

## Sports Betting Terms & Conditions

1. General.....	2
2. Soccer .....	5
3. Basketball.....	41
4. Tennis.....	48
5. American Football.....	56
6. Aussie Rules .....	63
7. Bandy .....	67
8. Baseball .....	69
9. Boxing.....	76
10. Chess .....	78
11. Cricket .....	79
12. Horse Racing .....	88
13. Darts.....	99
14. E-Sports.....	101
15. Golf.....	103
16. Handball .....	106
17. Ice Hockey .....	112
18. MMA/UFC .....	126
19. Motor Racing.....	128
20. Netball.....	131
21. Rugby League / Union.....	133
22. Snooker & Pool .....	138
23. Volleyball.....	140
24. Gaelic Sports .....	143
25. Greyhounds.....	145
26. Winter Sports.....	150
27. Other Sports.....	152
28. Singles, Accumulators and System Bets .....	157
29. Handicap Betting.....	173
30. Each-Way Betting.....	176
31. Teaser Bets.....	178
32. Fast Markets.....	179
33. Virtual Sports .....	181

## 1. General

1. These Betting Rules are inseparably linked to our Terms & Conditions, of which they form a part, and acceptance of these Betting Rules is a prerequisite to account registration. Any capitalized terms used herein which are not defined shall take their meaning from the Terms & Conditions.
2. The minimum amount for a bet is £/€0.10. Your maximum amount for a bet differs between sports, leagues and bets. You will see the exact value specified in the field where you enter the stake amount, when placing a bet. We make no guarantee that any bet placed within or for the maximum stake shall be accepted.
3. (Operator) reserves right to refuse the whole or any part of any bet request for any reason and at our sole discretion. Individual bet requests may be reviewed and an alternative price or stake offered at our sole discretion.
4. (Operator) accepts bets made online. Bets are not accepted in any other form (email, telephone, fax, etc.) and if received will be void, win or lose.
5. (Operator) reserves the right to refuse/cancel any bet or part of a bet before the game starts and to make ambiguous bets void, without providing any justification.
6. Customers cannot cancel or change a bet once the bet has been placed and confirmed.
7. Bets will be accepted up to the advertised start time. If a bet is inadvertently accepted which includes an event after its start time, unless it is a live-betting event, the match/bet will be treated as a non-runner.
8. Irrespective of which betting odds format you select for odds to be shown in your Customer account, all bets will be settled based on American odds.
9. Where we have reason to believe that a bet is placed after the outcome of an event is known or after the selected participant or team has gained a material advantage (e.g. a score, sending off etc.) we reserve the right to void the bet, win or lose.
10. (Operator) reserves the right to cancel any bets from customers who place money on an event where they are in any way involved, as participants, referee, coach etc.
11. (Operator) reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: (i) the integrity of the event has been called into question or (ii) matchrigging has taken place. Evidence may be based on the size, volumes or pattern of bets placed with (Operator) across any or all of our betting channels.
12. When an event is cancelled, all related bets will be void automatically and accounts refunded.

13. If any match is abandoned due to injury, bad weather, crowd trouble etc. all bets that have already been settled up until the time of abandonment will stand. For example: If a football match is abandoned in the second half, all bets involving the 1st half will stand. What's more, if there has been a goal scored, the first goal scorer market will stand, but the last and any time goal scorer bets will be void. For tennis: if a player retires injured in the 3rd set, all bets to win the 1st and 2nd sets will stand.
14. (Operator) does not accept any responsibility for typing, human or palpable errors, which lead to obvious price errors. In such cases all bets will be deemed void.
15. Multiple bets that combine different selections within the same event are not accepted where the outcome of one affects or is affected by the other. If such a bet is taken in error, the bet will be cancelled.
16. (Operator) offers you the ability to bet in play on a variety of global sporting events and while we do make every effort to ensure all live betting information is accurate, there may be situations where such information is incorrect, due to delays or otherwise. When checking live betting odds, live event start times or any other live event markets, please be aware that such information is provided as a guide only and we accept no liability for the outcome of any inaccuracies which may occur. It is the sole responsibility of the customer to check such information is accurate at the time of publication.
17. The official result is final for settlement purposes except where specific rules state the contrary. The podium position in Grand Prix racing, the medal ceremony in athletics and any similar official ceremony or presentation in other sports are to be treated as the official result.
18. Winnings will be credited to the Customer's account following confirmation of the final result.
19. (Operator) reserves the right to void any or all bets made by any person or group of persons acting in an attempt to defraud us.
20. (Operator) reserves the right to void any bet that may have been accepted when the account did not have sufficient funds to cover the bet. If an account has insufficient funds as a result of a deposit that has been cancelled by the payment processing party, (Operator) reserves the right to cancel any bet that may have been accepted retroactively.
21. The maximum total winnings to any customer on any calendar day for bets placed with (Operator) is £100,000.00 or equivalent (hereafter the "Maximum Daily Payout").
22. Fraud and Collusion:

- a. A number of bets may be treated as being one when a Customer places multiple copies of the same bet. When this occurs all bets may be voided apart from the first bet struck. A number of bets that contain the same single selection may be treated as being one. When this occurs all bets may be voided apart from the first bet struck. An example would be where 1 particular selection is repeatedly included in Multiple bets involving other short-priced selections.
- b. Where there is evidence of a series of bets each containing the same (or very similar) selection(s) having been placed by or for the same individual or syndicate or individuals, (Operator) reserves the right to make bets void and suspend relevant accounts. This rule applies to both settled and unsettled bets.
- c. If you have played in a professional capacity, or in tandem with other Customer(s) as part of a club, group, etc., or placed bets or wagers in a coordinated manner with other Customer(s) involving the same (or materially the same) selections; in this instance we further reserve the right, at our sole discretion, to restrict the total maximum pay out for the combined total of any such bets, to the equivalent of the Maximum Daily Payout limit permitted for a single Customer (as outlined at section 17 above). (Operator) is for sole use on an individual basis and for personal entertainment only.
- d. (Operator) allows only one account per person. Any subsequent accounts opened under the same postcode/personal details/IP address that are found to be related to any existing account may be closed immediately and any bets will be voided at (Operator)'s discretion. (Operator) reserves the right to reclaim any winnings attained by these means and we reserve the right to withhold all or part of your balance and/or recover from your account deposits, pay outs, bonuses, any winnings that are attained by these means.

## 2. Soccer

### General

All match markets are based on the result at the end of the regular time. This includes any added injury or stoppage time but does not include extra time, time allocated for a penalty shootout or a golden goal.

Video Assistant Referee (VAR) will be taken into account. Decisions made after a significant event occurs, may result in confirmed bets being voided. Bets voided will be from the time of the significant event, until the time the final VAR decision was officially announced.

An exception is made when this rule relates to friendly matches. In such cases, all match markets are settled based on the actual result at the end of the game (excluding any extra time), irrespective of whether the full 90 minutes is played. This rule applies only to matches with regular playing time of two 45-minute halves.

Some Soccer matches may have different playing schedules. In that case the following will apply:

- 90 minutes scheduled play (3 x 30 minutes). Full-time bets are still considered valid. Half-time bets are considered void.
- 80 minutes scheduled play (2 x 40 minutes). All bets are still considered valid.

Should any match be played prior to the date or kick-off time denoted then bets will stand provided the wager is placed not later than the revised kick-off time.

All bets on a match abandoned before the completion of the regular time will be void unless the match is rearranged and played on the same date (local time) or stated otherwise in the rules, except for bets on any markets that have been unconditionally determined.

If the game does not take place as scheduled and is not played on the same date (local time) all bets are void. An exception is made if incorrect kick-off time is announced on our website.

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 based on the original listing will be void.

Bets will stand if we list a team name without specifying the term 'XI' in the name.

In the absence of an official source, or when significant conflicting evidence is present, bets will be settled based on our own statistics.

## **Extra Time**

All bets are settled on the official statistics for the extra time period only. Any goals, corners, etc. that were taken or scored during the regulation time do not count. Extra time does not include a Penalty shootout.

If the match does not go to an Extra Time [ET] all bets are void.

Markets offering:

3W Money Line

1st Half 3W Money Line

Draw No Bet

To Win To Nil

3W Handicap

Total Goals

Number Of Team Goals

Total Team Goals

Teams Odd/Even

Both Teams To Score

1X2 Rest Of The Match

Teams Clean Sheet

Goal Crazy

Corners

Corners 1st Half

Double Chance

Exact Score

Odd/Even

1st Team To Score

Last To Score

2nd - 10th Goal (Next Goal)

## **Penalties Shootout**

All bets are settled on the official score for penalty shootout part only.

If the match does not go to a penalty shootout all bets are void.

Markets offering:

Penalties HC & OU - all of the penalty kicks taken during shootout

To Win Penalties

Total Penalties Taken - all of the penalty kicks taken during shootout

Total Team Penalties Converted - only converted penalties count for settlement

Penalties Sudden Death - select if the shootout will exceed the first 10 penalties

Penalties Exact Score

Team GK 1st Penalty Save - which GK will make the first save in shootout

Team To Take 1st Penalty

Team To Take Last Penalty

Team To Miss 1st Penalty

Last Penalty Score/Miss

First Penalty - Twentieth Penalty - choose per each Team if First, Second, Third... penalty taken will be either scored or missed

## **1X2/HC/OU for 5/10/15 minutes markets**

Predict the score within defined periods of 5, 10 or 15 minutes of live soccer games.

You can place bets on either 1X2 FT Money Line, Handicap or Over/Under.

## **Next minute markets**

Each market refers to a specific 1 or 5 minute period in the match. It is split into minutes and seconds and it is displayed as part of the market title. 00:59 seconds counts as the first minute, 01:59 counts as the second minute, and so on.

Injury time does not count. For example:

The 5 minute period 40:00-44:59 refers to the first half only and does not include first half injury time. The 5 minute period 45:00-49:59 refers to the start of the second half only and

does not include first half injury time. The 5 minute period 85:00-89:59 refers to the second half only and does not include second half injury time.

A settlement will be made based on data from the TV broadcaster covering the match, or if not available - based on the official website of the competition, or if not available – based on data transmitted by our data providers.

If a match is abandoned during any of these minute markets, all bets placed will be void if the time of the bet period was not completed. Bets in which the time of the bet period was completed will be settled and not declared void.

If a specified minute period is not completed, all bets will be void unless a winning market has already been established prior to the stoppage in play. All disallowed or cancelled goals, corner kicks, cards, penalties, free kicks, goal kicks and throw-ins will not count.

Goal will be settled on the time the goal is scored.

- Corner is considered to have happened when it is AWARDED (not when it is taken).
- Cards - both yellow and red cards count. Only cards shown to players on the playing field count. A card is considered to have happened when it is shown.
- Penalty is considered to have happened when it is AWARDED (not when it is taken).
- Free kick is considered to have happened when it is AWARDED (not when it is taken).
- Goal kick is considered to have happened when it is AWARDED (not when it is taken).
- Throw in is considered to have happened when it is AWARDED (not when it is taken).

## **1X2**

Bets can be placed by either selecting a Home Win, a Draw or an Away Win. If a game is abandoned, bets will be void.

1 - Home Win X - Draw 2 - Away Win

## Asians

The Asian Line is a special type of handicap used for Soccer matches. Depending on the strength of each team, a handicap is issued for the game. This enables the odds for each side to be more similar, allowing more competitive betting opportunities. All bets on the Asian Handicap in live betting (including 1<sup>st</sup>/2<sup>nd</sup> half bets) are settled according to the score line. Any goals prior to the bet being placed are ignored for settlement purposes. If a game is abandoned, bets will be void.

Asian Handicap	What it means
0	You win if your team wins the match. If there's a draw (0 goals difference), your stake is refunded.
0.25	You win if your team wins the match. If there's a draw, your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
0.5	You win if your team draws or wins the match.
0.75	You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the stake.
1	You win if your team wins or draws the match. If it loses with a goal difference of one, your stake is refunded.
-0.25	You win if your team wins the match. If it draws you lose half of the stake.
-0.5	You win if your team wins the match.
-0.75	You win if your team wins the match with a goal difference of two or more. If it wins with one goal your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
-1	You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, your stake is refunded.

Live betting example:

Juventus vs Man United - Live score 1:0

Team	Asian Handicap	Odds
Juventus	-0.75	1.80
Manchester	+0.75	2.15

Final score 3:0 If you bet on Juventus €100, your net win is €80 Final score 2:0, 3:1 If you bet on Juventus €100, your net win €40 Final score 1:0, 1:1, 1:2, 1:3, 2:1, 2:2, 3:2, 3:3 If you bet on Man. United €100, your net win is €115

## Over/Under

Predict the total goals scored in a match. Goals are considered regardless of whether they are scored before or after the bets are placed (unlike Asians, where the result before the bet has been placed is ignored). If a game is abandoned, bets will be void unless settlement is already unconditionally determined.

Over/Under	What it means
Under 2	Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there are three or more goals scored in the match.
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.
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.

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.
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.
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.
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.
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.

### **Total Goals/Total Goals 1<sup>st</sup> Half**

Predict the total goals scored in the match/1<sup>st</sup> half by both teams. If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

Over 2.5 - The bet will be a winner if there are 3 or more goals in the match/ 1<sup>st</sup> half

Under 2.5 - The bet will be a winner if there are 2 goals or less in the match/ 1<sup>st</sup> half

### **Total Team Goals/1<sup>st</sup> Half Total Team Goals**

Predict the total goals scored by a certain team in the match/1<sup>st</sup> half. Own goals count to the team credited with the goal. If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

For example:

Over 2.5 - The bet will be a winner if the team scores 3 or more goals in the match/ 1<sup>st</sup> half

Under 2.5 - The bet will be a winner if the team scores 2 goals or less in the match/ 1<sup>st</sup>half

### **1<sup>st</sup> Half: 1X2, Asians and Over/Under**

Bets will be settled on the first half result only. If a match is abandoned before half time, the bet will be void, unless the markets were unconditionally determined. If a match is abandoned during the second half then all first half bets are still valid.

### **2<sup>nd</sup> Half: 1X2, Asians and Over/Under**

Bets will be settled on the second half result only. If a match is abandoned then all bets will be void, unless the markets were unconditionally determined.

### **1X2 Up to 30<sup>th</sup> Min, Asians and Over/Under Up to 30<sup>th</sup> Min**

All bets will be settled based on the score by the end of the 30-th min (29:59). If a match is abandoned before the 30<sup>th</sup> min, bets will be void, except O/U bets which have already been determined. If a match is abandoned after the 30<sup>th</sup> min, all bets will stand.

### **1X2 Up to 70<sup>th</sup> Min, Asians and Over/Under Up to 70<sup>th</sup> Min**

All bets will be settled based on the score by the end of the 70-th min (69:59). If a match is abandoned before the 70<sup>th</sup> min, bets will be void, except O/U bets which have already been determined. If a match is abandoned after the 70<sup>th</sup> min, all bets will stand.

## **Draw no bet**

Predict which team will be the winner. In case of a draw, all bets will be void. If a game is abandoned, bets will be void.

## **Double Chance**

A Double Chance market allows you to cover two of the three possible outcomes in a game with one bet. There is also Double Chance 1<sup>st</sup> Half market, which is settled according to the result of the 1<sup>st</sup> half only.

The following options are available:

1 or X - if the result is either a home win or a draw then bets on this option are winners. X or 2 - if the result is either a draw or an away win then bets on this option are winners. 1 or 2 - if the result is either a home win or an away win then bets on this option are winners.

## **Exact Score**

Predict the exact score of the match by choosing from given results. There is another variation of this market available: Exact score 1<sup>st</sup> Half – you have to predict the score of the 1<sup>st</sup> Half.

## **Multi-Bet Exact Score**

Predict the final score of the game by choosing from given options. Every option includes several results. You win if the final score is the same as any of the results featured in the option you have bet on.

Otherwise you lose. For example:

You have bet on line: 1:0, 2:0, 3:0. If the final score is either 1:0 or 2:0 or 3:0, you will win. If any other result occurs, your bet will be lost.

## **Multi Goals FT / 1<sup>st</sup> Half / 2<sup>nd</sup> Half / Teams**

Predict whether or not a specific range of goals will be scored inside the full 90 minutes of each soccer game.

Selections are predefined goal ranges and "Other than" selections refer to any different goal range.

Example: if you place a bet on the "1-4 Goals" selection and the game ends in a 0-0 draw or with 5 or more goals scored, your bet will be lost. A winning bet in this market will be one placed on the "Other than 1-4" selection.

## **Halftime/Fulltime**

Predict the result of a match at halftime and at the end of regular time. If a game is abandoned, bets will be void.

Example: If you chose 1/X, you bet on the home team to lead in the first half and the match to end in a draw. Extra time and penalty shootouts do not count.

## **Both Teams to Score**

Predict whether both teams will score at least one goal in the game. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be void, unless the outcome of these bets is already determined.

Yes" – meaning that both teams will score.

"No" – meaning that either team will not score.

## **Both To Score No Draw**

"Yes" selection wins if:

Both Teams score and final result finishes with a winner (example: 2-1).

"No" selections wins if:

Either only one Team scores or Both Teams score but result finishes draw (example: 1-0 / 1-1 / 2-2...).

### **Both Teams To Score In Both Halves**

"Yes" selection wins if:

Both Teams score in both halves.

"No" selections wins if:

If both teams do score but not in both halves & if both teams do not score at all.

### **Team To Score First & Win / Draw / Lose**

Winning selection is the one that fully accomplishes the combination of which team will score first inside the game and either win, draw or lose afterwards.

### **3 Way Handicap**

In a 3W Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Bets are settled according to the final result. There is another option of this market: 1<sup>st</sup> Half 3 W Handicap, which is settled according to the result of 1<sup>st</sup>half only.

For example:

Handicap (-2) - You will win if your team wins the match with a goal difference of three or more. Tie (-2) - You will win if the team with (-2) Handicap wins the match with exactly 2 goals difference. Handicap (+2) - You will win if your team loses / draws / wins by 1 goal.

## **First to Score/Last to Score/2<sup>nd</sup> Goal/3<sup>rd</sup> Goal/4<sup>th</sup> Goal....**

Predict which team will score the first/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup>/.../last goal in the match. Own goals count towards the team credited with the goal. If a game is abandoned all bets will be void, unless the outcome of a bet is already determined.

## **Winning Margin**

Predict the team to win the match and the victory margin. For example in a match Team A vs Team B:

Bet on Team A to win by 2 or more goals wins if the result is 2:0, 3:0, 3:1, 4:0, 4:1, 4:2, etc.

Bet on Team A to win by 1 goal wins if the result is 1:0, 2:1, 3:2, etc.

Bet on Score Draw wins in case of any draw results with the exception of 0:0, i.e. 1:1, 2:2, 3:3, etc.

Bet on No score draw wins only if the result is 0:0.

Bet on Team B to win by 2 or more goals wins if the result is 0:2, 0:3, 1:3, 0:4, 1:4, 2:4, etc.

Bet on Team B to win by 1 goal wins if the result is 0:1, 1:2, 2:3, etc.

