 colors (1-6 White) and (7-10 Black)

For Each set, player can earn a maximum of 100 points, for a game maximum of 300 points.

Miss scores 0.

3.44.23.2.1. Popular Markets
Match Points Total Over/Under
1st Set Points Total Over/Under
1st Set 1st Shot 10, 9, 8, 7, Any Other (Missed included)
1st Set 1st Shot Total Points Over/Under
1st Set 1st Shot Exact Color Black/White
1st Set Total Points Odd/Even

3.44.23.3. Pistol Shooting H2H

The game consists of 1 set

Ten shots are fired by each player

The target consists of points 1-10.9 (minimum 1, maximum 10.9)

The target has 2 colors (1-6.9 White) and (7-10.9 Black)

Player can earn a maximum of 109 points.

Miss scores 0.

3.44.23.3.1. At the end of the game, if the points are equal, players will shoot one more time.

3.44.23.3.2. (Shoot-Off) Winner is the player who earns more points. If the points are equal, players will shoot again.

3.44.23.3.3. Total and handicap markets do not include Shoot Off/Overtime.

3.44.23.3.4. Popular Markets
Match Winner W1/W2
Match Points Total Over/Under
1st Set 1st Shot 10, 9, 8, 7, Any Other
1st Set 1st Shot Total Points Over/Under
1st Set 1st Shot Exact Color Black/White
1st Set Total Points Odd/Even

3.44.24. Sumo

Bout/Fight winner will be determined at the end of the bout/fight by the chief judge/referee. Any subsequent disqualifications or changes will not count for betting purposes. If any bout/fight does not take place within 24 hrs of the scheduled start time, bets will be void.

3.44.25. Surfing

Outright Betting - May be subject to a Rule 4 (Deduction). Participants must start Round 1 of a specified competition for bets to stand. Otherwise, bets will be void, and stakes returned. The classification at the time of the podium presentation (as per official ASP result) will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. If a specified event is not fully completed, then bets will be void, and stakes returned. Match-Ups - Will be settled upon the surfer progressing furthest in a specified competition. If both quoted participants are knocked out in the same round of a specified tournament, then the winner, for betting purposes, is deemed the surfer with the highest score. In the event of scores being tied bets will be void. Both quoted surfers in a match-up must compete in Round 1 for bets to stand. Heat Betting - All surfers must enter the Water for the specified Heat for bets to stand, otherwise bets will be void, and stakes returned.

3.44.26. Swimming (and Artistic Swimming)

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.44.27. Taekwondo

All bets will be settled according to the official result at the time. Subsequent disqualifications/amendments will not count for betting purposes.

3.44.28. Triathlon

Participants must pass the starting line for bets to stand otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

3.44.29. Ultimate Frisbee

For markets that are already determined, in the event of early abandonment,

cancellation, suspension, etc. any bets accepted on these markets will stand.

3.44.30. Weightlifting

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. In case of matches with placeholder times, where the official times are yet to be announced, rule 3 does not apply.

3.44.31. Wrestling (Greco-Roman, FreeStyle and Olympic)

The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. To Win Match - In the event of a draw all bets will be void, and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

3.44.32. WWE Wrestling

Matches are settled on the final ruling given during the broadcast. Any subsequent changing after the broadcast do not count for betting purposes. Any bets on non-tag team events with five or more entrants (for example The Royal Rumble) are All in Run or Not, Stakes on any non-participants are lost and any unquoted competitor will count for betting purposes.

4. GENERAL RULES FOR ESPORTS

4.1. All esports markets are based on in-game score events or results at the end of a scheduled match/map. All settlements will occur using the official score and results, which are declared on the official video stream or the in-game stream of the relevant matches.

4.2. All match start dates and times displayed for Esports matches are for indication purposes only and are not guaranteed to be correct. Bets will stand if a match is offered with an incorrect date and/or time.

4.3. If a match is paused/postponed and not rescheduled to a later time within 24 hours of the actual scheduled start time, then all bets on that match will be voided. Should a match be postponed for exactly 24 hours, all bets will stand.

