

# Sports Betting Rules

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## **General Terms and Conditions**

1. Acceptance of these Sportsbook rules is a precondition to being granted an account by the operator.
2. The operator may deny any account application without the need for explanation.
3. The operator allows one account per household. Any customer found to be using multiple accounts with the same personal details, IP address or other identifier is liable to have all accounts closed with immediate effect and any winnings withheld.
4. The operator reserves the right to refuse all or part of any bet without the need for explanation.
5. The minimum stake on any market is €0.10. Maximum stakes will vary by event and are at the sole discretion of the operator.
6. Alternative stakes and/or prices can be offered on any bet at the sole discretion of the operator.
7. The operator only accepts bets placed through its website/app. Any bet requests received by other means, e.g. letter, email, phone, fax, will be denied. If accepted in error bets will be void, irrespective of their outcome.
8. Once a bet is accepted by the operator, the customer is unable to cancel or amend the bet under any circumstances.
9. The maximum amount which can be won by any customer (Daily Payout Limit) in one 24-hour period is €100,000.
10. Where a bet is accepted after an incident which gives the selection a material advantage e.g. a goal or a dismissal, but at a price which has not been updated for any reason, the operator reserves the right to void the bet, irrespective of its outcome.
11. The operator reserves the right to void bets and/or withhold payment where reasonable evidence is presented that any form of match-fixing or collusion with participants or officials has taken place. This evidence may be based upon bets requested by the operator's customers, by wider industry betting patterns, or by reports from official bodies or other third parties such as media or online outlets.
12. The operator reserves the right to void bets and/or withhold payment where reasonable evidence exists that any customer, or group of customers, have engaged in any attempt to win money through fraudulent means. Such activity will be fully investigated and may lead to prosecution.
13. "To Return" figures are displayed for information purposes only and are subject to change for reasons including, but not limited to, Rule 4 deductions, Non-runners, cancelled, postponed and abandoned matches and corrected prices.
14. Where reasonable evidence exists that a group of customers has colluded in an attempt to exceed the Daily Payout Limit (see Condition 9 above) the operator reserves the right to apply the Daily Payout Limit to all bets concerned, as if they belonged to a single individual.
15. Data provided on sporting events including, but not limited to, past statistics, game clocks, live scores and match visualisations are given in good faith for information purposes. Whilst every effort is made towards accuracy, it is the customer's sole responsibility to check that information is correct. It is understood that no liability can be accepted by the operator for any incorrect or ambiguous information.

## **General Sportsbook Rules**

Where there is an inconsistency between the General and Sport-specific rules, Sport-specific rules will take precedence.

### **Settlement**

- Except where otherwise stated, bets will be settled according to the official result of the governing body of the event. Podium presentations, medal ceremonies etc. are considered as official results.
- Where there is doubt over a result, we will use all reasonable opinion and publicly available evidence to determine an official result.
- Disqualification, corrections and other amendments made after the announcement of an official result will be ignored for settlement purposes.

- Where an event does not take place due to a result being awarded by a walkover decision, bets will be declared void.
- We reserve the right to amend settlement in the case of incorrect settlement.
- Where no price is specifically offered on a Draw or Tie, Dead heat rules will apply.
- Rule 4 deductions may apply in any sport where one or more participants withdraw. See Horse Racing rules for full details.
- Unless otherwise specified, if an event is not completed for any reason, bets will be void except where the outcome has been unconditionally determined.

#### **Dead Heat Rules**

- Where two or more participants finish in a tied position, stakes are divided by the number of participants.

#### **Errors**

- Where a bet has been accepted at an obviously erroneous price - considering the chance of the event occurring and the odds offered by other UK licensed sportsbooks – we have the right to either (i) settle the bet at the correct price as reasonably determined by us; or (ii) void any bet placed where such error occurred.
- Where a bet has been erroneously accepted after an event has started, or after a result is known, we reserve the right to make it void.
- Where a market is traded on the basis of an incorrect score, or other significant information is incorrect e.g. match clock wrong or unreported red card in a football or rugby match, we reserve the right to correct or void bets.
- Where participants and/or event information has been displayed incorrectly, we reserve the right to correct or void bets.