## **Odd/Even**

Predict if accumulated goals by both teams will add up to an odd or even number. When no goals are scored, it is considered as **Even** for settlement purposes. If a game is abandoned, bets will be void, unless an outcome is already determined. There are several variations of this market:

Odd/Even – bets on it are settled according to Full time score

1<sup>st</sup> Half Odd/Even – bets on it are settled according to the 1<sup>st</sup> half result only

2<sup>nd</sup> Half Odd/Even – bets on it are settled according to the 2<sup>nd</sup> half result only

### **Teams Odd/Even**

Predict if accumulated goals by a certain team will add up to an odd or even number. If this team has 0 goals, it is considered as **Even** for settlement purposes. If a game is abandoned, bets will be void, unless an outcome is already determined. There are several variations of this market:

Teams Odd/Even - bets are settled according to the goals scored by the named team for the Full time

1<sup>st</sup> Half Teams Odd/Even – bets are settled according to the goals scored by the named team for the 1<sup>st</sup> half

2<sup>nd</sup> Half Teams Odd/Even - bets are settled according to the goals scored by the named team for the 2<sup>nd</sup> half

### **Goalscorer**

Predict if a player will score first/last/anytime goal in the match. Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration. If only own goals are scored in the match, it will be considered as No Goalscorer result for settlement purposes.

For Live Betting, if an own goal is scored, the next regular goal will be considered for settlement purposes.

Bets on players not taking part in the match will be void. For First Goalscorer, bets on players coming on as substitutes after the first goal has already been scored will also be declared void.

If a match is abandoned after the first goal has already been scored, all winning bets on First Goalscorer and on Anytime Goalscorer (bets on players who have already scored) will stand, all other bets on Goalscorer market will be void.

If a match is abandoned before a first goal is scored, all bets will be void.

### **Goalscorer Premier**

Betting options available on this market are:

First or Last Goalscorer – Predict if a certain player will score either first or last goal in the match

2 or more – Predict if a certain player will score 2 or more goals in the match

3 or more - Predict if a certain player will score 3 or more goals in the match

Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration. Bets on players not taking part in the match will be void.

If a match is abandoned, bets on this market will be void with the exception of any bets that have an already determined outcome.

### **Team Goalscorer**

Predict which player of a certain team will score the most goals in a League/Tournament.

Goals scored both in regular and extra time count. Penalty shootout goals do not count. In case two or more players score the same amount of goals, dead-heat rules apply. If there aren't any goals scored by the named team, all bets will be void.

### **Top Goalscorer**

Players who are nominated to play for their teams are considered VALID bets regardless of whether they are sidelined or injured during the tournament. In case a player is transferred to a different club within the same league, goals scored prior to the move will be counted. If a

player is transferred to a club in another league, goals scored prior to the transfer cannot be brought over to his/her new league. All bets will stand in case of any of the above-mentioned scenario, unless otherwise stated:

Own goals will be ignored.

Only League goals scored are counted.

Goals scored in playoff matches are not counted.

If two or more players score the same amount of goals, dead-heat rules apply.

### **Teams to score in 1<sup>st</sup> Half/2<sup>nd</sup> Half/Both halves**

Predict if a team will score at least one goal in 1<sup>st</sup> Half/2<sup>nd</sup> Half/Both halves. Own goals count to the team credited with the goal for settlement purposes.

If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

### **Teams Clean Sheet**

Clean sheet means that a team will finish the game without conceding a goal. Own goals are valid for settlement purposes. If a game is abandoned, all bets will be void, unless settlement is already unconditionally determined.

For example:

Team Clean sheet team A “Yes” – in order for the bet to be settled as a winner team A should not concede any goal (including an own goal) in the game. If it does, the bet is lost.

Team Clean sheet Team A “No” – in order for the bet to be settled as a winner team A should concede a goal (an own goal counts as well) in the game. If it doesn't, the bet is lost.

## **Head 2 Head**

If one or more contestants fail to start the tournament, all bets are considered void.

If both Teams reach the same stage, the bets will be void.

## **Total Goals Min**

Total Goals Min is the sum of the minutes of all goals scored in the regular time of the game. Goal times are recorded as the full minute according to the official source. Any goal scored in the added time of the 1<sup>st</sup> half will be recorded as the 45<sup>th</sup> minute. Any goal scored in the added time of the 2<sup>nd</sup> half will be recorded as the 90<sup>th</sup> minute. As soon as a game kicks off it will be deemed to be in the first minute. So for example a goal scored after 24 minutes and 16 seconds will be settled as scored in the 25<sup>th</sup> minute.

Win/Loss is determined by comparing Total Goals Min with preset number. If a game is abandoned, bets on this market will be void.

## **OU & Goal Crazy/Goal Crazy/1<sup>st</sup>Half Goal Crazy**

Bets are settled on the total number of goals scored by both teams in the match - Goal Crazy, or for the 1<sup>st</sup> half - 1<sup>st</sup> Half Goal Crazy. If an event is abandoned during the 1<sup>st</sup> half, all bets on this market will be void. If an event is abandoned after the 1<sup>st</sup> half is completed, bets on 1<sup>st</sup> Half Goal Crazy will stand and bets on Goal Crazy will be void. Example:

If you pick 2-3, you win if 2 or 3 goals are scored in the match/1<sup>st</sup> half. Otherwise your bet is lost. If you pick 3+, you win if 3 or more goals are scored in the match/1<sup>st</sup> half. Otherwise your bet is lost.

## **Half with Most Goals**

Predict in which half most goals will be scored. Bets will be void if the match is abandoned.

### **Number of Goals/Number of Goals 1<sup>st</sup> Half**

Predict the exact number of goals scored in the match/1<sup>st</sup> half by both teams. If an event is abandoned during the 1<sup>st</sup> half, all bets on this market will be void. If an event is abandoned after the 1<sup>st</sup> half is completed, bets on Number of Goals 1<sup>st</sup> Half will stand and bets on Number of Goals will be void.

### **Number of Team Goals/Number of Team Goals 1<sup>st</sup> Half**

Predict the exact number of goals scored by a named team in the match/1<sup>st</sup> half. Own goals count to the team credited with the goal. If an event is abandoned after the 1<sup>st</sup> half is completed, bets on Number of Team goals 1<sup>st</sup> Half will stand and bets on Number of Team Goals will be void.

### **First Half/Second Half**

Predict the result of first and second half separately. If a match is abandoned, bets will be void.

Example: To win a bet on '1/X', the home team must win the first half and the result of the second half should be a draw. Extra time and a penalty shootout do not count.

### **1X2 rest of the match**

All bets are determined without taking into consideration the current result at the time the bet is being placed – as if the game was starting again from 0:0 score after the bet had been placed. If a match is abandoned, all bets are void.

Example: Current result is 1-0 and final result is 1-1. The result for the bet settlement is 0-1:

1 - Bets on Home Team are lost X - Bets on Draw are lost 2 - Bets on Away Team are winners.

## **Penalty**

Penalty is similar to Over/Under Wager. Win/loss is determined by the number of penalties accumulated by both teams. If a match is abandoned, bets will be void, unless the outcome of a bet is already determined.

If a penalty is awarded, but not taken (referee changes his decision, the game is abandoned before the penalty is taken), this penalty will be ignored for settlement purposes.

## **Win to Nil**

Predict if a certain team will win the game, without conceding a goal.

## **Win Either Half**

Predict if a certain team will win at least one half of the game – no matter 1<sup>st</sup> or 2<sup>nd</sup> half.

## **Own Goal**

Predict if there will be an own goal scored in the match.

## **Win From Behind**

Predict if a certain team will be down by one or more goals during any time of the match, but will eventually win the match.

## **Score/Miss a Penalty**

Predict if a certain team will score or miss a penalty during the game. Penalties that were cancelled by the referee will be ignored.

## **Added Time in 1<sup>st</sup> Half/2<sup>nd</sup> Half**

Added Time is similar to Over/Under wagers. Win/loss is determined by the Added Time officially announced by the referee, not by the actual time played. If a game is abandoned in the 1<sup>st</sup> half, all bets will be void.

If a game is abandoned in the 2<sup>nd</sup> half, Added Time in 1<sup>st</sup> Half bets will be settled, Added Time in 2<sup>nd</sup> Half bets will be void.

For example: If the referee shows 1 min added time and 2 min are played, bets will be settled as 1 min added time.

## **1<sup>st</sup> Goal Period**

Predict when the 1<sup>st</sup> goal of the game will be scored by choosing from given time periods. Own goals will count for settlement purposes.

Betting periods at the end of either half include any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

If a match is abandoned after the first goal is scored all bets will stand. If a match is abandoned before the first goal is scored, or a game finishes without any goals being scored, all bets will be void. As soon as a game kicks off it will be deemed to be in the first minute. So for example a goal scored after 24 minutes and 16 seconds will be settled as scored in the 25<sup>th</sup> minute.

## **Goal up to 30<sup>th</sup> Min**

Predict if there will be a goal scored before the 30<sup>th</sup> Min (29:59) of the game. If a game is abandoned before the 30<sup>th</sup> Min, bets will be void, unless a goal has already been scored in the game.

## **Goal Scored 1-15Min, 16-30Min, 31-Half Time, Starting 2<sup>nd</sup> Half-60Min, 61-75Min, 76-Full Time**

Bet on whether a goal will be scored in the named periods. If the match is abandoned, bets on the periods before the time of abandonment still stand, while all bets on periods after that time will be cancelled. Bets on the period which includes the minute the game was stopped, will be settled in case there is a goal already scored in the named period. Otherwise bets will be void.

Example: If the match is abandoned in the 38<sup>nd</sup> minute:

Bets on minutes: 1 to 15 and 16 to 30 will be settled. Bets on minutes: start of second half-60, 61-75, 76-Full Time will be void. Bets on minutes: 31-Half Time will be settled if there was a goal scored between 31<sup>st</sup> and 38<sup>th</sup> min Bets on minutes: 31-Half Time will be void if there was no goal scored between 31<sup>st</sup> and 38<sup>th</sup> min

## **Both teams to score & over 2.5**

Yes = both teams to score and at least 3 goals to be scored in the game.

No = either team not to score or both teams to score but less than 3 goals altogether.

If a match is abandoned, bets will be void, unless the outcome of a bet is already determined.

## **Match Winner & Both Teams to Score**

Predict the winner of the game and if both teams will score/not score from the given options. If a match is abandoned, all bets will be void.

## **Scorecast**

This is a prediction on both First to Score and Exact Score of the match. Both should be correct for a bet to win. Own goals are not counted for first to score: next goal scored which is not an own goal will be counted for settlement purposes.

If there are only own goals in the match, bet will be settled with Exact Score market odds at kick-off time. If game ends with 0:0 score, all bets will be void.

If player comes on the field after first goal is scored, or did not take part in the game at all, bets including him as first to score will be settled with Exact Score market odds at kick-off time.

If a match is abandoned after first goal is scored, bets will be settled with First to Score odds of Goalscorer bet type at kick-off time.

## **1st Half Scorecast**

This is a prediction on both First to Score and Exact Score in the 1st half of the match. Both should be correct for a bet to win. Own goals are not counted for first to score: next goal scored which is not an own goal will be counted for settlement purposes.

If there are only own goals in the 1st half, bet will be settled with 1st Half Exact Score market odds at kick-off time. If 1st Half ends with 0:0 score, all bets will be void.

If player comes on the field after first goal is scored, or did not take part in the 1st Half at all, bets including him as first to score will be settled with 1st Half Exact Score market odds at kick-off time.

If a match is abandoned during the 1st Half, all bets will be void.

## **Anytime Scorecast**

This is a prediction on both Anytime Goalscorer and Exact Score of the match. Both should be correct for a bet to win. Own goals are not counted for Anytime Goalscorer for settlement purposes.

If there are only own goals in the match, bet will be settled with Exact score market odds at kick-off time. If game ends with 0:0 score, all bets will be void.

If player did not take part in the game at all, bets including him as Anytime Goalscorer will be settled with Exact Score market odds at kick-off time.

If a match is abandoned after a goal or goals are scored, bets including players who have already scored will be settled with Anytime Goalscorer odds of Goalscorer bet type at kick-off time. All other bets will be void.

## **Wincast**

This is a prediction on both First to Score and Final Result (home win, away win or draw) of the match. Both should be correct for a bet to win. Own goals are not counted for First to Score: next goal scored which is not an own goal will be counted for settlement purposes.

Both should be correct for a bet to win. Own goals are not counted for First to Score: next goal scored which is not an own goal will be counted for settlement purposes.

If there are only own goals in the match, bet will be settled with 1X2 market odds at kick-off time.

If player comes on the field after first goal is scored, or did not take part in the game at all, bets including him as First to Score will be settled with 1X2 market odds at kick-off time.

If a match is abandoned after first goal is scored, bets will be settled with First to Score odds of Goalscorer bet type at kick-off time.

### **Half-time/Full-time & Over/Under 2.5**

Predict the match result at half-time and full-time, and whether at least 3 goals will be scored in the match. Example: In order for the bet '1/X and Over 2.5' to be successful, the home team must win the first half, then the final result should be a draw and 3 or more goals should be scored during the match. Extra time and penalty shootouts do not count.

### **Match Winner & O/U 2.5/3.5**

Predict the winner of the match and if there will be over or under 2.5/3.5 goals scored in the match from the given options.

If a game is abandoned, all bets will be void.

### **Match Winner & O/U 1.5 1<sup>st</sup> Half**

Predict the winner of the match and if there will be over or under 1.5 goals scored in the 1<sup>st</sup> half from the given options.

If a game is abandoned, all bets will be void.

### **1X2 Corners Full Time/1<sup>st</sup> Half/2<sup>nd</sup>Half**

Predict which team will take more corners. Available options are:

1 – Home team to take more corners X – Both teams to take an equal number of corners 2 – Away team to take more corners

Corners 1X2 Full Time is settled according to the corners taken during the whole match.

Corners 1X2 1<sup>st</sup> Half is settled according to the corners taken in the first half only.

Corners 1X2 2<sup>nd</sup> Half is settled according to the corners taken in the second half only.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

### **Asians Handicap & Over/Under Corners FT/1<sup>st</sup> Half/2<sup>nd</sup> Half**

This market is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the corners taken by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by the corners taken by both teams. Push rules apply.

Asians & Over/Under Corners FT will be settled according to the corners taken during the whole match.

Asians & Over/Under Corners 1<sup>st</sup> Half will be settled according to the corners taken in the first half only.

Asians & Over/Under Corners 2<sup>nd</sup> Half will be settled according to the corners taken in the second half only.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

### **Total Team Corners**

Total team corners are similar to Over/Under wager. Win/Loss is determined by the number of corners taken by the chosen team. Push rules apply. Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

### **Total Corners 2 Way**

Predict if the total corners taken in the match (by both teams) will be over or under a given number. Push rules apply.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

### **Total Corners Odd/Even**

Predict if the total corners taken in the match (by both teams) will add up to an odd or even number. Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

### **Corners 3 Way HC**

In 3 way HC betting, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Bets are settled by comparing the corners taken by each team, applying preset handicap.

For example:

Handicap (-1) - You win if your team takes two or more corners more than the opponent. Tie (-1) - You win if the team with (-1) Handicap takes exactly one corner more than its opponent.

Handicap (+1) - You win if your team takes a bigger or an equal number of corners than its opponent.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

### **Corners 3 Way OU**

Predict if corners taken by both teams during the match will be over, under or exactly a given number.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

Corners Over/Under, Corners 1<sup>st</sup>Half Over/Under, Corners 2<sup>nd</sup> Half Over/Under

Predict if the total corners taken in the match (by both teams) will be over or under a given number. Push rules apply.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

### **First/Last Corner**

Predict which team will take the first/last corner in the game.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

### **2<sup>nd</sup> /3<sup>rd</sup>/4<sup>th</sup>/... Corner**

Predict which team will take the named corner in the game. If this specific corner is not taken in the game, bets will be void. For example game finishes or is abandoned with 8 corners taken – all bets on any corner after the 8th will be void (9th, 10th, etc.).

### **Kick Off**

Predict which team will perform the first kick of the game. Bets accepted after the decisive toss of coin will be void. All bets stand if a kick off has been made in the match, no matter if the match is later abandoned.

### **Player Cards / Player Red Card**

Predict which Player will be carded - either with yellow card or with red card during the game.

Players entering the field as substitutes are eligible and will be counted for settlement purposes.

Cards shown to non-players, such as managers, substituted or substitution players - do not count for settlement.

Any card shown after the full-time whistle has been blown will be disregarded.

Both yellow and red cards count.

## **Red Cards**

Red Cards is similar to Over/Under wager. Win/Loss is determined by the number of red cards accumulated by both teams.

Cards shown to non-players (managers, coaching staff, etc.) or substitutes on bench do not count.

If a match is abandoned all bets will be void unless settlement is already determined.

## **Total Booking in Match**

This market is similar to Over/Under wager. Win/Loss is determined by points accumulated for cards shown to both teams. A yellow card counts as one point and a red card counts as two points. The maximum number of points a player can accumulate during a match is three (if a player receives two yellow and a red card respectively, the 2<sup>nd</sup> yellow card point is ignored). Cards shown to non-players (managers, coaching staff, etc.) or substitutes on bench do not count.

If a match is abandoned all bets will be void unless settlement is already determined.

## **First/Last Booking**

Predict which team will receive first/last of any card (yellow or red) in the game. If players from both teams are booked for the same incident in which first or last card is received, bets will be void.

If a match is abandoned all bets will be void unless settlement is already determined.

## **Substitutes**

Substitutes are similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the substitutes used by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by substitutes used by both teams.

If a match is abandoned all bets will be void unless settlement is already determined.

## **First/Last Substitute**

Predict which team will make first/last substitution in the game. If both teams make a substitution at the same time, which happens to be first/last in the game, bets on it will be void.

If a match is abandoned all bets will be void unless settlement is already determined.

## **Offside**

Offside is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the offsides ruled against each team, applying the given Handicap. Win/Loss for Over/Under part is determined by offsides ruled against both teams.

If a match is abandoned all bets will be void unless settlement is already determined.

## **First / Last Offside**

Predict which team will be caught first/last in an offside position in the game.

If a match is abandoned all bets will be void unless settlement is already determined.

## **Fouls**

Fouls are similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the fouls committed by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by fouls committed by both teams.

If a match is abandoned all bets will be void unless settlement is already determined.

## **Ball Possession**

Ball Possession is similar to Handicap Wager. Win/loss is determined by the Ball Possession of both teams, then by comparing the ball possession with the handicap given before the game started.

If a match is abandoned all bets will be void.

## **Passes**

A ball played intentionally from one player to another.

Attempted passes also will be counted as valid for settlement purposes.

If a match is abandoned all bets will be void unless settlement is already determined.

## **Shots on Target**

"Shots on Target" is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the shots on target of each team, applying the given Handicap.

Win/Loss for Over/Under part is determined by shots on target of both teams..

If a match is abandoned, all bets will be void, unless settlement is already unconditionally determined.