4.4. If the name of a player/team/tournament is misspelled, all bets will still stand unless it’s obvious that the misspelled name is the same as a different entity.

4.5. If a team name is changed due to a team leaving the organization, joining another organization, or due to an official change of team name, all bets will stand.

4.6. If the organizer of the event allows for stand-ins and there is an official result, all bets will be resulted as normal. If at least 50% of the team roster is replaced via a stand-in, all bets will be voided and a new fixture will be created.

4.7. In the case where there is an overruling of a match result by the organizer due to unforeseen circumstances - such as cheating - all bets on that match will be voided. This rule is applicable within 72 hours from the end of the match, then we don't change the result of the tickets.

4.8. If a match has been declared as a walkover win by the tournament organizer, all bets will be void.

4.9. If one team retires during a match, only wagers on the completed individual maps and decided uninfluenced match side markets will be resulted. The match market, undecided match side markets, and all other undecided map markets will be voided. The bets placed on any following maps that will be completed will be resulted with the official results.

4.10. All markets include overtime, unless stated otherwise in the market name.

4.11. If the match format is changed or differs from the one which is being offered, we reserve the right to void all bets.

4.12. If the fixture is listed incorrectly, we reserve the right to void all bets.

4.13. If a match is played before the scheduled start date / time, all bets placed after the actual start of the match will be refunded. All bets placed before the actual start of the match will stand.

4.14. If a match or map is replayed due to an organizer or technical issues, all undecided markets will be voided, while replayed matches or maps will be handled separately as a new match.

4.15. If a map starts with fewer players than the full right number of players within a given esports title, all bets on that map will be voided.

4.16. Market specific rules - match markets. If the final gameplay length/duration is the same as a particular threshold, it is resolved as OVER.

4.17. General rules - outrights

4.17.1. Outright markets will be resolved based on the official tournament results.

4.17.2. In case of a team change, we reserve the right to void all bets and resume the outright market's coverage under a new version.

4.17.3. If the tournament is postponed, we reserve the right to void all bets.

4.17.4. If the tournament is cancelled, all bets will be voided.

4.18. General rules - player markets

4.18.1. In case of a player substitute, all affected player markets will be voided.

4.19. Game specific rules - player markets

4.19.1. CS2

4.19.1.1. Player markets will be resolved based on internal data and are then confirmed with hltv.org.

4.19.1.2. If hltv.org data is corrupted or missing, all bets will be resolved via the video stream.

4.19.1.3. In case of a team kill, suicide, or a player falling out of map bounds, all bets will stand and will be resolved based on hltv.org and/or other officially available data.

4.19.2. Valorant

4.19.2.1. Player markets will be resolved based on internal data and are then confirmed with vlr.gg.

4.19.2.2. If vlr.gg data is corrupted or missing, all bets will be resolved via the video stream.

4.19.2.3. In case of a team kill or player suicide, all bets will stand and will be resolved.

4.19.2.4. In case of a map reset due to a bug / connection issues that would normally result in a round restart, all bets will stand.

4.19.2.5. Specific agents (Phoenix, Kay/O…) may be downed as a result of their ultimate ability. These downs do not count towards player kills.

4.19.3. Dota 2

4.19.3.1. Player markets will be resolved based on internal data and are then confirmed with dotabuff.

4.19.3.2. If dotabuff data is corrupted or missing, all bets will be resolved via the video stream.

4.19.3.3. In case of a deny, all bets will stand and will be resolved based on dotabuff.

4.19.3.4. In case of a split kill where multiple heroes deal damage to a hero, and this hero is finished via a neutral creep or a tower, the kill is omitted from the official results and will not be counted towards the player markets.

4.19.4. League of Legends

4.19.4.1. Player markets will be resolved based on internal data and are then confirmed with gol.gg

4.19.4.2. If gol.gg data is corrupted or missing, all bets will be resolved via the video stream.

4.19.4.3. Should an execute appear, all bets will stand and will be resolved based on gol.gg.

5.1. CS 2

5.1.1. If one of the players disconnects and is unable to reconnect or be replaced for the rest of the Map, both teams decide to continue 4v5, and they play at least 3 rounds. All affected bets on that Map, Match, and match side markets will be voided.