#### **Change of Venue**

- Except where specified otherwise, bets will stand where there is a change of venue unless the designated home competitor or team becomes the designated away competitor.

#### **Related Contingency**

- Any Multiple bets on the same selection accepted in error will be void. E.g. it is not acceptable to create a Treble on one Soccer team to win three different competitions.
- Any Multiple bets on related markets which are interdependent accepted on error will be void. E.g. it is not acceptable to create a Double on a Soccer match with the selections Draw and Correct Score 1-1.

#### **Ante Post**

- Ante-Post bets are accepted “All in, Run or Not” meaning that bets will be settled as losers where selections fail to take any part.
- On occasion we may specify that a market is “Non-Runner, No Bet”. This means that stakes will be returned on selections which do not take any part.

#### **Esports**

- If a match is replayed due to disconnection or non-player technical problem, pre-match bets will stand on the replayed match in accordance with the official result. All In-Play bets on affected matches will be void unless outcome is already determined. Replayed matches will be treated as separate events.

#### **In Play Betting/SuperLive Betting**

- In Play betting (including the proprietary SuperLive) allows the placement of bets during an ongoing event.
- We may partially or fully suspend an In Play market at any time and impose a delay on any or all In Play bets, including but not limited to timing, placement, or acceptance delays.
- We reserve the right to void any part of any or all bets on In Play events that are not completed.

#### **Cash Out**

- We offer the opportunity to “Cash Out” bets on certain events, including Pre-Match and In Play. Where available, an offered value will be attached to an open bet giving the customer the option to settle their bet early, locking in a profit or loss, without having to wait for the event to finish.

- If the Cash Out is successful, a success message will be displayed, a record of the Cash Out will be available in Transaction History, and funds credited to the account. For a full Cash Out, the bet is settled, and any subsequent events have no impact on the amount returned to the account. For a partial Cash Out, part of the bet is settled, and any subsequent events only impact upon the portion of the bet which is not Cashed Out.
- Acceptance of a Cash Out is considered a bet and is subject to all rules, regulations, limitations, and restrictions contained within these rules.
- Cash Out requests made In Play may be subject to standard bet delays.
- We reserve the right to reverse any Cash Out payout in case of errors or potential errors, including but not limited to incorrect calculations or pricing.
- Cash Out may not be available in all markets, for all events, or for all bets.
- Cash Out is not available for bets placed using free bets.
- We reserve the right to suspend or disable the Cash Out feature at any time.

### **Taxation – Germany**

- The Racing Bets and Lotteries Act (Rennwett- und Lotteriegeseztz) makes all sports bets placed by individuals whose permanent place of residence is Germany, and who are in Germany at the time of bet placement, subject to 5% taxation.
- This deduction applies to all bets with returns including bets which return a net loss.
- Losing bets are not subject to this deduction.
- Bets placed by customers outside of Germany are not subject to this deduction.
- Due to this taxation, it is not possible to place bets with odds of under 1.06.

## **Sport-Specific Rules**

### **American Football**

#### **General Rules**

- Bets will be settled on the official result, including overtime, as declared by the National Football League or NCAA governing body.
- If a game is abandoned before the end of a game (including during overtime played) all bets will be void, except where a game has been traded in-play and a market has been unconditionally determined e.g. First Touchdown Scorer bets will stand if a touchdown has been scored.
- Player match bets: When a market is offered on one player over another player e.g. Wide Receiver match bet, both players must be active for bets to stand.
- Where odds for both outright and handicap betting are available, all bets are settled on the outright price, unless the handicap price has been specifically selected. Overtime counts except for bets specifically on the results at the end of the second quarter and at the end of the fourth quarter.
- First Touchdown Scorer bets are accepted “All in, Run or Not”. The exception to this being any bets placed on “inactive” players will be deemed void. A player is considered “inactive” if he is listed as such on nfl.com. However, bets on players coming under the heading ‘did not play’ are losing bets.
- For markets where there is no price offered for a tie, and the outcome is a ‘tie’ or no winner can be determined, stakes will be refunded.
- For Outright/Tournament markets, bets will be settled on the official positions at the end of the final match of the season, or relevant playoff game. Any changes after this stage will not count for settlement purposes.
- For settlement purposes Fair Catch Kicks will be settled as Field Goal Attempts.
- For Player Prop markets, any bets on a player listed as “inactive” on nfl.com will be voided. All other bets will stand.