## **Total Throw In**

Total Throw Ins is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the throw ins taken by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by throw ins taken by both teams.

If a match is abandoned all bets will be void, unless settlement is already unconditionally determined.

## **1<sup>st</sup>/Last Throw In**

Predict which team will be first/last to take a throw in in the game. If a match is abandoned all bets will be void unless settlement is already determined.

## **1<sup>st</sup>/Last Free Kick**

Predict which team will be first/last to take a free kick in the game. If a match is abandoned all bets will be void unless settlement is already determined.

## **1<sup>st</sup>/Last Goal Kick**

Predict which team will be first/last to take a goal kick in the game. If a match is abandoned all bets will be void unless settlement is already determined.

## **Outright/Winner**

Predict the winner of the relevant competition. Bets are settled on the final league position, after play offs (if played), unless otherwise stated.

## **To Qualify/Win the Cup**

Winner is the team advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification/win the cup bets will be void.

## **Relegation / Promotion**

Bets are settled on the final league position, after play offs (if played), unless otherwise stated. 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/promotion book will be opened.

## **Group Winner / Qualify / Forecast / Points**

Bets settled on final Group standings.

Group Winner – Predict the team which will win the group.

Group Qualify – Predict if a team will qualify for the next round of the tournament without playoffs.

Group Forecast – Predict the exact place the named team or teams will finish in.

Group Points – Predict how many points a team will accumulate.

## **Elimination Stage**

Predict in which stage of a tournament a certain team will be eliminated.

## **Player and Game performance markets**

Settlement will be based on official competition rules and official competition feed.

### **Player Performance**

Predict what will be the in-play performance of single Player from each Team.

### **Game Actions**

Predict what will be the in-play action that will determine outcome of the match.

## **Player Performance**

All match markets are based on the result at the end of the regular time. This includes any added injury or stoppage time but does not include extra time, time allocated for a penalty shootout or a golden goal. All bets on a match abandoned before the completion of the regular time will be void except for bets on any markets that have been unconditionally determined.

Player Propositions markets specifically, bets on players not taking part in the match will be void.

Settlement of the following markets will be determined by feed provided data or in the absence of an official source, or when significant conflicting evidence is present, bets will be settled based on our own statistics.

Detailed definitions of individual Player Propositions market:

### Shots on target (Selected Player)

Any intentional goal attempt which could result in:

- a) The ball goes into the net;
- b) The ball would have gone into the net but was stopped by a goalkeeper's save;

c) The ball would have gone into the net but was stopped by a defender who is the last man.

Shots hitting the frame of the goal are not counted as shots on target unless the above criteria are met.

Shots blocked by another player, who is not the last-man, are not counted as shots on target.

### Shots (Selected Player)

A shot is defined as any intentional goal attempt which could result in:

a) The ball goes into the net

b) The ball would have gone into the net but was saved by the goalkeeper or stopped by an opposing player who is the last-man.

c) The ball is heading towards goal and is blocked by a defender, where he/she was the last one meaning that there are other defenders or a goalkeeper behind the blocker.

d) The ball would have gone over or wide of the goal but was stopped by a goalkeeper's save or by an outfield player.

e) The ball hits the frame of the goal.

### Assists (Selected Player)

The final touch (pass, pass-cum-shot or any other touch) leading to the recipient of the ball scoring a goal without a decisive touch from an opposition player. Own goals or penalties do not get an assist awarded.

### Passes (Selected Player)

An intentional played ball from one player to another. Crosses, throw-ins and keeper throws do not count as a pass. Goal kicks, free kicks, corners, kick-offs and penalties can be played as a pass.

### Offsides (Match/Team)

Awarded to the player deemed to be in an offside position where a free kick is awarded.

### Tackles (Team/Selected Player)

A tackle is defined as where a player connects with the ball in ground challenge where he successfully takes the ball away from the man in possession. The tackled player must clearly be in possession of the ball before the tackle is made.

### **Transfer Specials**

Player to sign for before... - Club of player to sign includes Loan deals for settlement purposes. If he is recalled to his parent club or sold to another one later it does not matter. It only does matter where the player is playing on the date mentioned.

Next Permanent Manager - Bets are settled on the next permanent manager as announced by the club. Caretaker bosses and interim managers do not count for this market, unless they lead the team in at least 10 competitive matches. If they do, they will be settled as winners for betting purposes.

### **Mythical Matches**

Mythical Matches are usually head-to-head duels between two teams which do not play against each other in an actual match, but against different opponents in two different matches, with the outcome of both being combined together to produce the result of a mythical bet.

Mythical Matches will use the main 1X2, HC & OU lines from both separate events and perform combined main 1X2, HC & OU lines.

Mythical match bets involve the virtual pairing of any two teams. Mythical match results are decided by the number of goals scored by the two paired teams in their respective matches. The winning team is the team with the highest number of goals scored.

Venue (Home or Away) of the matches are not considered in these Mythical matches.

If any of the paired team's matches are postponed, rescheduled or abandoned, all mythical match bets involving those teams will be void

## 3. Basketball

### General

All games must start on the scheduled date (local time) for bets to have action. An exception is made if incorrect start time is announced on our website.

If a game 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 based on the original listing will be void.

All bets on a game include overtime unless otherwise stated.

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-way Money Line & Double Chance markets bet settlement excludes Overtime.

48-minute games must go at least 43 minutes of play and 40-minute games must go at least 35 minutes of play in order for full time bets to take actions.

If a game is suspended after the minimum time has been played and not resumed the same day, then regardless of whether the game is completed at a later date, the score when the game is halted will determine the betting results.

Champions League - If a match finishes in a tie and overtime isn't played, Match betting and Normal Time Match Betting (2 way) will be settled as a push. Will there be Overtime markets will be settled as Yes.

If a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

### 3x3, Streetball, Big3

3x3, Streetball and Big3 versions of this sport, settlement will be based on official competition rules. Where a match starts but is not completed, bets will be void unless the specific market outcome is already determined.

## **Money Line**

Predict which team will be the winner.

## **Spread**

Predict which team will be the winner, applying the given spread to the score.

## **Over/Under**

Predict if the points scored by both teams will be over or under a given number.

## **1<sup>st</sup> Half**

All 1<sup>st</sup> Half markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the first half only. If the game is abandoned before half time, all 1<sup>st</sup> half bets will be void.

## **2<sup>nd</sup> Half**

All 2<sup>nd</sup> Half markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the second half including overtime if played. If the game is abandoned bets will be void. An exception is made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of abandonment.

## **1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> Quarter**

All Quarter markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even, Margin of Victory) will be settled according to the result of the relevant quarter. The 4<sup>th</sup> quarter result includes overtime if played. Quarters must be finished in order for bets on them to be settled. If the game is abandoned during the scheduled playing time, bets on the running and following quarters will be void. Example:

If the game is abandoned in the 2<sup>nd</sup> Quarter, bets on the 1<sup>st</sup> Quarter will be settled, the rest (2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> Quarter) will be void.

If the game is abandoned in the 4<sup>th</sup> Quarter (even if there are less than 5 min of scheduled playing time left), bets on it will be void. Bets on 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> Quarter will be settled.

If the game is abandoned in overtime, all Quarter bets will be settled. 4<sup>th</sup> Quarter bets will be settled according to the 4<sup>th</sup> quarter result, adding any points scored in overtime up to the time of abandonment.

## **Total Team Points**

Predict if a certain team will score more or less points than a given number.

## **Total Odd/Even**

Predict if the points scored by both teams will add up to an odd or an even number.

## **Total Team Odd/Even**

Predict if the points scored by a certain team will add up to an odd or an even number.

### **Winning Margin/Margin of Victory**

Predict the winning team and exactly by how many points this team will win by choosing from given options.

### **Over Time**

Predict whether or not the match will go into overtime. If the game is abandoned bets will be void, unless overtime has already started. If overtime is played, while the regulation time result was not tied, all bets will be void.

### **Halftime/Fulltime**

Predict the result of the game at half time and at the end of the game, including overtime if played. If a game is abandoned or for some reason ends in a draw and no overtime is played, bets will be void.

### **Highest scoring Half/Quarter**

Predict in which half/quarter most points will be scored. This bet type includes overtime if played. Dead-heat rules apply. If a game is abandoned, bets will be void.

### **Race to 12/25/45 points**

Predict which team will be the first to reach 12/25/45 points. If the game is abandoned before any team reaches the quoted number of points, bets will be void.

## **Winner / Outright**

Bets will be settled according to the final league position including Play offs and according to the official site of the event.

## **To Qualify**

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

## **Players**

There are several markets available for any named players: points, rebounds, assists, steals, etc.

If the relevant player doesn't get any playing time in the match, bets on him will be void. Any stats achieved in overtime (if played) will be taken into account for settlement purposes. Win/Loss is determined by a comparison between the stats achieved by the named player and a pre-given number of stats.

A settlement will be made according to the statistics provided by the official site of the Tournament in which the game is played.

## **Teasers**

Teasers/Super Teasers/Monster Teasers allow adjustment of points spread and game totals on two or more teams.

A fixed number of points are bought on all selections in the teaser. The number of teams selected and the number of points selected determine the payout odds:

### **4-point Teasers:**

Two teams = -110/1.9

Three teams = +170/2.7

Four teams = +290/3.9

Five teams = +450/5.5

Six teams = +650/7.5

**4.5-point Teasers:**

Two teams = -120/1.83

Three teams = +150/2.5

Four teams = +240/3.4

Five teams = +400/5

Six teams = +550/6.5

**5-point Teasers:**

Two teams = -130/1.76

Three teams = +130/2.3

Four teams = +190/2.9

Five teams = +350/4.5

Six teams = +450/5.5

**8-point Teasers (Super)**

Three teams = -120/1.83 (push loses)

**10-point Teasers (Monster)**

Four teams = -120/1.83 (push loses)

All selections must be successful in order for the bet to win.

If a selection in the teaser is a push, the teaser will drop to the next lower level, if a lower level is offered for that particular teaser.

A push in a two team teaser without a loss will be considered "no action" and the stake will be refunded.

When placing a bet on super/monster teaser, if there is a push result, the teaser will be lost.

Teaser bets will only be allowed on pre-match events and selected leagues, including:

1. Regular teasers for NBA, NCAAB or any other league in which teaser bets are allowed: 4, 4½ and 5 points

2. SUPER TEASERS: 3 teams teaser - buying 8 points, ties lose, odds -120/1.83
3. MONSTER TEASER: 4 teams teaser - buying 10 points, ties lose, odds-120/1.83

## 4. Tennis

### General

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)
- A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as the play is resumed and the match completed.

### Winner Full Time including Live Betting

If the full statutory number of sets hasn't been completed, all bets will be deemed as void.

### Asian Handicap & O/U Full Time including Live Betting

Refers to the sets played in the match. Win/loss is determined by the number of sets accumulated by both players. If the full statutory number of sets hasn't been completed, all bets will be deemed as void. A super tie break is considered as one set for bets on O/U.

### Point Winner / 1<sup>st</sup> Point Winner

Predict which player will win the stated point. The nominated point will be featured in the name of the bet type, for example: 1<sup>st</sup> set - 5<sup>th</sup> game – 1<sup>st</sup> Point Winner. If a point is not played for any reason – it is awarded by the umpire as a penalty point, the game or the match is over before the point is played, a player withdraws, etc. – bets on it will be void. Tie break points will not be counted for this bet type.

## **Game Winner**

Predict which player will win the stated game. The nominated game will be featured in the name of the bet type, for example: 2<sup>nd</sup> set – 7<sup>th</sup> game – Winner. If a game is not completed for any reason, bets on it will be void. Tie break points will not be counted for this bet type.

## **Game Exact Score**

Predict the points of the winner and his opponent in the stated game by choosing from the given options. The nominated game will be featured in the name of the bet type, for example: 1<sup>st</sup> set – 8<sup>th</sup> game – Exact Score. If a game is not completed for any reason, bets on it will be void.

## **Game To Deuce**

Predict if a score of 40-40 will occur at any stage of the stated game. The nominated game will be featured in the name of the bet type, for example: 1<sup>st</sup> set – 4<sup>th</sup> game – Game To Deuce. “Yes”, meaning there will be a score of 40-40 in the game. “No”, meaning that a score of 40-40 will not occur in the game. If a game is not played for any reason or it is abandoned before a score of 40-40 is reached, bets on it will be void. Once a score of 40-40 is reached, bets on that game will be settled, even if the game is abandoned for any reason at a later stage.

## **Game Total Points**

3 way bet type to predict Over, Under or the exact given number of points will be played in a stated game. The nominated game will be featured in the name of the bet type, for example: 1<sup>st</sup> set – 2<sup>nd</sup> game – Total Points. If a game is not played for any reason, bets on it will be void. If a game is abandoned due to injury or withdrawal, bets on it will be void, unless the respective settlement is already determined. Tie break points will not be counted for this bet type.

## **Race To Games**

Predict which one of the contested Players/Teams will reach first the relevant selection(s).

## **Games including Live Betting**

Games betting refer to the games played in the match. Win/loss is determined by the number of games accumulated by both players. Bets will be deemed as void if the full statutory number of sets is not completed, or changed. A tie break is considered as one game for Games purposes. A super tie break is considered as one game for all Games bets.

## **First/Second/Third/Fourth/Fifth Set (Money Line/Handicap or Over/Under) including Live Betting**

In the event of the set not being completed, all bets will be void.

## **Player To Win At Least One Set / Player To Win At Least Two Sets**

Predict if any of the two Players will or will not win at least 1 set during the match.

Predict if any of the two Players will or will not win at least 2 sets during the match.

If there was already one or two finished set(s) bets will be valid for settlement.

## **Number of Tiebreaks In Match / Tiebreak Winner In "X" Set**

Predict the exact number of Tiebreaks during each match - 1, 2 or 3.

If the full statutory number of sets hasn't been completed, all bets will be deemed as void.

Money Line Winner for each possible set if there is a Tiebreak to be played.

If there is already one or more sets with registered tiebreak winner - all bets for that market will be valid for settlement.

### **Any Set To Finish To Nil**

Predict if there will be a set to finish to nil inside the match.

If there is already one or more sets with registered tiebreak winner - all bets for that market will be valid for settlement.

### **Total Games Odd/Even**

Predict the total number of games inside each match - will they be an even number or an odd number.

If there is already one or more sets with registered tiebreak winner - all bets for that market will be valid for settlement.

### **Player To Win Most Games**

One of the two Players/Teams has to win most of the games during the match to win this market. 1X2 market as the draw (tie) selection means the number of games between the two Players/Teams should be equal.

If there is already one or more sets with registered tiebreak winner - all bets for that market will be valid for settlement.

### **Exact Score (Set Betting) including Live Betting**

Predict the sets score at the end of the match. Bets are void if the full statutory number of sets is not completed, or changed.

### **Total Player Games including Live Betting**

Predict the number of games achieved by a player in a match. Bets will be deemed as void if the full statutory number of sets has not completed, or changed. A tie break is considered as one game for Games purposes. A super tie break is considered as one game for all Games bets.

### **Total Tie Break / Tie Break in a match including Live Betting**

Total Tie Break is similar to Over/Under Wager. Win/loss is determined by the number of tie breaks in the match. A super tie break is not considered as a tie break for bets on Total Tie Break. If there was a Tie Break in an unfinished event, bets will be valid. If there's no Tie Break in an unfinished event, bets will be void.

### **Double Result**

Predict a player to win or lose the 1<sup>st</sup> set and then go on to win or lose the match. Bets will be deemed as void if the full statutory number of sets is not completed.

### **Total Aces**

Total Aces is similar to Asian and Over/Under Wager. Win/loss is determined by the number of aces accumulated by both players. Bets are void if the statutory number of sets has not completed, or changed. If a match is not completed because of a player retirement or disqualification, all bets will be void.

### **First Ace**

Predict which player will serve the first ace in the match.

### **To Win 1<sup>st</sup> Point**

Predict which player will win the first point. All bets placed after the coin toss will be void.

### **To Win 1<sup>st</sup> Game**

Predict which player will win the first game. All bets placed after the coin toss will be void.

### **1<sup>st</sup> to win 3 games**

Predict which player will be the first to win three games. All bets placed after the coin toss will be void.

### **First Break**

Predict which player will break the opponent's whole game serve first. All bets will be void if a break does not take place. All bets placed after the coin toss will be void.

### **Double Faults**

Refers to the double faults served in the match. Win/loss is determined by the number of double faults accumulated by both players. Bets will be deemed as void if the full statutory number of sets is not completed, or changed.

### **First Double Fault**

Predict which player will serve the first double fault in the match.

### **Fastest Serve**

Predict which player will serve the fastest serve in the match in KM/H or MPH as stated in the bet type name.

### **Outright**

Predict the winner of the tournament. In the event of a non-runner, all bets are void.

### **Winner**

Predict the winner of the tournament. The player must start Round 1.

### **Winning Quarter/Winning Half**

Predict the Quarter/Half the winner of the tournament will come from. All players taking part in the tournament are divided into 4 groups (Quarters), with one of the top 4 seeds in each Quarter.

Winning Quarter: choose which Quarter the winning player will come from (eg. 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>). Winning Half: choose which Half the winning player will come from (eg. top or bottom).

### **To Win a Quarter**

Predict the winner of the quarter.

### **Finalists / To reach the final**

Predict the players that will reach the final of the tournament.

### **Head To Head**

Predict which player will reach the higher round in (or win) the tournament. In the event of a non-runner, all bets are void. Push rules apply.

### **Stage of Elimination**

Player must start the first match of the tournament for bets to be valid.

## 5. American Football

### General

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

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules. An exception is made if incorrect kick off time is announced on our website.

All bets on the game include overtime scoring unless stated otherwise.

Regular Season – Moneyline 3-Way Full-Time bets are settled either at FT or after Overtime has been played. Overtime could result in a tie in Regular Season games.

Playoffs – Moneyline 3-Way Full-Time bets are settled at FT, excluding Overtime.

Games must go at least 55 minutes of play for bets to have action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined.

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.

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 based on the original listing will be void.

### Live-Betting

Live betting game bets include overtime.

Points are considered regardless of whether they are scored before or after the bet is placed.

## Teasers

Teasers/Super Teasers/Monster Teasers allow adjustment of points spread and game totals on two or more teams.

A fixed number of points are bought on all selections in the teaser. The number of teams selected and the number of points selected determine the payout odds:

### 6-point Teasers:

Two teams = -110/1.9

Three teams = +170/2.7

Four teams = +290/3.9

Five teams = +450/5.5

Six teams = +650/7.5

### 6.5-point Teasers:

Two teams = -120/1.83

Three teams = +150/2.5

Four teams = +240/3.4

Five teams = +400/5

Six teams = +550/6.5

### 7-point Teasers:

Two teams = -130/1.76

Three teams = +130/2.3

Four teams = +190/2.9

Five teams = +350/4.5

Six teams = +450/5.5

### 10-point Teasers (Super)

Three teams = -120/1.83 (push loses)

### 13-point Teasers (Monster)

Four teams = -120/1.83 (push loses)

All selections must be successful in order for the bet to win.