5.1.2. If a team retires, receives a win by admin decision, or is disqualified before all scheduled rounds of a Map are played, all undecided bets on that Map and Match will be voided.

5.1.3. Rounds 1-12 constitute the first half of CS2 Maps.

5.1.4. In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.

5.1.5. Utility markets (Zeus/Incendiary/Molotov/Frag grenade/Knife kills) are resolved based on official data.

5.1.6. The market “Map At Least One Molotov Or Incendiary Kill”:
a. Includes the thrown projectile (Molotov/Incendiary grenades) damage and fire damage.

5.2. Valorant

5.2.1. If one of the players disconnects and is unable to reconnect or be replaced for the rest of the Map, both teams decide to continue 4v5, and they play at least 3 rounds. All affected bets on that Map, Match and match side markets will be voided.

5.2.2. If a team retires, receives a win by admin decision or is disqualified before all scheduled rounds of a Map are played, all undecided bets on that Map and Match will be voided.

5.2.3. Rounds 1-12 constitute the first half of Valorant Maps.

5.2.4. In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.

5.3. Dota 2

5.3.1. If a Map starts with fewer than 10 competitors, all bets on the Map will be void.

5.3.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all affected bets on that Map and Match will be voided. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.

5.3.3. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all bets on the Map will be void. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets are settled according to the official result.

5.4. League of Legends

5.4.1. If a Map starts with fewer than 10 competitors, all bets on the Map will be void.

5.4.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all affected bets on that Map and Match will be voided. If a competitor disconnects or quits after the 10th minute of play of a Map that has started, bets have action according to the official result.

5.4.3. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets have action according to the official result.5.4.4. In the case of a chronobreak, prematch bets will be resolved based on the official results. Already placed live bets will be cancelled, only if they were placed during the timeframe of the chronobreak. Other live bets will be resolved based on the official results.

5.5. King of Glory

5.5.1. If a Map starts with fewer than 10 competitors, all bets on the Map will be void.

5.5.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all undecided bets on that Map and Match will be voided. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.

5.5.3. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play after the Map has started, bets have action according to the official result.

5.6. eFootball

5.6.1. The Valhalla Cup tournament teams consist of semi-professional players competing against each other match by match. A supervisory referee is present for every match to ensure compliance with the rules of integrity and in order to provide the smoothest possible operation with minimal glitches, the studio is equipped with high level technology.

5.6.2. Game Rules:

Game: EA Sports FC 26 on PS5
• All players are 18+
• Difficulty Level: Legendary
• Competitor Mode: On
• Players rating: overall 95
• Time of day: 10 pm
• Weather: Clear
• Pitch pattern: Default
• Pitch wear: None
• Game speed: Fast
• Fast substitutions: Yes
• Season: Summer
• Camera: Co-op
• Offsides: On
• Bookings: On
• Handball: Off
• Injuries: Off
• Referee Strictness: Default

5.6.3. The Valkyrie Cup tournament teams consist of professional players (Women's Super League) competing against each other match by match. A supervisory referee is present for every match to ensure compliance with the rules of integrity and in order to provide the smoothest possible operation with minimal glitches, the studio is equipped with high level technology.

5.6.4. GAME RULES:

Game: EA Sports FC 26 on PS5
• All players are 18+
• Difficulty Level: Legendary
• Competitor Mode: On
• Players rating: overall 95

• Time of day: 10 pm
• Weather: Clear
• Pitch pattern: Default
• Pitch wear: None
• Game speed: Fast
• Fast substitutions: Yes
• Season: Summer
• Camera: Co-op
• Offsides: On
• Bookings: On
• Handball: Off
• Injuries: Off
• Referee Strictness: Default

5.6.5. Wrong Score/Odds: If bets are placed with incorrect odds, all affected tickets will be canceled

5.6.6. Wrong Teams/Players: If the game is stopped early and there hasn't been a significant event (like a goal), the game may be restarted. If a significant event has occurred, all other markets will be canceled.