#### **SuperLive Markets**

- If any SuperLive market is unresolved at the end of the game, bets will be void e.g. if there are none of the listed failures after the stated time.

- Bets placed in connection with any play that is erased e.g. because of a challenge or an accepted penalty will not be resulted and will remain active.
- SuperLive markets will be settled from nfl.com

#### **Failure**

- If offsetting penalties occur then no event will be deemed the winner, and bets remain active.
- A penalty must be accepted to qualify as an offensive or defensive flag.

#### **Run or Pass Attempt**

- For settlement purposes an attempt does not have to be successful.
- In the event of a sack, the play will not be graded as a Run or a Pass Attempt, and all Next Play Run or Pass Attempt bets will remain active.

#### **Team Score Drive**

- A defensive touchdown or safety does not qualify.
- Next TD Method: Pass or Run?
- In the event of a different type of touchdown e.g. kick-off return, interception, or any other, bets will remain pending and will be settled on the next touchdown.

#### **Next Rush**

- A sack will not be considered a rush attempt.

#### **Team First Down**

- A touchdown will be considered a first down.
- A made field goal will not be considered a first down.
- All punts will be deemed to mean that the punting team did not gain a first down, even if the punting team forces a turnover on the punt return. Fake or botched punt attempts that result in a first down, however, will be scored as a gained first down.
- If the offense gains the number of yards needed for a first down but, on the same play, fumbles the ball and the ball is recovered by the opposing team, the play will not be considered a first down.
- The First Down Made bet stands for an entire drive not just the next play. Accordingly, if a First Down Made bet is placed on third down and the offensive team fails to convert on third down but successfully converts on fourth down, all bets on a made first down will be graded as winners.

#### **Field Goal**

- In the event of a fake field goal, botched snap, or any other event that results in no actual field goal kick being attempted, all Field Goal Made or Missed bets will be void.

#### **Next Pass Attempt**

- Bets remain pending until either team attempts a pass.

#### **Next Score**

- Field goals attempted but missed do not qualify.
- Safeties do not count
- Pass Completion
- Interceptions do not count as a completed pass.
- Bets remain pending until either team completes a pass.

#### **Next Penalty**

- Penalties that are declined will not count.
- If both teams commit penalties on the same play, neither will be deemed to have committed the penalty first and all live "Next Penalty" bets will remain active.

#### **Result of Field Goal?**

- Field goal must be attempted for the bet to stand

### **Move the Chains**

- The market will be settled based on the result of the play. Any penalties applied after the play is over will not be taken into consideration.
- A turnover or touchdown counts as a new first down.
- A safety will be settled as 2nd and 11+.

### **Australian Rules**

- Regulation time must be completed for bets to stand unless otherwise stated.
- Bets will be settled on statistics provided by the official AFL governing body at <http://www.afl.com.au>
- Where a match is abandoned or postponed and played within 24 hours of the original scheduled date bets will stand, otherwise bets will be void after a 24-hour period has expired.
- Any match ending regulation time in a draw/tie will have the stake refunded unless the tie/draw is a selection in the market.
- For Handicap betting purposes, all bets are settled on 80 minutes' play and exclude overtime.
- All bets on Quarter/Half markets will be settled on the regulation time result (including injury time) unless otherwise stated.
- In the event of any quarter/half markets not being completed bets will be void unless the specific market outcome has already been determined.
- All bets on total score, goals and points markets will be settled on the regulation time result (including injury time) unless otherwise stated.

### **Badminton**

- Bets will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored.
- In the case of a match not being completed, bets will be void except for those markets which have been unconditionally determined.
- If a match is interrupted or postponed and is not continued within 48 hours of the scheduled start time, bets will be void.
- Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

### **Bandy**

- Bets will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored.
- In the case of a match not being completed, bets will be void except for those markets which have been unconditionally determined.
- If a match is interrupted or postponed and is not continued within 48 hours of the scheduled start time, bets will be void.