If a selection in the teaser is a push, the teaser will drop to the next lower level, in case a lower level is offered for that particular teaser.

A push in a two team teaser without a loss will be considered "no action" and the stake will be refunded.

When placing a bet on a super/monster teaser a push will result in a lost bet.

Teaser bets will only be allowed on pre-match events and for selected leagues, including:

1. Regular teasers for NFL and NCAAF: 6, 6½ and 7 points
2. SUPER TEASERS: 3 teams teaser - buying 8 points, ties lose, odds -120/1.83
3. MONSTER TEASER: 4 teams teaser - buying 10 points, ties lose, odds -120/1.83

### **Buying points**

Buying points allows you to change the point-spread or the game total of an American Football game. You can move the point-spread in order to get more points when betting on the underdog, and fewer points when betting on the favorite. You can move the total in order to get a higher total when betting on under or a lower total if betting on over.

### **Winners/Outrights**

Bets will be settled according to the final league position including Play offs and according to the official site of the event.

### **Winner**

Predict the winner of the game. Bets include overtime if played. If the game ends in a draw, 2Way bets on Winner will be void.

### **Spread**

Predict the winner of the game, applying the given spread (handicap).

## **Over/Under/Total Points**

Predict if the points scored by both teams will be over or under a given number.

### **1<sup>st</sup> Half**

Bets settled on the first half result only.

Bets will be void if the match is abandoned before halftime.

If a match is abandoned during the second half then all first half bets are still valid.

### **2<sup>nd</sup> Half**

Bets settled on the second half result only include overtime.

### **1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> Quarter**

Bets settled on the quarters result only.

If the entire game is not completed, wagers on quarters will have action in case the relevant period was completed.

### **4<sup>th</sup> Quarter**

Bets settled on the 4<sup>th</sup> quarter result only include overtime (unless otherwise stated).

## **Halftime/Fulltime**

Predict the result of a match at halftime and fulltime.

Example: If you choose 1/2, you bet on the home team to lead in the first half and the away team to win the game.

Bets on Halftime/Fulltime exclude overtime.

## **Odd/Even**

A prediction of whether the total number of accumulated points in a game will add up to an odd or even number.

## **First to score/Last to score/2<sup>nd</sup> score/3<sup>rd</sup> score/4<sup>th</sup> score...**

Predict which Team will score the First/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup>... or Last in a match. If a game is abandoned all bets will be void, unless the outcome of a bet is already determined.

If an event is abandoned after a point has been scored, then all bets on First team to score will stand, while bets on Last team to score will be void.

If an event is abandoned without any points being scored, then all wagers on First/Last team to score will be void.

## **Method of First/2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup>... Score**

Predict what will be the first/second/third/fourth... method of scoring.

Possible selections are Touchdown, Field Goal or Any other scoring approved by the rules of the game.

### **Total team points**

"Total team points" is similar to Over/Under Wager.

Win/loss is determined by the points accumulated by a named team.

### **To Qualify**

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

### **Over Time**

Predict whether the game will go to overtime or not.

### **Highest Scoring Half/Quarter**

Highest Half/Quarter bets include overtime.

Push rules apply.

### **Touchdowns**

"Touchdowns" is similar to Over/Under Wager.

Win/loss is determined by the number of Touchdowns accumulated by both teams.

## **Touchdown Scorers**

Bets on players not taking part in the match will be void.

If a match is abandoned, all bets will be void, unless a Touchdown is already scored. Then all bets for First Touchdown scorer will stand, Last and Anytime Touchdown scorers will be void.

## **Winning Margin**

Predict the team to win the match and the margin of victory. Overtime is included (if played).

## **Race to 10**

Predict which team will be the first to score 10 points in the game. If the game is abandoned or finishes before 10 points are scored by any team, bets will be void.

## **6. Aussie Rules**

### **General**

All bets shall be settled on official AFL result only.

All Australian Rules bets shall be settled including overtime if played, unless otherwise stated.

In the event that extra time is played all head to head betting will be settled inclusive of Extra time.

If a match is abandoned before the end of normal time, all bets on the match are void, except for those markets which have been unconditionally determined.

If a match is postponed and rescheduled to take place within 48 hours of the original start time, all bets on the match will stand.

If a match is no longer playing at the venue advertised, all bets will stand unless the venue has been changed to the opponent's home ground, in which case all bets will be void.

### **AFL betting rules**

All wagers shall be settled on the officially declared result from the AFL. This includes match winners and goal kicking statistics.

Regular season fixtures and the Grand Final include extra time.

For pre-season fixtures such as NAB cup and the finals series (excluding the Grand Final) where extra time is offered, bets shall be settled on the regular time result. Extra time will not be included.

For the purposes of determining futures markets such as Make the Grand Final/Minor Premiership/Premiership/Top 4/ Top 8, all deductions of points by the AFL due to breaches of regulations shall stand.

Brownlow Medal betting will be paid on official results as presented at the awards night. In the event of two or more players having equal points, the Dead Heat rule shall apply.

Coleman Medal betting shall only take in the regular season – NAB cup and any other preseason fixtures shall not apply. Finals series do not apply.

For first goal scorer markets, bets on players taking no part in the match shall be void. If your player is an unused substitute, or takes the field as a designated substitute after a goal has been scored then bets on your player to score the first goal shall be made void.

Wire-to-Wire market is based upon a selection leading the match at the end of each quarter.

Time of first goal markets are based upon official AFL clock.

For all Futures markets that are determined by an outright winner, the Dead Heat rule shall apply.

### **Gameplay specifics**

Scoring à Points = Goals (scores 6 points) + Behinds (score 1 point)

Like many other codes of football, the way to score points is to score goals. In Australian Football, there are two types of scores: a goal and a behind.

A goal umpire judges whether a goal or behind is scored.

### **Game length**

The length of a game of Australian Football can vary from league to league, but is generally around 15 to 25 minutes per quarter. In the AFL, each quarter runs for 20 minutes plus time on – which makes up for time occupied in stoppages, such as when the ball going out of bounds, injuries, goals (or behinds) being kicked, or when the umpire is setting the angle of a free kick on goal. Time is kept by two off-field officials, known as "timekeepers", who sound the siren at the start and end of each quarter. A typical AFL quarter might run from 27 to 33 minutes, but may be even longer if, for instance, injuries cause delays. AFL breaks after the first and third quarters are six minutes, with a 20-minute break at halftime.[5] Thus, a match with quarters averaging 30 minutes would last about two and a half hours.

### **1st Quarter / 2nd Quarter / 3rd Quarter / 4th Quarter**

Bets settled on 1st/2nd/3rd/4th – Quarter Result final result only.

If a match is abandoned at any time those Quarter markets that are already determined will stand.

### **1st Half / 2nd Half**

Bets settled on the first/second half result only.

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

If a match is abandoned during the second half all first half bets are still valid.

### **Outright**

As stated in the AFL regulations above and overall Outright settlement – bets are declared valid for settlement as stated on official final league position.

### **First / Last to Score**

- Points – first / last to score any kind of point – goal or behind;
- Goals – first / last to score Goal;
- Behinds – first / last to score Behind

### **Total Points / Goals / Behinds**

Predict how many Points (combined between Goals & Behinds), Goals or Behinds (counted as separate scoring) – will be scored during the match.

### **Winning Margin**

Predict the Team to win the Match and the victory margin.

### **Race To (Points / Goals / Behinds)**

Predict the Team to reach first to selected number of Points, Goals or Behinds during the match.

## **7. Bandy**

### **General**

All games must start on the scheduled time for bets to have action. An exception is made if incorrect start time is announced on our website. Abandoned or postponed matches are void, unless rearranged and played on the same date (local time) or stated otherwise in the rules. 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 based on the original listing will be void.

If scheduled playing time is changed from 2 halves x 45 minutes, to 3 periods x 30 minutes, full time bets will be considered valid and half time bets will be void.

All markets are based on the result at the end of the regular time – excluding overtime, if played, unless otherwise stated.

If a market is offered as 2Way and happens to finish in a draw, Push rules apply.

### **Outright**

Predict the winner of the league/tournament. Bets will be settled according to the final standings, including playoffs (if played), unless otherwise stated.

### **1x2**

Predict the outcome of the game. There are 3 possible results:

1 – Home team wins

X – Draw

2 – Away team wins

## **Spread**

Predict the winner of the game, applying the given handicap (spread) to the result.

## **Over/Under**

Predict whether the total goals scored by both teams will be over or under a given number.

## 8. Baseball

### General

All games must start on the scheduled date (local time) for bets to have action. If a game does not start on the scheduled start date then all bets will be void. The exception is if we advertise an incorrect start time.

If a game is suspended and completed on a subsequent day then all bets will be considered void (unless otherwise stated in these rules).

An exception is made for games in which a Mercy Rule is used: the result at the time of the Mercy Rule call will be used for settlement purposes.

All bets include extra innings unless otherwise stated.

There must be at least 5 full innings of play unless the home team is leading after 4½ innings, for bets on Money Line to have action. If a game is called or suspended, the winner is determined by the score after the last full inning unless the home team 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. Monies will be refunded if the home team ties the game and it is then suspended. suspended games will not carry over to the following day.

The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets on Over/Under or Run line to have action with the exception of when a result has already been determined.

3-way Money Line market is related to the first 9 innings. Settlement will exclude any extra inning(s) played.

Extra Inning market refers to any inning(s) played after the full 9 innings ended in a tie.

Highest Scoring Period will be settled with the result including any extra inning(s) played.

For 7 innings games the game must go at least 7 full innings (or 6½ innings if the home team is ahead) for bets on Over/Under or Run line to have action unless specified otherwise.

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.

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.

### **Live-Betting**

All bets are action regardless of pitching changes. Extra innings count.

### **MLB wagers**

If one or both of the starting pitchers are not exactly as specified at the time of the bet, the wager will be deemed "no action".

### **Money line**

Predict which team will win the game.

### **Run line**

Win/loss is determined by the number of runs accumulated by both teams and then comparing with the run line given before the game start.

Run line -1.5

You win if your team wins the game with a run difference of two or more.

Run line +1.5

You win if your team wins or losing with in exactly a one run difference.

## **O/U / Totals / 2W Total Line**

Predict the total runs achieved in a match.

**Over 9.5**

Your bet wins if there are more than 9 runs in the match otherwise your stake is lost.

**Under 9.5**

Your bets wins if there are less than 10 runs in the match otherwise your stake is lost.

**Under 9**

Your bets wins if there are less than 9 runs in the match. If there are 9 runs exactly the stake is returned otherwise your stake is lost.

**Over 9**

Your bet wins if there are more than 9 runs in the match.

If there are 9 runs exactly the stake is returned otherwise your stake is lost.

## **1st Half (5 innings)**

All bets on baseball first half will be determined by the score at the end of five full innings.

The game must go at least 5 full innings for bets to have action.

## **Odd/Even**

A prediction of whether the total number of accumulated runs in a game will add up to an odd or even number.

The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to have action.

## **Series betting**

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

## **1st To 3 Runs**

Predict which team will be the first to score 3 runs.

If neither team scored 3 runs bets on 1st To 3 Runs will be void.

## **1st / Last Home Run**

First/Last home run means betting on which team will score the first / last home run.

If an Event is finished without any home run being scored then all wagers on First/Last home run will be void.

If an Event is abandoned after home run scored then all bets on First home run will stand while bets on Last home run will be void. If an Event is abandoned without any home run being scored then all wagers on First/Last home run will be void.

## **Total Team Runs**

Total Team Runs is similar to Over/Under Wager. Win/loss is determined by the number of runs accumulated by a named team.

The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to have action.

### **1st Inning Winner (pre-match) and 1-9 inning money-line 3way (live)**

Predict the winner at the end of the first inning. Bets can be made by either selecting a Home Win, a Draw or an Away Win.

### **1st Inning Run Line (pre-match) and 1-9 inning line-handicap (live)**

Bet type to predict the winner at the end of the first inning which includes preset advantage.

### **1st inning O/U (pre-match) and 1-9 inning line-totals (live)**

Predict the number of total runs accumulated by both teams at the end of the 1st inning.

### **1st inning O/E**

Predict if the total runs accumulated by both teams will be odd or even.

### **Team with highest inning**

Which team will score most runs in an inning. Push rules apply.

### **Total 3/5/7 Innings**

Predict the number of total runs accumulated by both teams after 3/5/7 Innings.

### **3W Run Line and 3W Handicap**

Predict the winner with preset game advantage. There are 3 possible outcomes that include the preset game advantage – Home win, Draw and Away Win.

### **3W Total**

Predict if the total runs accumulated by both teams will be Over, Under or Exactly preset number.

### **Winning Margin**

Predict which team and with how many runs exactly will win from given options.

### **Total Team O/E**

Predict if the number of runs accumulated by the relevant team will be odd or even.

### **Double Result / HTFT**

Predict the result of a match at half time(after 5 Innings) and fulltime(after 9 innings).

Example: If you chose 1/X, you bet on the home team to lead in the first half and the match ending in draw. Extra Innings do not count.

### **To Qualify**

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

## **Outright**

Bets settled on final league position include play offs.

## **9. Boxing**

### **General**

If the fight does not take place as scheduled and is not played in the same date (local time) all bets are void. The exception is if we advertise an incorrect kick-off time.

The bell sound is the sign for the beginning of the first round for betting purposes

When a fighter fails to answer the bell for the next round then his opponent will be deemed to have won in the previous round.

In declaration of a “No Contest” all bets will be void and stakes will be refunded, with the exception of markets where the outcome has already been determined.

### **Winner**

All bets will be valid regardless of changes to number of rounds to be fought. Declaration of a draw - all bets will be void and stakes will be refunded. 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).

### **Method of Victory**

All bets will valid regardless of changes to number of rounds to be fought.

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.

Knockout - Knockout is when the boxer does not stand up after a 10 count. Technical Knockout is the 3 knockdown rule or if the referee steps in. Any corner retirement will be considered a

technical knockout unless the fight is subsequently decided by the judges' scorecards, or is a declared a No Contest.

Technical Decision - Decision is on scorecard points between the judges. Technical Decision is settled by the judges' scorecards at any time other than at the end of the scheduled rounds.

### **Total Rounds**

For 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.

If the number of rounds for a fight is changed after this market has been set then all bets will still have action unless the new number of rounds result in the quote being higher than the total number of rounds to be fought Half of the official time for a round will be used for O/U total round bets. For example: 90 seconds into the 7th round of a boxing fight equal 6.5 rounds

## 10. Chess

### General

In the event of a match starting but not being completed all bets will be void, unless otherwise stated in the rules. An exception is made if we advertise incorrect starting time. All bets will be settled based on the official site of the Federation governing the tournament, unless otherwise stated in the rules.

### Outright

Predict the winner of the tournament. Bets will be settled according to the final standings, including playoffs (if played), unless otherwise stated. All bets are considered valid, even if the player withdraws or doesn't start the tournament at all. Dead-heat rules apply.

### Moneyline

Predict the winner of the match according to the points collected by players based on played games. 1 point is awarded for a win, 0,5 points for a draw and 0 points for a loss. There are 3 possible outcomes:

1 – Designated home team player wins

X – Draw

2 - Designated away team player wins

### Spread

Predict the winner (player who will collect most points) of the match/game, applying the given handicap (spread). If the statutory number of games/matches according to the official rules of the tournament is changed, all bets will be cancelled.

# 11. Cricket

## General

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

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules. An exception is made if incorrect start time is announced on our website.

“Test Matches” and “Two/Three/Four Day Matches” are excluded from the rules stated above.

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 based on the original listing will be void.

All wagers will be settled using the official result as declared by the relevant governing body of the match or competition concerned.

Push rules apply for all 2-way markets.

## One Day / Twenty20

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

If a match is abandoned due to outside interference, then bets will be void unless a result 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.

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

In competitions where a Bowl Out or Super Over determines a winner then bets will be settled on the official result.

## **Test Matches / First-Class Matches**

Bets will stand according to the official result provided in case at least one ball has been bowled. If a match is abandoned due to outside interference, all bets will be void.

## **Money Line**

Predict the winner of the match.

## **Top Batsman/Top Bowler**

Player with the best batting average is considered Top Batsman. Player with the best bowling average is considered Top Bowler. Bets on players not selected in the starting 11 or designated as substitutes, will be void. If a player is selected but does not bat or field, bets on him will stand. Dead Heat rules apply. If two players or more end on an equal number of wickets, then the bowler with the least number of runs conceded will be deemed the winner.

There is a minimum number of overs that should be played before the game is interrupted, or All Out. Otherwise all bets will be void:

- One day International – 20 overs
- All Domestic 40 Over Competitions – 10 overs
- All Domestic 50 Over Competitions – 20 overs
- All Twenty20 Cup – 6 overs
- 10 Over Matches – 6 overs

## **Man Of The Match**

Bets are settled on the officially declared man of the match. Dead Heat rules apply.

## **To Win The Toss**

Predict which team will win the coin toss at the beginning of the game.

## **Home/Away 1st Inns**

If Duckworth-Lewis method (D / L) is called into play and the runs for one of the Teams are being reduced - market will be valid for settlement.

For Live Betting purposes if match was reduced by 5 or more Overs for Live – betting on these lines will be suited according to the Overs stated.

## **Highest Individual Score**

Minimum number of Overs must be played - otherwise all bets will be void:

- Twenty20 matches - full 20 Overs for each Team;
- One Day matches - at least 40 Overs for each Team;
- Test & First Class matches - whole match counts; if game is drawn there must be minimum of 200 Overs bowled for settlement purposes.

## **Highest Opening Partnership**

Predict which team will score more runs on their 1<sup>st</sup> Partnership. Bets stand once 1 ball has been bowled in each team's 1<sup>st</sup> innings. If a market is offered in a 2-way option, Dead Heat rules apply.

## **Most Match Sixes**

Predict which team will score most Sixes in the game. If a match is abandoned before needed Overs for different types of Matches have been reached, all bets will be void. In Test and County Championship matches the whole match counts. In Test drawn games a minimum of 200 overs must be bowled, otherwise bets will be void. In Twenty20 matches the match must

be scheduled for the full 20 overs and there must be an official result. In One Day matches where the number of overs has been reduced and the outcome has not been determined yet bets will be void. In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined. For settlement purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super Over, sixes hit during the Super Over will not count for settlement purposes.

### **Wickets Lost by "X" Runs**

Settlement is determined by the number of wickets lost by the time a specific score is reached. If a team declares or reaches their target or the quoted score is otherwise not reached then the wickets lost at that time will be the result of the market.

Test Matches and First Class Matches - All bets will stand irrespective of delays caused by rain or for any other reason.

One Day Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 Matches - Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined

### **1<sup>st</sup> Wicket Method**

Predict the method by which the 1st Wicket in the game will be scored. If the game is abandoned before a wicket is scored or there is no wicket scored at all in the match, all bets will be void.

### **Player To Score Most Sixes**

Bets placed on any player not in the starting 11 will be void. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already

determined. Bets on players who are selected but do not bat will be settled as losers if one or more six is scored. Dead-heat rules apply.