5.6.7. Camera Issues: If a camera fails and can't be fixed quickly, settled markets will stand, but all others are canceled. The same applies if the camera fails during a key event.

5.6.8. Twitch Stream Issues: If the stream is off for the entire match, all markets are canceled. If it goes down during a key event, settled markets stand, but others are canceled.

5.6.9. Game-Breaking Bugs: If the timing of a bug is unclear, the entire match is canceled. If the timing is clear, markets up to that point are settled.

5.6.10. Game Crashes/Internet Outages: Settled markets stand, but all others are canceled.

5.6.11. Nameplate/Gamepad Color Issues: These do not warrant any market cancellations.

5.7. eBASKETBALL

5.7.1. The Valhalla League tournament teams consist of semi-professional players competing against each other match by match. A supervisory referee is

present for every match to ensure compliance with the rules of integrity and in order to provide the smoothest possible operation with minimal glitches, the studio is equipped with high level technology.

5.7.2. GAME RULES:

Game: NBA2K23 on PS5
• All players are 18+
• Difficulty Level: All-Star
• Quarter Length 5 Minutes
• Fatigue: Off
• Injuries: Off
• Game Speed: 50
• Foul Out: 6
• On Court Shot Clock: Last 10 Seconds

5.7.3. Wrong Score/Odds: If bets are placed with incorrect odds, all affected tickets will be canceled.

5.7.4. Wrong Teams/Players: If the game is stopped early and there hasn't been a significant event (like a goal), the game may be restarted. If a significant event has occurred, all other markets will be canceled.

5.7.5. Camera Issues: If a camera fails and can't be fixed quickly, settled markets will stand, but all others are canceled. The same applies if the camera fails during a key event.

5.7.6. Twitch Stream Issues: If the stream is off for the entire match, all markets are canceled. If it goes down during a key event, settled markets stand, but others are canceled.

5.7.7. Game-Breaking Bugs: If the timing of a bug is unclear, the entire match is canceled. If the timing is clear, markets up to that point are settled.

5.7.8. Game Crashes/Internet Outages: Settled markets stand, but all others are canceled.

5.7.9. Nameplate/Gamepad Color Issues: These do not warrant any market cancellations.

5.8. eCricket

5.8.1. Yodha Premier League - eCricket tournament by professional players in real time.

5.8.2. GAME RULES:

Game - Cricket 24
Platform - Playstation 5
Mode – Multiplayer – YPL
Overs – 5
Wickets - 5
Duration of match - 20 mins
Chance of Rain - No Rain
Catching - Semi - Assisted
Fielding - Semi - Assisted
Toss - In-game
Toss winner - To choose Batting first
Pitch – Green (Default)
In-Game Stadium – Home Ground (Blue controller)
Time of Day - Random
DRS – No (All decisions given by in-game umpire are final)
Batting - Arcade
Bowling - Standard (cricket 19)

5.8.3. Wrong Score/Odds: If bets are placed with incorrect odds, all affected tickets will be canceled.

5.8.4. Wrong Teams/Players: If the game is stopped early and there hasn't been a significant event (like a goal), the game may be restarted. If a significant event has occurred, all other markets will be canceled.

5.8.5. Camera Issues: If a camera fails and can't be fixed quickly, settled markets will stand, but all others are canceled. The same applies if the camera fails during a key event.

5.8.6. Twitch Stream Issues: If the stream is off for the entire match, all markets are canceled. If it goes down during a key event, settled markets stand, but others are canceled.

5.8.7. Game-Breaking Bugs: If the timing of a bug is unclear, the entire match is canceled. If the timing is clear, markets up to that point are settled.

5.8.8. Game Crashes/Internet Outages: Settled markets stand, but all others are

canceled.