### **Baseball**

- Bets will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored.
- If a game is abandoned or postponed before its scheduled start time all bets will be void unless the match begins on the same calendar day.
- If a game is abandoned after four and a half innings have been completed but five innings have not been completed, all bets on the winner market are settled if the home team is winning, otherwise all bets will be void. Total runs and Handicap markets will be void.
- If a game is abandoned after five innings have been completed but eight and a half innings have not been completed, all bets on the winner market are settled as determined by the score at the end of the last completed innings.

- If a game is abandoned after the game has started bets will stand if it is restarted from the same point within 24 hours.
- Where a game is abandoned, and play is not resumed within 24 hours, any bets placed after the last completed half inning will be void. Total runs and Handicap markets will be void.
- All match bets will include extra innings if played, unless otherwise stated.
- In games with 'listed pitchers', if either listed pitcher does not start the game and throw at least one pitch, then all bets on the game will be void. It is the client's responsibility to ensure they are aware of any relevant pitcher changes.
- When betting on total runs (over/under) or run lines, the game must go to nine innings (eight and a half if the home team is ahead) to stand.

## **Basketball**

- Bets will be settled according to the official result declared by the governing body of the event.
- Any subsequent amendments to the official result will be ignored.
- Overtime counts for all markets except those that are quarter specific or otherwise specified.
- If a game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets which have been unconditionally determined.
- When betting on individual players, i.e. over/under points, the listed player must take the court at some stage for bets to stand, otherwise they will be void.
- Where odds for both outright and handicap betting are available, all bets are settled on the outright price, unless the handicap or qualifying price has been specifically selected. We may also offer betting on the result at half-time. If the game is tied at the end of the second quarter, i.e. at half-time, then bets will be void, unless the bet was a three-way selection that included the tie price.
- Where a bet results in a tie and no price has been quoted for the tie, then all bets will be void.
- In the event of a game being suspended for any reason and resumed within 24 hours of the original tip-off, then bets stand and will be settled on the official result. Should the game not be resumed within 24 hours then bets will be void.
- Conference Winner and Tournament Winner bets will be settled at the end of the play-offs. Conference rankings at the end of the regular season do not count.
- For Outright/Tournament markets, all bets stand regardless of team relocation, name change, or season length.
- SuperLive markets will be settled from nba.com

## **Beach Soccer**

- Bets will be settled according to the official result as declared by the governing body of the event.
- Any subsequent amendments to the official result will be ignored.
- Should the official website be unavailable or there is significant evidence that the official score provider is incorrect, we will use independent evidence to support bet settlement.
- All bets are settled on the result after 36 minutes play unless otherwise specified.
- If a match is interrupted or postponed and is not continued within 24 hours of the scheduled start time, bets will be void except for those markets which have been unconditionally determined.

## **Beach Volleyball**

- In the case of a match not being completed, bets will be void except for those markets which have been unconditionally determined.
- For competitions where matches use a Golden Set to decide which team progresses, the Golden Set is ignored for settlement purposes.
- If a match is interrupted or postponed and is not continued within 48 hours of the scheduled start time, bets will be void.

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void bets.
- If a team retires bets will be void except for those markets which have been unconditionally determined.
- Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