In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes. Bets will be void if no Sixes are scored.

- Twenty20 Matches - The full 20 overs for each team.
- One Day Matches - At least 40 overs for each team.

### **A Fifty/Hundred Score In Match**

Predict if any player will score fifty/hundred or more runs in the match. For different types of games there is a certain minimum of Overs to be played or bets on this bet type will be void:

- Test Matches - The whole game counts. If the game is drawn, at least 200 overs must be bowled
- One Day Matches – 40 overs must be bowled
- Twenty20 Matches – 20 overs must be bowled

### **Most Run Outs**

Predict which team will create most run-outs whilst fielding. If a match is abandoned, all bets will be void. If a match is reduced in overs and a match result is reached, then the team which achieved most run-outs whilst fielding regardless of the number of overs bowled will be the winner. In matches determined by a Super Over any run out during the Super Over will not count for settlement purposes. In Test Matches and First-Class Matches all innings of the match will count.

## **1<sup>st</sup> Over Total Runs**

Predict the total runs scored during the 1<sup>st</sup>innings of the match. Extras and penalty runs will be included. If 1<sup>st</sup> Over is not completed, bets will be void.

## **1st Innings Score**

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.

- Twenty20 Matches - The full 20 overs for each team.
- One Day Matches - At least 40 overs for each team.

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.

## **1st Innings Lead**

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

## **Runs At Fall Of 1<sup>st</sup> Wicket**

Predict the number of runs in the game at which 1st Wicket will fall. If a match is abandoned before the fall of 1<sup>st</sup> Wicket, or there is no Wicket in the game, bets will be void.

## **Dismissal Method**

Predict the method by which the first/next Batsman will be taken out. If there are no Wickets in the game or after the bet has been placed in Live Betting, all bets will be void.

Method of Dismissal 2-Way: The options available are: Caught and Not Caught. If no further wickets fall all bets will be void.

Method of Dismissal 6-Way: The options available are: Caught, Bowled, LBW, Run Out, Stumped or Any Other (includes Sent Off/Retired Out). If no further wickets fall all bets will be void.

## **Odd/Even**

Predict if the sum of all runs scored in the relevant period (Match, Innings, Over) will be an odd or an even number. Extras and Penalty runs will be included for settlement purposes. If the relevant period is not finished, all bets on it will be void.

## **Total Runs In Match O/U**

Predict if the number of runs in the relevant period (Innings, Over) will be over or under a given number. If the relevant period is not finished, all bets will be void.

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined:

- 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.

## **Race To 10 Runs**

Predict which player will score first 10 Runs in the game. Bets stand if all the listed players start batting, otherwise all bets will be void. Bets stand no matter which of the players starts batting first. If neither of the listed players reaches 10 Runs, option Neither is the winner. If a game is abandoned before any of the listed players reaches 10 Runs, and if both players are Out, option Neither will be the winner. Otherwise, bets will be void.

## **Total Match Sixes**

Predict if Sixes scored in the match will be over or under a given number. Push Rules apply. If a match is abandoned before needed Overs for different types of matches have been reached, all bets will be void. In Test and County Championship matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets will be void.

In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result.

In One Day matches where the number of overs has been reduced and the outcome has not been determined yet bets will be void. For settlement purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes.

## **Team With Highest 1<sup>st</sup> 6/10/15 Overs Score**

Predict which team will have the higher score after 1<sup>st</sup> 6/10/15 Overs. Push Rules apply. If either team do not complete number of overs stated, bets will be void.

## **Batsman Matches**

Predict which Batsman will score more runs in the game. Push Rules apply. In Test and County Championship matches only the first innings counts for settlement purposes. Bets will stand if each Batsman has faced at least one ball.

**Outright**

Predict the winner of the league. Bets are settled on the final league position, unless otherwise stated.

**To Win Pool**

Predict the team which will finish top at their Pool. Dead Heat rules apply.

**Finalists**

Predict the two teams which will play in the Final of the Tournament.

**Stage Of Elimination**

Predict at which stage of the Tournament a certain team will be eliminated.

**To Reach The Final**

Predict if a certain team will reach the Final of the Tournament.

## 12. Horse Racing

### General

Bets on Racing are settled on the official result (Jockey Club rules of racing).

We cannot be held responsible for any errors or omissions in respect of accuracy in publishing or issuing of prices or information, despite every effort being made to ensure total accuracy. We reserve the right to correct these errors.

When a result is amended after the official result (i.e. the weigh-in), for example as a result of a successful appeal, the amendment will be ignored for settlement purposes.

Ante-post bets are settled at the price and place terms applicable at the time of acceptance. Should a wrong price or place term be given in error we reserve the right to settle the bet according to the correct price/place terms available at the time of the bet.

### Best Odds Guaranteed

**For UK & Ireland:** We will apply best odds guaranteed to horse racing events for races. This means that if you place your bet on fixed odds, your final price will be the fixed odds or SP odds, whichever is highest.

Best Odds Guaranteed will apply to single and accumulator bets.

Best Odds Guaranteed will apply to board prices and early prices.

Best Odds Guaranteed will not apply to ante post bets, including 'non-runner no bet' events unless otherwise stated.

In the event of a Rule 4, we pay you at the bigger odds, after the Rule 4 deduction has been applied.

Best Odds Guaranteed is available from 09:00 AM UK time each day on all UK and Irish horse races.

Operator reserves the right to withdraw this guarantee at any time and to apply exemptions to selected customers.

### Each way

Bets are acceptable win or each way. Using the each way checkbox will double the unit stake placed on the winner selection.

It will contain one bet on the Winner and another bet on the Place, Terms will be written at the header of the event eg. E/W 1/4 1-2-3

For horse racing, the each way bets will be determined according to the number of runners and the table:

Number of Runners	Not Handicap race	Yes Handicap race
1 - 4	Win Only	Win Only
5 - 7	¼ odds , for Place 1,2	¼ odds , for Place 1,2
8 - 11	1/5 odds , for place 1,2,3	1/5 odds , for place 1,2,3
12 - 15	1/5 odds , for place 1,2,3	¼ odds , for place 1,2,3
16 +	1/5 odds , for place 1,2,3	¼ odds , for place 1,2,3,4

Number of runners coming under starters orders will be the number which will determine the each way terms for non-ante post races.

If non-runners take the race to less than five runners the place money goes on to win.

Some races can have enhanced odds or places and we keep the right to offer different odds and places.

## **Dead Heats**

When a dead heat occurs for first place, the stake money on the winning selection will be divided by the number of winners, with full odds paid at the reduced stake. The remainder of the stake is lost. Where an each-way bet involves a dead heat winner, the win part of the bet will be settled as above, and the place part will be settled in full, in accordance with the relevant place terms. Should the dead heat involve placed selections and results in more than the allocated number of places, then the stakes will be divided as before, and settled to the full place terms.

## **Ante post**

Ante post events will be available in advance to customers, more than 48 hours before the race. Bets on non-runner horses in ante post events will be considered lost, unless otherwise stated.

Ante post events may be suspended on days when races related to the event occur.

Ante post bets will be settled according to the price and place terms at the time the bet has been placed.

We reserve the right to cancel wagers on ante post prices/places which have been presented due to typing or human errors.

## **Postponed races**

If a race is postponed and final declarations stand, then the bets will stand. Bets will be void if:

- The race is declared void
- The race is abandoned
- The condition of the race has changed
- The venue has changed
- The surface has changed

## Rule 4 Deduction

Rule 4 deduction will apply according to the following table:

<b>Price of non-runner at time of withdrawal</b>	<b>Amount deducted from winnings</b>
1/9 or longer odds on	90p in the £
2/11 to 2/17	85p in the £
1/4 to 1/5	80p in the £
3/10 to 2/7	75p in the £
2/5 to 1/3	70p in the £
8/15 to 4/9	65p in the £
8/13 to 4/7	60p in the £
4/5 to 4/6	55p in the £
20/21 to 5/6	50p in the £
Evens to 6/5	45p in the £
5/4 to 6/4	40p in the £
13/8 to 7/4	35p in the £
15/8 to 9/4	30p in the £
5/2 to 3/1	25p in the £
10/3 to 4/1	20p in the £
9/2 to 11/2	15p in the £
6/1 to 9/1	10p in the £

10/1 to 14/1	5p in the £
Over 14/1	No deduction

In the case of a non-runner, the deduction will apply according to the non-runner odds right before the withdrawal.

R4 will apply on 'Day of event race', less than 48 hours before the race.

If 2 or more horses are withdrawn, the total deduction will not exceed 90p.

Rule 4 deductions will apply to all winning bets placed before the non-runner was declared.

Example: prices available at 9:00 am.

1st non-runner declared: 10:00 am.

Bookmaker applies Rule 4 at 10:05 am.

Winning bets on fixed odds between 9:00 am to 10:05 am will be deducted according to the non-runner's last odds.

2nd non-runner declared: 11:30 am.

Bookmaker applies 2nd Rule 4 at 11:35 am.

Winning bets on fixed odds between 10:06 am to 11:35 am: 2nd rule 4 will apply.

Winning bets on fixed odds between 9:00 am to 10:05 am: 2nd rule 4 will apply but the sum of the deduction will not exceed 90p.

If a horse comes under Starter's Orders but refuses to race, the bet will be a loser. In all horse races where a runner is withdrawn, or adjudged not to have started - and therefore been declared a Non-Runner by the starter - stakes on that selection will be refunded. (The exception to this being Ante Post bets). Bets on the remaining runners in that race, taken at Early Prices or at Board Prices prior to withdrawal, will be subject to a deduction.

## **Reserves**

Some races contain reserves, who may or may not be priced in our early prices lists. The finishing position of any of these reserves will count regardless of whether they are priced or not.

If a reserve horse is offered with an early price and becomes a non-runner, then no Rule 4 deduction will be applied as a result of the withdrawal.

If a reserve horse is declared an official runner at the racecourse before the declaration stage and if it is subsequently withdrawn, normal Rule 4 rules will apply to the reserve horse from this point.

## **Forecasts**

A Straight Forecast is a bet where you name two selections to finish 1st and 2nd in the correct order for a specified event.

A Reverse Forecast is a bet where you name two selections to finish 1st and 2nd in any order for a specific event.

A Combination Forecast is a bet where you choose three or more selections with any of these to finish 1st and 2nd for a specific event.

Forecasts will be accepted only in races of three or more runners and will be settled in accordance with the officially declared SP Computer Forecast Dividend. In races with less than three runners the forecast bet will be declared void. If one of the selections becomes a non-runner in a forecast bet, the total stake will be placed on the other remaining selection as a win single bet at SP.

In races where a horse finishes alone and no forecast dividend is returned then all forecast bets nominating that horse to finish first will be settled as a Win single at SP on the winning horse. All other forecast bets in the race are lost.

In a Combination Forecast, where a selection becomes a non-runner, the total stake of the bet will be divided equally between the possible forecast combinations, using the remaining selections and the forecasts, including the non-runner, becoming singles.

In the event of a dead heat, separate dividends will be declared for all the horses involved in the dead heat and forecast.

Unnamed favourites are not accepted for forecast betting.

## **Tricasts**

A Tricast is a bet where you name the first three selections to finish first, second and third in the correct order for a specified race, in races where a Computer Forecast Dividend is declared.

A Combination Tricast is a bet where you name three selections to finish first, second and third in any order.

Any winning Tricast is paid out according to the official Computer Tricast return which is declared to a £1 stake.

Tricasts are offered on all handicap races in which there are eight or more runners declared. If there are less than 8 runners – all bets will be void.

If one of the selections becomes a non-runner in a tricast bet, the bet will be settled as a forecast on the remaining selections in the order they were selected. If two of the selections become non-runners in a tricast, the bet will be settled as a win single on the remaining runner.

In the event of two or more horses dead-heating for first, second or third place then separate dividends will be declared and paid to each qualifying tricast. In fixed price tricasts the full odds will be paid with the stake being split according to the number of horses which dead-heat.

Unnamed favourites are not accepted for tricast betting.

Tricasts are accepted for singles only.

## **Favourites**

Bets on First and Second favourites are accepted win-only at starting price. Early prices or board prices cannot be taken on unnamed favourites.

The favourite is the horse quoted at the shortest odds in the official starting price.

The second favourite is the horse quoted at the next shortest price.

If two horses are quoted at the same odds and these odds are shorter than those quoted against any other, then these two are equal first favourite and equal second favourite.

If two or more co-favourites are selected, the stake will be divided equally between them and paid at full odds.

## **Betting Without**

Predict the result of a given race excluding a Favourite horse. The finishing position of the Favourite horse will be ignored for bets placed on this market. For example, a bet placed on Cue Card without Don Cossack (favourite) will win if Cue Card wins the race or finishes second to Don Cossack. The bet will have lost in all other circumstances.

In markets where we offer 'Betting Without' a nominated selection, the place terms will be based on the remaining number of runners excluding the nominated selection.

Any each-way terms advertised are settled on the actual number of runners who take part in the race, excluding the 'without' selection.

Any rule 4 deductions will still apply and will be based on the price of the withdrawn runner in that market at the time of withdrawal.

Betting Without bets are settled ignoring the finishing position of the nominated 'without' runner. Where the nominated 'without' selection is withdrawn before the start of a race, all bets on any of the field in this market stand.

Where the nominated "Without" selection is withdrawn before the start of a race, all bets on any of the field in this market stand.

If 2 or fewer runners start the race, bets will be void.

Normal dead-heat rules apply.

### Place Only Betting

Place Only 2 - Predict a horse to finish in one of the first two places. Place only bets are accepted on horse races of five or more runners.

Place Only 3 - Predict a horse to finish in one of the first three places. Place only bets are accepted on horse races of eight or more runners.

In the event of a horse being withdrawn, not under starter's orders, stakes on that selection will be returned. Bets for the remaining horses in the race will be subject to a deduction in accordance with the Rule 4 table below based on the price in the Place Only market of the withdrawn horse(s) at the time of withdrawal.

<b>Place Only Rule 4 Deductions Table</b>			
	<b>Amount deducted from winnings</b>		
<b>Price of non-runner at time of withdrawal</b>	<b>Place Only 2</b>	<b>Place Only 3</b>	<b>Place Only 4</b>
1/18 or longer odds on	50p in the £	35p in the £	25p in the £
1/9 to 1/16	45p in the £	30p in the £	25p in the £
2/11 to 2/17	45p in the £	30p in the £	20p in the £
1/4 to 1/5	40p in the £	30p in the £	20p in the £
3/10 to 2/7	40p in the £	25p in the £	20p in the £
2/5 to 1/3	35p in the £	25p in the £	20p in the £
8/15 to 4/9	35p in the £	25p in the £	15p in the £

8/13 to 4/7	30p in the £	20p in the £	15p in the £
4/5 to 4/6	30p in the £	20p in the £	15p in the £
20/21 to 5/6	25p in the £	20p in the £	15p in the £
Evens to 6/5	25p in the £	15p in the £	10p in the £
5/4 to 6/4	20p in the £	15p in the £	10p in the £
13/8 to 7/4	20p in the £	15p in the £	10p in the £
15/8 to 9/4	15p in the £	10p in the £	10p in the £
5/2 to 3/1	15p in the £	10p in the £	No Deduction
10/3 to 4/1	10p in the £	10p in the £	No Deduction
9/2 and above	No Deduction		

If 2 or more horses are withdrawn, the total deduction will not exceed 90p.

If the selected horse is withdrawn from a race after coming under starter's orders, bets placed on that horse will have lost as the horse will be deemed to have been a participant in the race.

In the event of non-runners, the number of places paid will remain the same, unless the number of runners in the race is equal to or less than the number of places paid, in which case all bets will be void. This market is settled on the official place terms of the race. If an 8 horse race with each way terms of 3 places is reduced to a race of 7 or less runners, we will still pay 3 places on the Place Only market.

Normal dead-heat rules apply.

### **Match Betting**

Predict a horse to finish one place ahead of another horse in a direct Head-To-Head during Race event.

A Match bet is based on one selection beating another according to the specific conditions advertised. Dead heat rules apply unless a tie price is made available (e.g. for a handicap match bet). One of the two selections in any match bet must complete the course for the bets to stand, otherwise bets are void.

Both selections must start for bets to stand, otherwise Match Bets are void.

Settlement of bets will be based on the official declared result.

If neither horse finishes a race with hurdles/fences, the number of hurdles/fences successfully completed in the race will determine the winner.

## 13. Darts

### General

All games must start on the scheduled date (local time) for bets to have action. The exception is if we advertise an incorrect start time.

Abandoned or postponed matches are void unless rearranged and played in the same date (local time) or stated otherwise in the rules.

### Outright

Predict the winner of the tournament. In the event of a non-runner, all bets are void.

### Money line

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.

Bets will be void in the two-way market if the match result is a tie.

### Spread

In the event of the statutory number of sets/legs 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.

## **Over/Under**

In the event of the statutory number of sets/legs 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.

## **In-Play betting**

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void.

## 14. E-Sports

### General

Settlement is made on the official result as declared by the relevant governing body of the specified competition.

If a match is not played or is postponed, bets on it will be void, unless it is played within 48 hours of the originally scheduled start time or new event will be opened for betting if necessary.

If a player/team plays with a misspelled nickname or with a smurf account, the result and the bets are still valid, unless it is clear that this is not the player/team that was supposed to play that match.

If a player/team is given a walkover for at least one game/map/round before the match starts, all bets will be void.

If a game in Counter-Strike: Global Offensive goes into overtime, the result after overtime will be used for settlement purposes.

In a match in which one team has an advantage of one or more maps, (due, for example, to coming from the winner bracket final), "map 1" refers to the first map played, "map 2" refers to the second map played and so on.

### Winner Full Time

Predict which player/team will win the match (map/round if specified in the title). If a match, game or map begins, but it is not completed, all bets will be void. An exception is made when player gets disqualified, in which case player/team awarded the victory according to an official source for the competition will be settled as a winner. If scheduled number of rounds/maps is changed, bets on Winner are still considered valid.

## **Spread & Over/Under Full Time**

Spread is a way of making odds more competitive by giving the outsider an advantage.

Spread markets are determined based on the league in which they are played. In Starcraft and Dota these are maps, in Counter Strike these are rounds, etc. The settlement is based on the final score (maps/rounds won by each team) with the given handicap (spread) being added.

Over/Under, or total betting, is a prediction whether over or under stated number of games/maps/rounds will be needed to decide the winner.

If the match is not completed for any reason or scheduled number of maps/rounds is changed after this market has been offered, bets on Spread and Over/Under will be void.

## **Live**

If a match is replayed due to a draw or a disconnection, all bets will be void. The replayed match will be considered as a separate live event.

## 15. **Golf**

### **General**

If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be cancelled and the monies refunded.

Where a golfer withdraws before the start of a tournament then all bets on that participant will be declared void.

Bets stand once the player has teed off the first hole.

### **Outright**

All outright bets are settled on the player winning the trophy. The result of play-offs is taken into account.

All bets stand except for those placed on participants not competing in the first round.

Competition champion and placings will be determined by the official rules of the respective governing body.