5.8.9. Nameplate/Gamepad Color Issues: These do not warrant any market cancellations.

5.9. Mobile Legends: Bang Bang

5.9.1. If a Map starts with fewer than 10 competitors, all bets on the Map will be void.

5.9.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map within 1 minute of in-game time, all undecided bets on that Map and Match will be voided. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.

5.9.3. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play after the Map has started, bets have action according to the official result.

5.10. Wild Rift

5.10.1. If a Map starts with fewer than 10 competitors, all bets on the Map will be void.

5.10.2. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map within 1 minute of in-game time, all undecided bets on that Map and Match will be voided. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.

5.10.3. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play of a Map that has started, bets have action according to the official result.

5.11. PUBG Mobile & Fortnite

5.11.1. Round winners will be determined based on the last player or team remaining alive (the “chicken dinner”). A “round” is considered one map played.

5.11.2. In the event of unforeseen circumstances preventing market resolution, we reserve the right to void all bets.5.11.3. The match winner is determined by the team or player with the most points accumulated across those rounds.

- ● A “match” is defined as the collection of rounds played on the same play-day.

4. 5.12. Deadlock

6. 5.12.1. If a competitor disconnects in the first 10 minutes and is unable to reconnect within 2 minutes of in-game time or be replaced for the rest of the map, all affected bets on that map and match will be voided. If a competitor disconnects or quits after the start of the 10th minute of play on the given map, bets will be settled according to the official result.5.12.2. If a walkover or win by admin decision is given in the first 10 minutes of a map, all bets on the map will be voided. If a win by admin decision is awarded after the 10th minute of the map being played, the bets will have action according to the official result.

8. 5.13. Rainbow Six: Siege

10. 5.13.1. If one of the players disconnects and is unable to reconnect or be replaced for the rest of the map, both teams decide to continue 4v5, and they play at least 2 rounds, all affected bets on that map, match, and match side markets will be voided.

12. 5.14. Geo Guessr

14. 5.14.1. All bets on Geoguessr matches will be settled based on the official result as determined by the tournament organizer (TO) on the official website: https://www.geoguessr.com. This includes any in-game decisions or modifications made by the TO during the match.

16. 5.14.2. If a player retires, receives a win by admin decision, or is disqualified before all scheduled rounds of a map are played, all undecided bets on that map and match will be voided.

18. 5.15. Call of Duty

20. 5.15.1. In the event of a map reset, where the map is restarted from the beginning instead of continuing from the point of reset, we reserve the right to void all affected markets.5.15.2. If one of the players disconnects and is

unable to reconnect or be replaced and both teams decide to continue 4v5 we reserve the right to void all affected bets in the following scenarios:

21. a) If in the game mode Hardpoint the player disconnects in the first 120 seconds of the map AND/OR the player disconnects before any of the teams reaches 60 points.

22. b) If in the game mode Search & Destroy the player disconnects before the beginning of the 2nd round.

23. c) If in the game mode Control the player disconnects in the first 120 seconds after the beginning of the 1st round.

26. 5.16. World Of Tanks (Mir Tankov)

28. 5.16.1. If a map starts with fewer than 14 competitors, all bets on the map will be voided.

30. 5.16.2. If a competitor disconnects in the first minute and is unable to reconnect within 2 minutes of the in-game time or be replaced for the rest of the map, all affected bets on that map and match will be voided. If a competitor disconnects or quits after the start of the 1st minute of play on the given map, bets will be settled according to the official result.

32. 5.16.3. If a walkover or win by admin decision is given, all undecided bets on that map and match will be voided.5.17. World of Warcraft (WoW) 5.17.1. All results are settled based on the official Blizzard sources.5.17.2. If a dungeon run is invalidated due to rule violations (e.g. spec stacking), results will reflect Blizzard's ruling.5.17.3. Any intentional disconnect after match start results in a forfeit and voiding of all undecided markets.

34. 5.18. General rules rules for CS2 Duels and Dota 2 Duels - match markets

36. 5.18.1. Wrong Score/Players: Similar to other games, incorrect odds lead to canceled tickets. Incorrect players/heroes may lead to a restart or cancellation depending on if a key event has occurred.

38. 5.18.2. Camera/Twitch Issues: Similar rules to other games, with demo replays potentially used to verify matches.

40. 5.18.3. Game Crashes: Settled markets stand, others are canceled.

42. 5.18.4. Nameplate Issues: No market cancellations.

44. **5.18.5. Game specific rules - match markets**

46. 5.18.5.1. CS2 Duels

48. 5.18.5.1.1. Round Restarts: Bets stand, and markets are resolved based on the official score.

50. 5.18.5.1.2. Player Absence: Bets may be voided if a player is absent or unable to play.

52. 5.18.5.1.3. Internet Issues: The game may be restarted if odds haven't changed or canceled if they have. Settled markets remain, others are canceled.

54. 5.18.5.2. Dota 2 Duels

56. 5.18.5.2.1. Neutral Creep Kills: These count as kills by the opponent.

58. 5.18.5.2.2. Internet Issues: Similar to CS2, the game may be restarted or canceled. Settled markets remain, others are canceled.

60. 5.18.5.2.3. Simultaneous Deaths: The winner is determined by who was alive longer or who killed their opponent first, according to the official game log.

62. 5.18.5.2.4. Incorrect Heroes Selected: If incorrect heroes are selected prior to the beginning of the match and a significant in-game event occurs (e.g., a kill or substantial tower damage), all bets will be cancelled if. If no significant event occurs, the fixture will be restarted with correct heroes and the bets will remain.5.19. Marvel Rivals5.19.1. If a competitor disconnects in the first 2 minutes and is unable to reconnect within 4 minutes of the in-game time or be replaced for the rest of the map, all bets on that map and match will be voided. If a competitor disconnects or quits after the start of the 1st minute of play on the given map, bets will be settled according to the official result. 5.20. Chess5.20.1. If a chess match ends in a draw after all scheduled games have been played, the winner shall be determined based on the outcome of the designated tiebreaker.5.20.2. Finals are offered in a Bo1 format. The player who reaches 2 sets in the series first is declared the overall winner.5.20.3. All markets will be settled based on the official results as confirmed by the governing body.5.21. Crossfire5.21.1. If one of the players disconnects and is unable to reconnect or be replaced for the rest of the map, but both teams still decide to continue 4v5 and they play at least 2 complete rounds, then all affected bets on that map, match, and match side markets will be voided.

5.21.2. If a team retires, receives a win by admin decision, or is disqualified before all scheduled rounds of a map are played, all undecided bets on that map and match will be voided.5.21.3. Rounds 1-8 constitute the first half of Crossfire maps.5.21.4. In the case of a round restart, all bets will stand. All markets will be resolved based on the official score and result.5.21.5. Overtime is played as a single MR3. If the score is tied after overtime, a golden round will decide the winner.5.22. Tekken5.22.1. A point in the series is awarded to a player who first KOs the opponent 3 times.5.22.2. Series winner is determined as the first player to achieve the necessary number of points in the declared match format (e.g., Bo3, Bo5, Bo7, Bo9).5.23. Street Fighter5.23.1. A point in the series is awarded to a player who first KOs the opponent 2 times.5.23.2. Series winner is determined as the first player to achieve the necessary number of points in the declared match format (e.g., Bo3, Bo5, Bo7, Bo9).5.23.3. Grand-finals are double-elimination for the upper bracket finalist. The finalist from the upper bracket holds a 'life advantage.' The lower bracket finalist must defeat the upper bracket finalist twice in the specified format (e.g., two Bo5 series) to win the grand-finals. The upper bracket finalist needs to beat the opponent in the format at least once to win the grand-finals.5.24. eSimulator bots5.24.1. General rules5.24.1.1. Sportsbook platform reserves the right to cancel any bet made on obviously “bad” odds, switched odds or a bet made after an event has started or match was affected by obvious technical problems5.24.1.2. All bets will be settled, when the outcome of the market is decided.5.24.1.3. Market "Match" (1X2) is where it is possible to bet on the (partial or definite) outcome of a match or event. The options are: "1" = Home team, or team listed to the left side of the offer; "X" = Draw, or the selection in the middle; "2" = Away team, or team listed to the right side of the offer. 5.24.1.4. Market "Correct Score" (is where it is possible to bet on the (partial or definite) exact score of a match or event.5.24.1.5. Market "Over/Under" (Totals) is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g., goals, points, corners, rebounds, penalty minutes, etc.). Should the total amount of the listed occurrences be exactly equal to the betting line, then all bets on this offer will be declared void. Example: an offer where the betting line is 128.0 points and the match ends with the result 64-64 will be declared void.5.24.1.6. Market "Odd/Even" is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g., goals, points, corners, rebounds, penalty minutes, etc.)."Odd" is 1,3,5 etc.; "Even" is 0,2,4 etc.5.24.1.7. Market "Half time/Full time" is where it is possible to bet on the result in half-time and the final outcome of the match. e.g., if at Half time the score is 1-0 and the match ends 1-1, the winning outcome is 1/X. The bet is void if the regular time of the match is played in a different time format than those listed in the bet (i.e. other than two halves).5.24.1.8. Market "Period betting" is where it is possible to bet on the outcome of each separate period