In the event that there is a change to or decrease in the booked number of rounds or openings played in the competition, wagers set on this market will stand.

If a competition is diminished to less than the planned number of rounds, all bets placed after the last shot of the previous completed round will be void.

### **First round winner**

The winner will be the player achieving the highest placing at the end of the first round.

## **Money line**

If an individual match-up ends in a tie then bets will be void.

## **18 hole match-ups**

Bets stand once the players have teed off the first hole. If a round is abandoned then bets on that round are void.

The winner will be the player with the lowest score over 18 holes.

If an individual match-up ends in a tie then bets will be void.

Play-offs do not count.

## **72 hole match-ups**

Bets stand once the players have teed off the first hole.

Whichever player completes the most holes is deemed the winner. If both players complete the same amount of holes the player with the lowest score is deemed the winner.

If an individual match-up ends in a tie then bets will be void.

Play-off is taken into account.

## **Dead-heat rules**

If 2 or more selections finish in the same position, the stake will be divided proportionally.

**Example:**

The final positions in golf are the following:

1st position: Player A  
2nd position: Player B  
3rd position: Player C  
3rd position: Player D  
3rd position: Player E  
6th Position: Player F  
6th Position: Player F

Let's say you bet on Player E (e/w  $\frac{1}{4}$  1-2-3)

3rd position is shared by 3 players – Player E shares 3rd position with 2 other players - so the payment will be  $\frac{1}{3}$  stake X e/w odds

Let's say you bet on Player E (e/w  $\frac{1}{4}$  1-2-3-4)

Positions 3 and 4 are shared by 3 players.

3rd and 4th (not really 4th position since there are 3 players in 3rd position) positions are shared by 3 players – that means 2 positions pay, out of the 3 players who reached those positions:  $\frac{2}{3}$  stake X e/w odds.

Note – Dead-heat rules apply to the stake and not to the odds

## 16. Handball

### General

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

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

All games are based on the result at the end of a 60-minute scheduled play unless otherwise stated. If the scheduled 60 minutes are not played, then bets will be void, unless otherwise stated. An exception is made for games in which a mercy rule is used: the result at the time of the mercy rule call will be used for settlement purposes.

If a match is postponed or abandoned for any reason, all bets will be void, unless re-arranged and played on the same day or stated otherwise in the rules. An exception is made if incorrect kick off time is announced on our website.

The statistics provided by the official website of the relevant competition or fixture will be used for settlement purposes. In case statistics are not available on the official website or there is significant evidence that the official website is incorrect, we will use an independent source to settle bets.

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

### Live-Betting

If the event is not completed, then all bets will be void, unless otherwise stated.

### 1x2

Bets are made by selecting a Home Win, a Draw or an Away win:

1 – Home Win

X – Draw

2 – Away Win

### **Handicap**

Predict the winner, applying the given handicap.

### **Over/Under**

Predict if the total number of goals scored by both teams will be over or under a given number.

### **1st Half**

Bets (**1X2, Handicap and Over/Under**) are settled on the first half result only.

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

If a match is abandoned during the second half, then all first half bets are still valid.

### **2nd Half**

Bets (**1X2, Handicap and Over/Under**) are settled on the second half result only.

Bets will be void if the match is abandoned.

### **First team to score/Last team to score**

Predict which team will score the first/last goal in the match. Own goals count towards the team credited with the goal. If a game is abandoned after a goal is scored, then all bets on First team to score will stand, while bets on Last team to score will be void.

### **Odd/Even**

A prediction of whether the total number of accumulated goals by both teams will add up to an odd or even number.

### **Double Chance**

A Double Chance bet allows you to cover two of the three possible outcomes with one bet. The following options are available:

The following options are available:

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

X or 2 - if the result is either a draw or an away win, then bets on this option are winners.

1 or 2 - if the result is either a home or an away win, then bets on this option are winners.

### **Halftime/Fulltime**

Predict the result of a match at halftime and at the end of regular time. If a game is abandoned, bets will be void.

Example: If you choose 1/X, you bet on the home team to lead in the first half and the match to end in a draw. Extra time doesn't count.

### **1st To 3/5/10/20 Goals**

Predict the first team to reach 3/5/10/20 Goals.

### **Highest Scoring Half**

Predict in which half most goals will be scored. Push rules apply.

### **Total team goals**

"Total team goals" is similar to Over/Under Wager.

Win/loss is determined by the goals accumulated by a named team.

### **Team Odd/Even**

Predict whether a team's total number of accumulated goals in a match will be an odd or an even number.

### **Team with Highest Scoring half**

Predict which team will score the most goals in any (either 1st or 2nd) Half of the game.

### **Winning Margin**

Predict by how many goals the winning team will win the game.

### **TriBet FT / TriBet 1st Half**

Predict which of the two Teams will win with goals margin as follows: for FT - by 3 or more goals or any other result; for 1st Half - by 2 or more goals or any other result.

### **Halftime/Fulltime Alternative**

Predict the result of a match at halftime and at the end of regular time. Selections are based on winning ones only without the tie options plus any other as additional selection. If a game is abandoned, bets will be void.

### **To Qualify**

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

### **Finishing Position**

Predict which team will be ahead in the final standings of the tournament.

If one or more teams fail to start the tournament, all bets are considered void and stakes will be refunded.

### **Group Winner**

Predict the team to win the group. Bets will be settled on the final Group positions.

### **Top Goalscorer/Top Team Goalscorer**

Goals scored in regular time (60 minutes) and extra-time count for settlement purposes. However, penalty shootout goals do not count. Dead-heat rules apply. If a player takes part in the tournament, all bets will have action.

### **Outright/Winner**

Predict the winner of the relevant competition. Bets are settled on the final league position, after play offs (if played), unless otherwise stated.

## 17. Ice Hockey

### General

All games must start on the scheduled date (local stadium time) for bets to have action. The exception is if we advertise an incorrect start time.

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, bets placed based on the original listing will be void.

Games must run for a minimum of 55 minutes for action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined.

Each one of the bet types available, either for pre-live or live betting, has been specified at the end of the respective bet type inside square brackets, clarifying how the settlement will affect the selections. Please refer to the naming as follows: [Excluding OT] and [Including OT].

### Pre-Live Betting

Pre-Live betting will be settled according to the final score including overtime (and penalty shootout if needed) or excluding overtime, depending on the terms of the specific bet market. The results of matches decided by a penalty shootout will include the entire penalty shootout as one goal for the winning team.

Friendly and friendly international live matches will be settled based on regulation score unless otherwise stated.

In **Pre-Live betting** the following bet types will be settled **excluding** overtime:

Periods – All Periods bet types (1st, 2nd, 3rd) are settled Excluding Overtime

Draw No Bet

Exact Score

Race To Goals (2,3,4,5)

Time Of 1st Goal

Double Chance

Number Of Goals

Number Of Team Goals  
Both Teams To Score  
Highest Scoring Period  
3 Way Handicap  
To Win To Nil  
Method Of Winning  
First To Score  
Last To Score  
Winning Margin  
1st Period/Full Time  
Asian Lines

In **NHL League for Pre-Live betting** the following bet types will be settled **including** overtime:

2 Way ML  
2 Way HC  
2 Way OU  
Exact Score  
Odd/Even  
Winning Margin

### **Live Betting**

Live betting will be settled according to the final score *including overtime* (and penalty shootout if needed). The results of matches decided by a penalty shootout will include the penalty shootout as one goal for the winning team.

Friendly and friendly international live matches will be settled based on *regulation score* unless otherwise stated.

The following bet types will be settled **excluding** overtime:

3 Way Moneyline (Regular Time Winner)  
3 Way Handicap  
3 Way Total Goals OU  
Asian Lines – Handicap & OU  
Draw No Bet  
Double Chance

Next Goal  
First to Score  
Last to Score  
Both Teams To Score  
Number of Goals  
Number of Team Goals  
Exact Score (with draw)  
Odd/Even  
Race To Goals  
Overtime  
Periods – All Periods bet types (1st, 2nd, 3rd)  
Team To Win Most Periods  
Team To Win All 3 Periods  
Race To Goals (2,3,4,5)  
Both Teams To Score At Least 2 Goals (3 Goals)  
To Win To Nil  
Winning Margin

The following bet types will be settled **including** overtime for all ice hockey leagues:

Handicap FT (2 Way)  
When Will Game End  
Exact Score (without draw)  
Winning Margin  
Odd/Even  
Total Team Goals (2 Way)  
Total Goals (2 Way)  
2 Way Money Line  
2 Way Handicap  
2 Way Over/Under

## **NHL**

NHL bets (pre-match and live) include overtime and penalty shootouts unless specifically stated otherwise.

If a game is decided by a penalty shootout, one goal will be added to the winning team's score and the game total.

NHL regular time and pre-season match bets are settled on the score at the end of regulation time.

The following NHL bet types will be settled according to regulation time:

3 Way Moneyline

Asian Lines – Handicap & OU

Puck Line (Handicap) (3 Way)

Double chance

First To Score

Last To Score

Draw No Bet

Number Of Team Goals

Number Of Goals

Highest Scoring Period

Next Goal

To Win Most Periods

Total Shots On Goal

1<sup>st</sup> To 3 Goals

### **All Competitions (Excluding NHL)**

All pre-match bets will be settled based on the score at the end of regulation time, excluding overtime if played, unless otherwise stated.

For live betting – see live betting rules.

Friendly and friendly international live matches will be settled based on regulation score unless otherwise stated.

## **1st/2nd/3rd Period**

Bets settled on the first/second/third period result only.

The 3rd period excludes overtime.

The relevant period must be completed for bets to have action.

If a match is abandoned during the second period, all first period bets are still valid.

If a match is abandoned during the third period, all first/second period bets are still valid.

## **2W ML**

Predict the winner of the match including overtime and penalties

## **Spread**

Predict the spread between both teams at the final score.

Spread bets on pre live games (exclude NHL) will be settling with the regulation result.

Spread bets on live events will be settling with the overtime/penalty shootout result.

Examples:

+0.5 You win if your team draws or wins the match.

-0.5 You win if your team wins the match.

## **Over/Under**

Predict the total goals achieved in a match.

Over/Under bets on pre live games (exclude NHL) will be settling with the regulation result.

Over/Under bets on live events will be settling with the overtime/penalty shootout result.

### **Examples:**

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.

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.

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.

### **Total Goals**

Predict the total goals achieved in the match.

Over 2.5 - The bet will be a winner if there are 3 goals or more in the match.

Under 2.5 - The bet will be a winner if there are no goals or less than 3 goals in the match.

### **3 Way Handicap**

In a 3-Way Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Handicap (-1) - You win if your team wins the match with a goal difference of two or more. Tie: You win if the team with (-1) Handicap wins the match with exactly one goal difference. Handicap (+1) - You win if your team draws or win the match.

### **Regular Time Winner**

Predict the winner after regular time only.

## **Asian HC and O/U**

Asian markets are settled on the result after Regular Time. Live Asian Handicap bets are settled according to the score for the remainder of the game after the bet was placed. Goals scored before the bet was placed are not included.

## **Number of Goals**

Bet on the total number of goals scored by the two teams within the official 60-minute play. Own goals are counted for betting purposes.

## **Total Team Goals**

Predict the total goals achieved by a named team.

Over 0.5 - The bet will be a winner if the team scores 1 or more goals

Under 0.5 - The bet will be a winner if the team doesn't score

Over 1.5 - The bet will be a winner if the team scores 2 or more goals

Under 1.5 - The bet will be a winner if the team scores 1 goal or less

Own goals are counted for betting purposes.

## **First to score / Last to score / Next Goal**

Which team will score the first/last/next goal in a match. Own goals count to the team credited with the goal.

If an Event is abandoned after a goal was scored then all bets on team of "First to score" will stand, "Last to score" will be void, team of "Next Goal" goal which has already been determined will stand and "Next Goal" which has not been determined will be void.

If an Event is abandoned without any goal being scored, then all "First to score / Last to score" bets will be void.

### **Draw No Bet**

Predict the winner team. In the event of a draw all bets are void and stakes are refunded.

### **Both Teams To Score**

Yes = both teams to score.

No = either team not to score.

Bets stand if both teams have scored in the match irrespective of if the match is later abandoned.

### **Winning Margin**

Predict the margin in which the winning team will win. Over time and penalty shootouts are included for this bet type for all leagues.

### **To Qualify**

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, all qualification/win the cup bets will be void.

To qualify bets Include overtime/shootouts.

## **To Win Series**

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

## **Head 2 Head**

If one or more contestants fail to start, all bets are considered void and stakes will be refunded.

## **First/Last/Anytime Goalscorer**

Predict if a player will score first/anytime goal in the match. Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration for settlement purposes. If only own goals are scored in the match, it will be considered a No Goalscorer result.

For all leagues (including the NHL), bets are settled according to regular time only. Stakes on players not included in the match lineup will be void.

If a match is abandoned after the first goal has already been scored, bets on First Goalscorer market and on Anytime Goalscorer market for players, who have already scored, will stand. All other bets placed on Anytime Goalscorer market will be void.

If a match is abandoned before a first goal is scored, all bets will be void.

## **Odd/Even**

A prediction of whether the total number of accumulated goals in a match will add up to an odd or even number.

Any match resulting in 0-0 will be settled as an even number of goals.

## **Exact Score**

Predict the score at the end of regular time (except NHL).

If an exact score occurs that is not an option in our offer, all bets are lost.

## **Double Chance**

A Double Chance bet allows you to cover two of the three possible outcomes in a match with one bet.

The following options are available:

1 or X - if the result is either a home win or a draw, bets on this option are winners.

X or 2 - if the result is either a draw or away win, bets on this option are winners.

1 or 2 - if the result is either a home win or an away win, bets on this option are winners.

All bets are valid for regulation time in all leagues

## **Time of 1st Goal**

If a match is abandoned after the first goal is scored, all bets stand.

If a match is abandoned before a goal is scored, all bets are void.

If a match ends without a goal being scored, all bets are void. This Bet Type is settled excluding Overtime.

As soon as a game starts, it is deemed to be in the first minute, so for example, a goal scored after 24 minutes and 16 seconds is settled as having been scored in the 25th minute.

## **Overtime**

Predict whether the game will go to overtime or not

## **Most Goals**

Predict in which period the most goals will be scored.

If 2 or more periods have the same score, all bets will be void.

Most goals excludes overtime (including NHL).

## **1st To 3 Goals**

Predict which team will be the first to score 3 goals. Over time is included for this bet type for all leagues. All penalty shootouts will be considered as one goal. For example: if team A is the first team to score in a penalty shootouts when the regulation time is tied with 2:2, and team B won the penalty shootouts, then team B is the first team to score for this purpose.

## **Finishing Position**

Predict which team will be ahead in final tournament position.

If one or more teams fail to start the tournament, all bets are considered void and stakes will be refunded.

## **Shots on Goal**

Shots on Goal is similar to Handicap and Over/Under Wager.

Win/loss is determined by the number of shots on target by both teams, then comparing with the handicap given before the game start.

### **Relegation**

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

### **Winner**

Bets settled on final league/tournament position include playoffs.

### **Group Winner**

Bets settled on final Group position.

### **Series score**

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

### **Elimination Stage**

Predict in which stage of a tournament a team will be eliminated.

## **Penalty**

Predict which penalty type will be first to be awarded.

## **Team To Win All 3 Periods**

Predict if one of the two Teams will win all of the three Periods in the match.

## **Race To Goals (2,3,4,5)**

Predict which of the two Teams will reach the goals figure first. Neither Team added as an optional selection.

## **Both Teams To Score At Least 2 Goals (3 Goals)**

Predict if both of the Teams will score 2 or more goals in the match.

## **To Win To Nil**

Predict which of the two Teams will manage to win the match without conceding a goal in regular time.

## **Highest Scoring Period**

Predict which of the three Periods will have most goals scored in it.

## **Method Of Winning**

Predict what will be the winning method of the match – after: Regular Time, Overtime or Penalties

## **1st Period/Full Time**

Predict which of the two Teams will be winning at the end of the 1st Period and of Regular Time in one combined bet type.

## **Players**

If the relevant player doesn't get any playing time in the match, bets on him will be void. Any stats achieved in overtime (if played) will be taken into account for settlement purposes. Win/Loss is determined by a comparison between the stats achieved by the named player and a pre-given number of stats.

A settlement will be made according to the statistics provided by the official site of the Tournament in which the game is played

## **18. MMA/UFC**

### **General**

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.

If an event is postponed bets are void.

If the scheduled number of rounds in a fight change, bets placed on this market will stand.

### **Decisions**

If the decision is a Majority win, then this will be classed as a Split Decision. If the fight does not go the distance, then all bets will stand. If we have an Unanimous decision bets will be settled involving striking in which all three judges agree on which fighter won the match.

### **When will the Fight End & Championship Rounds**

If a bout has a Decision/Technical Decision, Points or Draw/Technical Draw then all betting within this market will stand. If the bout results in a No Contest, any bets on rounds that have concluded will stand.

### **Fight To Go the Distance**

If the bout ends in a Technical Draw (Draw decision prior to the end of the scheduled amount), then distance bets will stand. In the case of a No Contest then bets will be void.

### **KO & Round Combos / Submission & Round Combos**

If the bout goes to a decision or the alternative method is the outcome then all bets stand.

## **Round or Group of Rounds Betting**

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.

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 before the end of the fight all bets will be settled as a win by Decision.

## **Total Rounds (Over/Under)**

Predict whether the fight will finish under or over a specified number of rounds.

For “Total Rounds” settlement purposes, 2 minutes and 30 seconds will represent half a round (if the round lasts for 5 minutes). For example, for a bet on “Over 1.5 rounds” to be a winner, the fight must last beyond 2 minutes and 30 seconds in round 2. If the number of rounds in a fight is changed after “Total Rounds” markets have been set, then all bets on these markets will be void.

If a fighter withdraws in the period between rounds, the fight will be deemed to have ended in the previous round for “Round Betting” settlement.

Should the scheduled number of rounds be changed before the fight, all “Round Betting” bets will be made void.

## **Settlement of Bets**

Bets will be settled on the official result given by Judges after the bout has concluded, and will not be affected by any future appeals or amendment to the result (unless the amendment was made because of a human error made when announcing the result).

## **19. Motor Racing**

### **General**

If a race or qualifier is postponed for any reason, all wagers will remain valid for 48 hours.

### **Formula One Racing - Race Outright**

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

### **Championship Outright**

Wagers will be graded as per FIA classification immediately after the final race of the Season and will not be affected by any subsequent penalties or demotions.

### **Constructors**

Each participant is priced to be the top constructor over the Formula 1 season in accordance with Constructors Championship standings, and rules as specified by the FIA.

### **First Retirement**

First Retirement bets will have action once the 1st formation lap starts. A winning bet is on the constructor or driver of the first car to retire. Should more than one car/driver retire on the same lap then dead-heat rules apply.

## **Fastest Lap**

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

## **Podium Position**

The result for settlement is at the time of the podium presentation.

Subsequent disqualifications and/or appeals will not affect bets.