within a match/event.5.24.1.9. Market "Draw No Bet" is where it is possible to bet on either "1" or "2" as defined in . It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. Should the specific match contain no winner (e.g., match ends as a draw), or the particular occurrence does not happen (e.g., Draw No Bet and match ends 0-0) the stakes will be refunded.5.24.1.10. Market "Handicap" is where it is possible to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the adjustment of the handicap line is exactly equal to the betting line, then all bets on this offer will be declared void.5.24.1.11. Market Asian Handicap: Home team (-1.75) vs Away team (+1.75). This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (i.e. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a “tie”. Should the match produce any other outcome, including a Team A victory with only 1 goal margin, the whole stake would be lost. Away teams are given a +1.75 goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0.5.24.1.12. Market "Double Chance" is where it is possible to bet simultaneously on two (partial or definite) outcomes of a match or event. The options are: 1X, 12 and X2 with "1", "X" and "2" as defined in.5.24.1.13. Market "Team to score first and win" refers to the listed team scoring the first goal in the match and going on to win the match. Should there be no goals in the match, all bets will be settled as void.5.24.1.14. Bets on "Quarter / Half / Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer.5.24.1.15. Bets on "Result at end of Quarter / Half / Period X…” refer to the result of the match/event after termination of the stipulated time frame and will take into account all other points/goals/events tallied from previous parts of the event/match.5.24.1.16. Bets on "Race to X Points / Race to X Goals…" and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction) it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned time frame. Should the listed score not be reached within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.5.24.1.17. Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the

team/participant scoring/winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be scored/won within the stipulated time frame (if any), all bets will be declared void, unless otherwise stated.5.24.1.18. Any reference for a team to win all halves/periods (e.g., Team to win both halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match. 5.24.2. Basketball Market Rules5.24.2.1. The Match winner (two way) market will be resulted with overtime (OT) included.5.24.2.2. Other markets, except totals and handicaps, do not consider overtime unless otherwise stated. 5.24.2.3. If a match ends before the X is reached, this market is considered void (cancelled). Applicable to the following markets: Who scores Xth point? (incl. OT), Which team will win the race to X points? (incl. OT).5.24.3. FIFA5.24.3.1. Match duration – 2x6 minutes. This includes injury time, but does not include extra time or penalty shootouts.5.24.3.2. All Markets will be settled as set out in the General Market Rules.5.24.3.3. Penalty Shootout. Includes only penalty shootouts without regular time, injury time or extra time .5.24.3.4. All Markets will be settled as set out in the General Market Rules.5.24.4. NBA 2K5.24.4.1. Match duration – 4x6 minutes. This includes overtime.5.24.4.2. All Markets will be settled as set out in the General and Basketball Market Rules.