## **Head to Head**

Two drivers may be paired for betting purposes and prices offered on which of them will finish in a higher position in a specific race.

In the event neither driver finishes the race, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of full laps, bets will be void.

## **NASCAR - Outright Race**

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.

Any drivers who do not qualify for the race will be deemed no action, i.e. all bets on such driver will be declared void.

## **Rally**

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

## **MOTORBIKES - Championship Outright**

All-in compete or not. Bets will be determined by the number of points accumulated following the podium presentation of the final race of the season and will not be affected by any subsequent enquiries.

## **Race Outright**

Non-Runner no-bet.

The podium positions will be used to determine the winner for betting purposes.

Subsequent disqualifications and/or appeals will not affect bets.

## 20. Netball

### General

In the event of a match starting but not being completed all bets will be void unless stated otherwise in the rules. All bets will be settled based on the regular time result only, unless otherwise stated in the rules.

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.

If a match is postponed or abandoned for any reason all bets will be void, unless re-arranged and played in the same day or stated otherwise in the rules. An exception is made if we advertise incorrect starting time.

If a market is offered as 2Way and happened to finish with a draw result, Push rules apply.

### Outright

Predict the winner of the league/tournament. Bets will be settled according to the final standings, including playoffs if played, unless otherwise stated.

### Money Line

Predict the outcome:

1 – Home team wins

X – Draw

2 – Away team wins

## **Spread**

Predict the winner, applying the given handicap (spread) to the result.

## **Over/Under**

Predict whether the total points scored by both teams will be over or under a given number.

## **1st/2nd Half**

Bets (money line, spread, over/under) on halves will be settled according to the relevant half score only. A relevant Half must be completed for bets to stand, unless they are already determined. If the game is suspended in the second half, first half bets will be settled, the others will be void.

## **1st/2nd/3rd/4th Quarter**

Bets (money line, spread, over/under) on quarters will be settled according to the relevant quarter result only. A relevant quarter must be completed for bets to stand, unless they are already determined. If the game is suspended - bets on finished quarters will be settled, while bets on running as well as not started quarters will be void, unless bets on the running quarter are already determined. For example: a game is suspended in the 3rd quarter:

- bets on 1st and 2nd quarters will be settled
- if there are any O/U bets on the 3rd quarter that could be settled, they would be
- all other bets will be void.

## 21. Rugby League / Union

### General

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

If a match is postponed or abandoned for any reason all bets are void, unless re-arranged and played on the same day or stated otherwise in the rules. The exception is if we advertise an incorrect kick off time.

Unless otherwise stated Rugby 7s (sevens) & 10s (tens) match bets are settled on the specific tournament regulation play and exclude extra-time (overtime) if played.

All Rugby bets are settled on 80 minutes' play. The term "80 minutes' play" includes any stoppage time unless otherwise stated.

If a venue is changed from the one advertised then all bets on that match are void. In the event of a change of opponent from the one advertised, then all bets for that match are void.

### 1st Half

Bets are settled on the first half result only.

Bets are void if the match is abandoned before half time.

If a match is abandoned during the second half then all first half bets are still valid.

### 2nd Half

Bets are settled on the second half result only.

## **10 Minute Betting**

Includes: 2 Way/3 Way Money Line; Handicap; Over/Under; Total Tries; Total Team Tries; Total Team Points; Winning Margin.

Predict what will be the game Score in the first 10 minutes of the match. The designated 10 minute period must be completed for bets to stand. All bets will be settled according to the Result which occurred between kick-off and 9:59 minute.

## **Team to Score most Tries 3 Way Money Line and Handicap**

Predict which Team will score the most Tries in the match.

## **1st Team Try**

Predict which team will score the first try in the match.

## **Will the 1st Try be Converted**

Predict whether or not the first try in the match will be converted.

## **Total Match Points**

Predict the total number of points scored in the match.

### **Total Match Tries**

Predict whether the total number of tries scored in the match will be over or under a specific figure.

### **Total Team Points Odd/Even**

Predict whether the total number of points scored in the match will be an odd or an even number.

### **Total Team Tries Odd/Even**

Predict whether the total scored in the match will be an odd or an even number.

### **Total Team Points – Home and Away**

Predict the total points scored by the home/away team in the match.

### **Total Team Tries – Home and Away**

Predict whether the total number of tries scored by the home/away team in the match will be an odd or an even number.

### **Race To Points**

Predict which team will be the first to reach desired certain number of points – Home Team / Away Team / Neither selections are available for betting.

### **Time of 1st Try/Time of 1st Try 2nd Half**

Predict whether the first try will be scored before or after a specific time.

### **Outright**

Bets are settled on final league position include playoffs unless stated otherwise.

### **Group Winner**

Bets are settled on final Group position.

### **First to score/Last to score**

First/Last team to Score means betting on which team will score the first or the last point in a match.

If an Event is completed without any point being scored then all wagers on First/Last Team to Score are void.

If an Event is abandoned after a point is scored then all bets on First Team to Score stand, while bets on Last Team to Score are void. If an Event is abandoned without any point being scored then all wagers on First/Last Team to Score are void.

### **Halftime/Fulltime**

Predict the result of a match at half-time and at full-time.

Example: If you chose 1/X, you bet on the home team to lead in the first half and the match ending in draw.

### **Highest Scoring Half**

Predict in which half most points will be scored.

Bets are void if the match is abandoned.

### **Winning Margin**

Predict which team will win the match and the victory margin. Settlement is executed upon the regular time result only.

### **Tryscorer Betting**

Predict who will be First/Last/Anytime Tryscorer from list of Players. Penalty tries **do not count**. In the event of a penalty try, settlement is deferred to the next awarded try.

Bets on players not taking part in the match will be void.

## 22. Snooker & Pool

### General

Non-Runner no-bet - With the exception of bets placed on any player who takes part in a given tournaments' 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. Each-Way betting is available. Details are displayed under the competition title.

### Money line

Predict which player will win the match.

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.

In the event of a match not starting at all, all bets are refunded.

### Spread

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. In the event of a disqualification or retirement bets will be void.

In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.

## **Over/Under**

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. In the event of a disqualification or retirement bets will be void.

In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.

## **First frame**

In the event of the first frame not being completed bets will be void.

## **Half Time/Full Time**

Predict the result after the first 4 frames and the overall winner of the match.

All bets void if match is not completed.

## **1st to 3 Frames**

Predict which will be the first to reach 3 Frames.

Either player must win 3 frames for bets to stand.

## 23. Volleyball

### General

If a match is not completed, all full-time bets will be void.

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 based on the original listing will be void.

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules. An exception is made if incorrect kick off time is announced on our website.

### Live-Betting

If the event is not completed, all bets will be void. Exceptions are made for bets on sets which are already over, in this case the bets will be settled.

Points are considered regardless of whether they are scored before or after the bet is placed.

### Winner

Predict the winner of the game. A best-of-five sets format is used. Golden Set is not counted for settling purposes.

### Handicap

Predict the winner of the game in sets. Bets are determined by sets accumulated by both teams, applying the given handicap. Bets are void if the statutory number of sets is not completed, or changed.

## **Over/Under**

Predict over or under a given number of sets will be played in order for the winner to be determined.

## **Set Score**

Predict the sets' score at the end of the match.

Bets are void if the statutory number of sets is not completed, or changed.

## **Total Points**

Total Points is similar to Handicap and Over/Under Wager. Win/loss is determined by the number of points accumulated by both teams, and then by comparing these points with the handicap and/or over/under given before the match started.

## **1st/2nd/3rd/4th/5th set Winner**

Predict the winner of the relevant set.

## **1st/2nd/3rd/4th/5th Handicap**

Predict the winner of the relevant set, considering the given **point** Handicap.

## **1st/2nd/3rd/4th/5th set Over/Under**

Predict if the sum of the points scored by both teams in the relevant set will be over or under a given number.

### **Match Odd/Even, 1st/2nd/3rd/4th/5th set Odd/Even**

Predict if the sum of the points scored by both teams in the match/relevant set will be an odd or an even number.

### **1st/2nd/3rd/4th/5th set Winning Margin**

Predict by how many points a named team will win the relevant set.

### **1st/2nd/3rd/4th/5th set exact score**

Predict the correct score in points of the relevant set.

### **Total team points**

Predict if the points scored in the match by a relevant team will be over or under a given number.

### **Outright**

Predict the winner of the relevant competition. Bets are settled according to the final league position, after play offs (if played), unless otherwise stated.

### **Group Winner**

Bets are settled according to the final Group position.

## 24. Gaelic Sports

### General

All bets are settled on the regular time result. Extra time does not count, unless otherwise specified.

All games must start on the scheduled date (local time) for bets to have action. An exception is made if incorrect kick-off time is announced on our website. If a match venue is changed, bets will stand as long as home team is designated as such. If the home and away team for a listed match are reversed, then bets based on the original listing will be void.

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules.

For settlement purposes a goal is counted as 3 points and a point as 1 pt in order for the final score to be determined.

### Outright

All outright bets shall stand irrespective of changes in season format or length.

### Money line

Predict the winner of the game. There are 3 possible outcomes::

1 – Home team wins

X – Draw

2 – Away team wins

## **Spread**

Predict the winner of the game, applying the given handicap to the final score (goal=3, point=1). If a market is offered as 2way (without a price for the tie) and after a handicap has been applied the result is a draw, bets will be refunded. .

## **Over/Under**

Predict if the points scored by both teams, including goals (1 goal=3points) will be over or under a given number.

## **Half-time/Full-time**

Predict the outcome at the end of the 1st half and the full time result. Extra time does not count. If a game is abandoned, bets will be void.

## **1st Half: Money line, Spread and Over/Under**

Bets will be settled on the first half result only. If a match is abandoned before half time, bets will be void. If a match is abandoned during the second half, then all first half bets are still valid.

## 25. Greyhounds

### General

Bets on Greyhound Racing are accepted for all BAGS (Bookmakers Afternoon Greyhound Service) Meetings, BEGS (Bookmakers Evening Greyhound Service) Meetings, races covered live on terrestrial TV or Sky Sports and selected other meetings in the **UK and Ireland** that are covered by a full service on SIS and where we specifically advertise acceptance or where betting opportunities are available on the site.

Bets are settled on the official result called by the judge and any subsequent amendments will be ignored for settlement purposes.

Unless a show, early or ante post price is either offered or requested, all bets on greyhound racing will be settled at starting price returns. The starting price (SP) is the price available at the 'off' of a race. Where a Operator SP or an industry SP is returned, this will take precedence over any other declared SP and will be used to settle bets where a no show, early or ante post price is requested. Where no SP is returned and no show, early or ante post price is requested, settlement will be based on the final show of betting transmitted by SIS. Where no betting shows are transmitted, greyhound bets will be void.

We cannot be held responsible for any errors or omissions in respect of accuracy in publishing or issuing of prices or information, despite every effort being made to ensure total accuracy. We reserve the right to correct these errors.

### Each way

Bets are accepted on win or each way. Using the each way checkbox will double the unit stake placed on the winner selection. It will contain one bet on the Winner and another bet on the Place. Terms will be written in the header of the event eg. E/W 1/4 1-2

Number of Runners	Not Handicap race
2 - 4	Win Only

5 - 7	¼ odds for Place 1, 2
8	1/5 odds for place 1, 2, 3

The each way terms shown above are determined by the number of runners at the start of a race, not by when the bet was placed. If you place an each way bet for a race that is win only, the total stake will be invested in a win. For the purpose of settlement, each way doubles, trebles etc. are settled as two distinct bets, i.e. win on 'to win' and place on 'to place'.

Each way bets are not accepted on unnamed favourites.

### **Ante post**

Standard Ante Post rules apply.

### **Show/Early Prices**

Show prices are the current prices on offer at the course during the period before a race. Early prices are special prices compiled by **(OPERATOR)** and are usually offered up until 15 minutes before the off of a race. Prices are subject to fluctuation. If you want a bet at show/early price you must request it at the time of placing your bet.

In the case of a non-runner, any bets at show prices or early prices will be settled at the starting price.

### **Re-Runs**

Where a race has been declared a no-race and is re-run, all bets will stand for the greyhounds that take part in the re-run. The prices returned on the re-run will govern the settlement. Show/Early prices will stand for a re-run unless there is a non-runner, in which case all bets will be settled at the SP. A re-run greyhound race is taken in the order in which it was originally

placed in the programme, irrespective of the time at which it was re-run. Where a race has been declared a no-race and is not re-run, all bets for that race will be made void and will not count for any additional race.

## **Forecasts**

A Straight Forecast is a bet where you name two selections to finish 1st and 2nd in the correct order in a specified event.

A Reverse Forecast is a bet where you name two selections to finish 1st and 2nd in any order in a specified event.

A Combination Forecast is a bet where you choose three or more selections, with any of these to finish 1st and 2nd in a specified event.

Any winning Forecast is paid according to the official Computer Forecast return, which is declared to a £/€//\$1 stake.

Forecasts will be accepted only in races of three or more runners and will be settled in accordance with the officially declared SP Computer Forecast Dividend. In races with fewer than three runners, the forecast bet will be declared void.

If one of the selections becomes a non-runner in a forecast bet, the total stake will be placed on the other remaining selection as a win single bet at the SP.

In a Combination Forecast, where a selection becomes a non-runner, the total stake of the bet will be divided equally between the possible forecast combinations, with the remaining selections and the forecasts, including the non-runner, becoming singles.

In the event of a dead heat, separate dividends will be declared for all the runners involved in the dead heat and forecast.

Unnamed favourites are not accepted for forecast betting.

Forecasts are accepted for singles only.

## **Tricasts**

A Tricast is a bet where you name the first three selections to finish first, second and third in the correct order in a specified race, in races where a Computer Forecast Dividend is declared.

A Combination Tricast is a bet where you name three selections to finish first, second and third in any order.

Any winning Tricast is paid out according to the official Computer Tricast return which is declared to a £/€//\$1 stake.

Tricasts are offered on all races with 4 or more runners. If one of the selections in a tricast bet becomes a non-runner, the bet will be settled as a forecast on the remaining selections in the order they were selected. If two of the selections in a tricast become non-runners, the bet will be settled as a win single on the remaining runner.

In the event of two or more runners dead-heating for first, second or third place, separate dividends will be declared and paid for each qualifying tricast. In fixed price tricasts, the full odds will be paid with the stake being split according to the number of runners which dead-heat.

Unnamed favourites are not accepted for tricast betting.

Tricasts are accepted for singles only.

## **Favourites**

Bets on the Favourite are accepted win-only at the starting price. Early prices or board prices cannot be taken on unnamed favourites.

The favourite is the greyhound quoted at the shortest odds in the official starting prices.

Where you nominate the favourite and two or more runners start at the same odds and these odds are shorter than those quoted against any other, then these two are equal first favourites and equal second favourites.

If two or more co-favourites are selected, the stake will be divided equally between them and paid at full odds.

## 26. Winter Sports

### General

All bets are settled according to the official results of winter sports federations governing the relevant race, even if not all of the scheduled events are held. Bets will be settled according to the official result declared after the race has finished. Any later appeals and disqualifications will not affect bets.

If an event does not take place as scheduled, unless it is postponed due to weather conditions, all bets are void. An exception is made if incorrect kick-off time is announced on our website.

If an event is abandoned or suspended and not staged within 36 hours (local time) and on the same field (track) all bets are void.

There is an exception of the above rule for Winter Olympic events.

Bets on any participant who takes part in qualifying for a specified event but then fails to qualify for the main Round(s) will be classed as losers.

Dead heat rules apply.

### Outright

Predict the winner of the stage, race (it will be specified in the name of the outright). If the participant does not start the official event, bets will be void.

### Podium Position

Predict if a participant will finish on the podium (1st, 2nd or 3rd place). If the participant does not start the official event, bets will be void.

## **Head to head / Winner Full Time**

Both participants must start the race for bets to stand. If both of them don't finish the event, bets will be void, unless it is a multistage event. In that case the player that completes later stage will be settled as winner. For example if Player A withdraws or gets disqualified in 1st Round and Player B finishes 1st Round, Player B will be the winner.

If both of them withdraw or get disqualified at the same stage – bets will be void.

## 27. Other Sports

### General

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

Abandoned or postponed matches are void unless rearranged and played in the same date (local time) or stated otherwise in the rules. The exception is if we advertise an incorrect start time.

Should any match be played prior to the date or start time denoted then bets will stand provided the wager is placed not later than the revised start time.

If a match venue is changed then bets will be void unless stated otherwise.

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

For the Olympics, following rules will apply:

- The podium presentation will determine the settlement of the bets.
- Subsequent disqualifications and/or appeals will not affect bets.

### Badminton

In the event of any of the named players in a match changing before the match starts then all bets will be void.

If the event starts but not being completed then all bets will be void.

### Beach volleyball

In the event of any of the named players in a match changing before the match starts all bets will be void.

In the event of a match starting but not being completed then all bets will be void.

## **Floorball**

All matches played will be settled on the score at the end of regulation time and will exclude overtime if played.

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.

## **Futsal**

All match markets will be settled on regulation time, unless stated otherwise.

Regulation time must be completed for bets to stand unless otherwise stated.

## **Hockey**

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

All match odds are based on the result at the end of a scheduled 70 minutes play unless otherwise stated. Bets are settled on the score standing at the end of the scheduled 70 minutes including any added injury or stoppage time. This scheduled period does not include extra time or time allocated for a penalty stroke shootout. Any hockey match abandoned before the completion of 70 minutes play will be void unless the match is rearranged and played the in the same day.

Where the venue of any arranged match is changed the selection will be void.

## **Table tennis**

In the event of any of the named players in a match changing before the match starts all bets will be void. In the event of a match starting but not being completed, all bets will be void.

## **Water polo**

All match markets will be settled on regulation time, unless stated otherwise.

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.

## **Athletics**

For Outright bets, all bets stand except for those placed on competitors not competing in first round /qualification.

## **Kayak**

The competitors must pass the starting line for bets to stand, otherwise bets will be void.

## **Gymnastics**

The competitors must start one round for bets to stand, otherwise bets will be void.

## **Shooting**

The competitors must start one round for bets to stand, otherwise bets will be void.

## **Surfing**

Outright bets predict the winner of the league/tournament. Bets will be settled according to the final standings, unless otherwise stated.

## **Swimming**

The competitors must pass the starting line for bets to stand, otherwise bets will be void.

## **Triathlon**

The competitors must pass the starting line for bets to stand, otherwise bets will be void.

## **Rowing**

In the event of a race starting but not being completed then all bets will be void.

## **Aussie Rules**

All bets will be settled including overtime unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated.

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.

## **Speedway**

If a match is postponed prior to its scheduled start date/time then bets will be void unless it is rescheduled to start within 24 hours.

All markets will be settled based on the result after the completion of the final heat.

## **Cycling**

All bets are settled on the result at the time of the podium presentation. Any disqualification or appeal leading to change in the results made after that will not be taken under consideration.

Bets made on players who don't start relevant race will be voided.

## **Race/Stage Winner**

Predict which cyclist or team will win the Race/Stage in question.

## **Individual/Team Head 2 Head**

Predict which team/cyclist will achieve higher finishing position in the race. All teams/cyclists in question should start the race, otherwise bets will be voided. At least one of the teams/cyclists in question should finish the race, otherwise bets will be voided.

## **Special bets**

Predict the winner of a special category in the race, such as 'King of the Mountains', 'Best sprinter', 'Best young player' etc., which are awarded with relevant coloured jersey (red, green, white, etc.)

## 28. Singles, Accumulators and System Bets

Broaden your betting possibilities by going beyond the 1 selection opportunities offered by singles betting... Discover a world of winning chances across multiple selections with Accumulators and System bets...

### Singles and Accumulators

<b>Bet name</b>	<b>No. of Selections</b>
Single	1
Double	2
Treble	3
4-Fold	4
5-Fold	5
6-Fold	6
7-Fold	7
8-Fold	8
9-Fold	9
10-Fold	10
11-Fold	11

12-Fold	12
13-Fold	13
14-Fold	14
15-Fold	15
16-Fold	16
17-Fold	17
18-Fold	18
19-Fold	19
20-Fold	20

In all cases, all selections must be successful to be a winner. If one or more selections from the accumulator are cancelled, the bet stands as soon as at least one of the remaining selections is settled as a winner or loser.

### **Push**

This is a game / selection that is tied after taking the handicap/spread into account. All bets will be void.

### **Non-Runner**

A non-runner is a selection that is named but doesn't take part in the event. If your selection is a non-runner, your bet will be void (and your stake returned). If the selection is part of a accumulator (multiple), the bet will become the next accumulative bet down, e.g. a treble becomes a double, a double becomes a single, etc.

## Void

In all cases where the term 'void' is used, settlement will be as follows:

- Single bets - stakes will be refunded.
- Accumulator (Multiple) bets - void selections will be treated as non-runners within the bet, meaning if the selection is part of an accumulator (multiple), the bet will become the next accumulative bet down, e.g. a treble becomes a double, a double becomes a single, etc.

## System Bets

### What is a system bet?

System bets are similar to accumulators or accumulators in that you choose several selections within one bet, but all possible combinations of bets from those selections are covered, with the advantage of winning even if not all picks are winners.

Systems bets are presented as two numbers separated by a slash: eg. 2/4, with the first number denoting the type of bets involved (in this case, doubles), and the second number denoting the number of selections involved.

For example, in a 2/4 system bet, you would choose 4 selections and click on the System tab at the top of the bet slip, where you would then see your system bets options. The 2/4 system bet is made up of the 6 possible combinations using your 4 selections, so a stake of £0.50 would cost £3. Even if only 2 of those possible combinations were winners, your bet would win, with the return amount dependant on how many possible combinations actually win. If none or only one of your picks wins, your system bet loses. When you place your system bet, the amount of winnings shown is the maximum winnings possible if all picks win.

You can see the details of active system bets by checking Open Bets under My Account.

## Systems involving 3 selections

### System 2/3

A 2/3 system consists of 3 bets involving 3 selections in different events - 3 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/3 costs £3.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
3	-	3	-	-	-	-	-	-

### Trixie

A Trixie consists of 4 bets involving 3 selections in different events, 3 doubles and 1 treble. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Trixie costs £4.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
4	-	3	1	-	-	-	-	-

### Patent

A patent consists of 7 bets involving 3 selections in different events, 3 singles, 3 doubles and 1 treble. Any one winning bets guarantees a return. More winning bets means a higher return. Please note that a £1 Patent costs £7.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
7	3	3	1	-	-	-	-	-

## Systems involving 4 selections

### System 2/4

A 2/4 system consists of 6 bets involving 4 selections in different events - 6 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/4 costs £6.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
6	-	6	-	-	-	-	-	-

### System 3/4

A 3/4 system consists of 4 bets involving 4 selections in different events - 4 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/4 costs £4.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
4	-	-	4	-	-	-	-	-

## Yankee

A Yankee consists of 11 bets involving 4 selections in different events, 6 doubles, 4 trebles and 1 four-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Yankee costs £11.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
11	-	6	4	1	-	-	-	-

## Lucky 15

A Lucky 15 consists of 15 bets involving 4 selections in different events, 4 singles, 6 doubles, 4 trebles and 1 four-fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a £1 Lucky 15 costs £15.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
15	4	6	4	1	-	-	-	-

## Systems involving 5 selections

### System 2/5

A 2/5 system consists of 10 bets involving 5 selections in different events, 10 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/5 costs £10.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
10	-	10	-	-	-	-	-	-

### System 3/5

A 3/5 system consists of 10 bets involving 5 selections in different events, 10 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/5 costs £10.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
10	-	-	10	-	-	-	-	-

### System 4/5

A 4/5 system consists of 5 bets involving 5 selections in different events, 5 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 4/5 costs £5.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
5	-	-	-	5	-	-	-	-

## Super Yankee

A Super Yankee system consists of 26 bets involving 5 selections in different events, 10 doubles, 10 trebles, 5 four-folds, and 1 five-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Super Yankee costs £26.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
26	-	10	10	5	1	-	-	-

## Lucky 31

A Lucky 31 system consists of 31 bets involving 5 selections in different events, 5 singles, 10 doubles, 10 trebles, 5 four-folds, and 1 five-fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a £1 Lucky 31 costs £31.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
31	5	10	10	5	1	-	-	-

## Systems involving 6 selections

### System 2/6

A 2/6 system consists of 15 bets involving 6 selections in different events, 15 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/6 costs £15.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
15	-	15	-	-	-	-	-	-

### System 3/6

A 3/6 system consists of 20 bets involving 6 selections in different events, 20 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/6 costs £20.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
20	-	-	20	-	-	-	-	-

### System 4/6

A 4/6 system consists of 15 bets involving 6 selections in different events, 15 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 4/6 costs £15.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
15	-	-	-	15	-	-	-	-

## System 5/6

A 5/6 system consists of 6 bets involving 6 selections in different events, 6 five folds. Any five winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 5/6 costs £6.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
6	-	-	-	-	6	-	-	-

## Heinz

A Heinz system consists of 57 bets involving 6 selections in different events, 15 doubles, 20 trebles, 15 four-folds, 6 five-folds, and 1 six-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Heinz costs £57.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
57	-	15	20	15	6	1	-	-

## Lucky 63

A Lucky 63 system consists of 63 bets involving 6 selections in different events, 6 singles, 15 doubles, 20 trebles, 15 four-folds, 6 five-folds, and 1 six fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a £1 Lucky 63 costs £63.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
63	6	15	20	15	6	1	-	-

## Systems involving 7 selections

### System 2/7

A 2/7 system consists of 21 bets involving 7 selections in different events – 21 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/7 costs £21.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
21	-	21	-	-	-	-	-	-

### System 3/7

A 3/7 system consists of 35 bets involving 7 selections in different events – 35 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/7 costs £35.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
35	-	-	35	-	-	-	-	-

### System 4/7

A 4/7 system consists of 35 bets involving 7 selections in different events – 35 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 4/7 costs £35.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
35	-	-	-	35	-	-	-	-

### System 5/7

A 5/7 system consists of 21 bets involving 7 selections in different events – 21 five-folds. Any five winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 5/7 costs £21.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
21	-	-	-	-	21	-	-	-

### System 6/7

A 6/7 system consists of 7 bets involving 7 selections in different events – 7 six-folds. Any six winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 6/7 costs £7.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
7	-	-	-	-	-	7	-	-

## Super Heinz

A Super Heinz system consists of 120 bets involving 7 selections in different events, 21 doubles, 35 trebles, 35 four-folds, 21 five-folds, 7 six-folds, and 1 seven-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Super Heinz costs £120.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
120	-	21	35	35	21	7	1	-

## Systems involving 8 selections

### System 2/8

A 2/8 system consists of 28 bets involving 8 selections in different events – 28 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/8 costs £28.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
28	-	28	-	-	-	-	-	-

### System 3/8

A 3/8 system consists of 56 bets involving 8 selections in different events – 56 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/8 costs £56.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
56	-	-	56	-	-	-	-	-

### System 4/8

A 4/8 system consists of 70 bets involving 8 selections in different events – 70 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 4/8 costs £70.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
70	-	-	-	70	-	-	-	-

### System 5/8

A 5/8 system consists of 56 bets involving 8 selections in different events – 56 five-folds. Any five winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 5/8 costs £56.



## Goliath

A Goliath system consists of 247 bets involving 8 selections in different events, 28 doubles, 56 trebles, 70 four-folds, 56 five-folds, 28 six-folds, 8 seven-folds, and 1 eight-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Goliath costs £247.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
247	-	28	56	70	56	28	8	1

## 29. Handicap Betting

### Asian Handicap

The Asian Line is a special type of handicap used for soccer matches. Depending on the strength of each team, a handicap is issued for the game. This enables the odds for each side to be more similar, allowing for more competitive betting opportunities. All bets on the Asian Handicap in live betting (including 1st/2nd half bets) are settled according to the score line. Any goals prior to the bet being placed are ignored for settlement purposes.

Asian Handicap	What it means
0	You win if your team wins the match. If there's a draw (0 goals difference), you are refunded your stake.
0.25	You win if your team wins the match. If there's a draw, your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
0.5	You win if your team draws or wins the match.
0.75	You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the amount staked.
1	You win if your team wins or draws the match. If it loses with a goal difference of one, your stake is refunded.
-0.25	You win if your team wins the match. If it draws you lose half of the amount staked.
-0.5	You win if your team wins the match.

-0.75	You win if your team wins the match with a goal difference of two or more. If it wins with one goal your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
-1	You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, your stake is refunded.

### Live betting example:

Juventus vs Man.United - Live score 1:0

Team	Asian Handicap	Odds
Juventus	-0.75	5/6 (1.80)
Manchester	+0.75	23/20 (2.15)

Final score 3:0

If you bet on Juventus €100, your net win is €80

Final score 2:0, 3:1

If you bet on Juventus €100, your net win €40

Final score 1:0, 1:1, 1:2, 1:3, 2:1, 2:2, 3:2, 3:3

If you bet on Man. United €100, your net win is €115

### 3-Way Handicap

In a 3-Way Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets.

Handicap (-1) - You win if your team wins the match with a goal difference of two or more.  
Tie: You win if the team with (-1) Handicap wins the match with exactly one goal difference.  
Handicap (+1) - You win if your team draws or win the match.

## 30. Each-Way Betting

### What is an Each-Way bet?

An Each-Way (E/W) bet is a bet consisted of two separate parts - a win part and a place part. The win part of the bet is on your selection to win the event, and the place part is on your selection to finish either first or within the race's specified place terms (e.g. 2nd, 3rd, 4th, etc). The bet is very popular in horse racing since it allows you to gain returns even if your horse doesn't finish first.

### How do Each-Way bets work?

When you place an Each-Way bet (by ticking the e/w check box), your stake is doubled, with half allocated to the outright win, and the other half allocated to your runner finishing within the place terms. Each race has specified place terms depending on the number of runners, eg.  $\frac{1}{4}$  1-2-3. In this example, an Each-Way bet placed on a runner that finishes 1st will pay in two ways: you will win the outright portion of the bet, but you will also win the place portion at  $\frac{1}{4}$  the outright odds as it finished in the top 3.

### Example:

You place a 2 GBP Each-Way bet on a 12/1 shot in a race with E/W terms  $\frac{1}{4}$  1-2-3

If your selection finishes 1st:

- You win 12 GBP plus your stake for the outright win
- You also win 3 GBP (quarter the outright odds: 3/1) plus your stake for placing (ie. finishing in the top 3)

If your selection finishes 2nd or 3rd:

- The outright portion of the bet will lose
- You win 3 GBP plus your stake for placing

If your selection finishes outside the place terms for the race, both bets lose.

## **How do Each-Way Accumulators work?**

In the case of settling Each-Way Accumulators, the win portion of the first bet will be carried over to the win portion of the following bet, and similarly, the each-way portion of the bet will be carried over to the each-way portion of the following bet.

### **Example:**

You place a 1 GBP e/w accumulator on selection A in Race A and selection B in Race B. This means you have an outright (win) accumulator and a place accumulator

If selection A wins and selection B only places, the outright portion of the accumulator will lose, but the place portion will win.

If selection A only places and selection B wins, again, the outright portion of the accumulator will lose, but the place portion will win.

## 31. Teaser Bets

### General

A teaser bet allows you to adjust the points spread and game totals on two or more American Football or Basketball teams by choosing a fixed number of points. The number of teams and points selected determines your payout odds.

### How do teaser bets work?

All selections must be successful for the teaser bet to win. If a selection in a two team teaser is a push, the bet will be a loser. A push in teasers of more than two teams will result in the bet dropping to the next level down, if available, or losing if not.

Teaser bets will only be allowed on pre-match events and only for selected leagues, including:

- i. Regular teasers for NBA, NCAAB, NFL, NCAAF or any other league in which teaser bets are allowed (4, 4.5 and 5 for Basketball and 6, 6.5 and 7 for American Football)
- ii. SUPER TEASERS: 3 teams teaser - buying 8 points, ties lose, odds -120/1.83
- iii. MONSTER TEASER: 4 teams teaser - buying 10 points, ties lose, odds -120/1.83

### Buying points

Buying points allows you to change the point-spread or game total of an American Football or Basketball game. You can move the point-spread so you get more points when betting the underdog, and fewer points when betting on the favourite. You can move the total so you get a higher total when betting the under or a lower total if betting the over.

## 32. Fast Markets

### General

Fast Markets allow you to bet on whether you think a specific event will happen within the next 1 or 5 minutes of a live football match, giving you the incredible potential to win on every minute of your favourite live games!

Think Rooney's about to lose it? Bet on a booking!

Think the goalie's lost his grip? Bet on a corner!

You can choose to bet on goals, corners, bookings, penalties, throw-ins, free kicks and goal kicks to happen during the game's next 1 minute or 5 minutes:

Event	Description
Goal	The time at which a goal is scored
Corner	The time at which a corner is awarded
Booking	The time at which a yellow or red card is shown to a participating player
Penalty	The time at which a penalty is awarded
Throw-In	The time at which a throw-in is awarded
Free Kick	The time at which a free kick is awarded
Goal Kick	The time at which a goal kick is awarded

1 minute refers to 00:00 – 00:59 seconds of the relevant 1 minute period.

5 minutes refers to 00:00 – 04:59 seconds of the relevant 5 minute period.

Asian Handicap betting with these figures means you're essentially splitting your bet to cover certain outcomes.

Injury time is not included.

Here's how it works:

- Select the live match you want to bet on
- Choose the specific Fast Market from the list of options
- Select your bet
- Enter your stake on your bet slip and click on 'Place bets'

Turn up the heat on your live betting experience: try Fast Markets now.

## 33. Virtual Sports

### Game Play Rules

A virtual betting event takes place every 3 minutes for Football and every 2 minutes for Horse Racing and Greyhounds.

When the event is not specified by the customer, bets are registered on the next event.

Bets on the next event are accepted until the "bets closed" message appears on the screen, after which the bet will be allocated to the successive event.

Winnings can be collected once the result of an event is displayed on the results screen.

The minimum stake per bet is £0.10 with a maximum daily payout of £50,000 per customer.

A customer who places any bet on these events takes sole responsibility for his actions in placing a bet, and in checking his ticket to ensure it correctly reflects his chosen bet, and cannot hold the operator liable for any loss or damage suffered.

The operator will also not be liable for any system malfunction that may result in the nullification, cancellation or refund of a bet at any time.

No horses or greyhounds are scratched from virtual races.

There are no dead heats (position draws) in virtual races.

In case of event cancellation outstanding bets are deemed void and settled as 'cancelled'. It means that the bet stake is fully reinstated.

Bet types offered may be altered from time to time.

A winning bet may be claimed within 90 days of the event date. Unclaimed tickets after that period will expire and cannot be claimed.

## **Virtual Soccer**

### **Match Result Full Time**

Select the game outcome of the full time - Home win (1), Draw (X) or Away win (2).

### **Correct Score**

Select full-time goal score for each team, both home and away.

### **Total Goals**

Select full-time total goals scored by both teams.

### **Double Result (Half-time / Full-time)**

Select the team that will lead at half-time and the full-time match winner.

### **Double Chance**

Select 12 for either the home or away team to win.

Select 1X for either the home team to win or draw.

Select X2 for either the away team to win or draw.

### **Double Chance In**

Select 1X for either the home team to win or draw.

Select 2 for away team win.

### **Double Chance Out**

Select X2 for either the away team to win or draw.

Select 1 for home team win.

### **Double Chance In/ Out**

Select 12 for either the home or away team to win.

Select X for draw.

### **Over / Under 2.5**

Select Under to back a score of 0, 1 or 2 total goals

Select Over to back a score of 3 or 4 total goals.

### **1st Goal Scorer**

Select the team that will score the 1st goal. This bet type is not displayed on the data screens.

### **Time of 1st goal**

Select the time range in which the 1st goal will be scored.

### **Penalty**

Select the Penalty option if you think a penalty will be awarded in the game.

### **Yellow Card**

Select the Yellow Card option if you think a yellow card will be shown during the game.

### **Virtual Horse Racing/Virtual Greyhounds**

#### **Win**

Select a runner to finish 1st.

#### **Place**

Select a runner to finish in 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in a race with 8 runners or more, and 1<sup>st</sup>, or 2<sup>nd</sup> in a 6-runner greyhound race.

#### **Each-way**

Select a runner to win or place. This bet consists of two bets on one selection in one event, with the first bet on the runner to win and the second bet on the runner to place. The place bet pays at a fraction of the win odds as specified on the event data.

## **Forecast**

Select 2 runners to finish 1<sup>st</sup> and 2<sup>nd</sup> IN ORDER specified.

## **Combination Forecast**

A player can have the option of selecting 2 or more selections to bet that every possible combination of two of the selections may finish 1<sup>st</sup> and 2<sup>nd</sup> in order. So for example; on 2 selections there are 2 bets (1-2, 2-1); on 3 selections there are 6 bets (1-2, 1-3, 2-1, 2-3, 3-1, 3-2); on 4 selections there are 12 bets, on 5 selections there are 20 bets and on 6 selections there are 30 bets etc.

## **Reverse Forecast**

Select 2 runners to finish 1<sup>st</sup> and 2<sup>nd</sup> in ANY ORDER.

## **Tricast**

Select 3 runners to finish 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> IN ORDER specified.

## **Combination Tricast**

A player can have the option of selecting 3 or more selections to bet that every possible combination of three of the selections may finish 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in order in an event. So for example; on 3 selections there are 6 bets (1-2-3, 1-3-2, 2-1-3, 2-3-1, 3-1-2, 3-2-1); on 4 selections there are 24 bets; on 5 selections there are 60 bets and on 6 selections there are 120 bets.

## **Reverse Tricast**

Select 3 runners to finish 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in ANY ORDER. 3

## **Independence and Fairness**

The results of these virtual events are determined on an independent server that is not accessible to the betting operator. The results are generated by a system that has been independently certified to be fair according to a reputable certification authority.