### **Boxing**

- The official start of the fight is when the bell is sounded for the first round. All bets will be settled according to the governing body's official result. Any subsequent appeals or amendments to the result will not be count for settlement purposes.
- If a fight is postponed and rescheduled to take place within 24 hours of the original start time, bets will stand. If the fight does not take place within 24 hours, bets will be void. However, if the fight is part of a larger competition e.g. Olympic Games, bets will stand providing the fight takes place before the end of the applicable tournament.
- If one of the contestants is replaced by a substitute, bets on the original bout will be void.
- If there is a change to the scheduled number of rounds, bets based on the number of rounds or referring to a specific round will be void.
- Total rounds: Where half a round is stated, 1 minute and 30 seconds of the respective round will define the half which will determine the over/under.
- If a boxer fails to come out for the next round, bets will be settled on his/her opponent having won the bout in the previous round.
- If a fight is stopped before the scheduled number of rounds has been completed, or if a boxer is disqualified, bets will be settled on the round in which the fight was stopped. If a points decision is awarded before the scheduled number of rounds are completed, bets will be settled on the round in which the fight was stopped. If a boxer withdraws or is disqualified between rounds or if a boxer fails to answer the bell for a round, then bets will be settled based on the previous round.
- Bets which nominate 'to win on points' will be settled as winners only if the scheduled number of rounds has been completed.
- If a no-contest is declared, all bets will be made void.
- Potential Fights: We will sometimes offer odds on a fight before its date has been officially confirmed. These will be listed under "Potential Fights" for a specified period. If the bout does not take place during this specified time, bets will be void.

### **Canadian Football**

- Bets will be settled on the official result, including overtime, as declared by the Canadian Football League.
- If a match is abandoned before the end of a game (including during overtime played) all outright bets will be void, except where a game has been traded in-play and a market has been unconditionally determined e.g. First Touchdown Scorer bets will stand if a touchdown has been scored.
- Player match bets: When a market is offered on one player over another player e.g. Wide Receiver match bet, both players must be active for bets to stand.
- Where odds for both outright and handicap betting are available, all bets are settled on the outright price, unless the handicap price has been specifically selected. Overtime counts except for bets specifically on the results at the end of the second quarter and at the end of the fourth quarter.
- First Touchdown Scorer bets are accepted "All in, Run or Not". The exception to this being any bets placed on "inactive" players will be deemed void. A player is considered "inactive" if he is listed as such on cfl.ca. However, bets on players coming under the heading 'did not play' are losing bets.
- For markets where there is no price offered for a tie, and the outcome is a 'tie' or no winner can be determined, stakes will be refunded.



- For Outright/Tournament markets, bets will be settled on the official positions at the end of the final match of the season, or relevant playoff game. Any changes after this stage will not count for settlement purposes.
- For settlement purposes Fair Catch Kicks will be settled as Field Goal Attempts.
- For Player Prop markets, any bets on a player listed as “inactive” on cfl.ca will be voided. All other bets will stand.

## Cricket

### **General Rules**

- Bets will be settled on the official result.
- All bets on a match will be void if the match is officially declared as a ‘no result’.
- If a match is affected by external factors e.g. bad weather, or is decided by Super Over, Bowl-Off or other similar mechanism, and is not declared as a ‘no result’, bets will be settled based on the official competition rule according to the event’s governing body (this includes matches where the result is determined by the Duckworth-Lewis method, or where the scheduled number of overs is reduced).
- If a match is decided by means such as the toss of a coin, dead-heat rules apply.
- If a match venue is changed from that advertised, bets will stand as long as the venue has not been changed to the opponent’s ground (or in the case of international matches, as long as the venue remains in the same country).
- If a Test match ends in a tie, dead heat rules will apply and all bets on the draw will be deemed losers. For limited overs matches (domestic and international), if a tie price is not quoted and official competition rules do not declare a winner, then dead heat rules will apply.
- If a match is postponed and rescheduled to take place within 24 hours from the original start time, bets on that match will stand unless cancelled by mutual consent. If the replayed match does not take place within 24 hours of the original start time, all bets on the original match will be void.
- If a series is abandoned for any reason before the scheduled number of games have taken place, or if the scheduled number of games is curtailed due to weather conditions or other reasons, then the team that is ahead at the completion of the last match played in the series will be deemed the winner for settlement purposes.
- If a series is abandoned for any reason before the scheduled number of games have taken place, or if the scheduled number of games is curtailed due to weather conditions or other reasons, bets on the series correct score betting will be void.
- If a series is abandoned for any reason before the scheduled number of games have taken place, or if the scheduled number of games is curtailed due to weather conditions or other reasons, the player that is ahead at the time of the completion of the last match played in the series will be deemed the winner for the purposes of settling top series batsman (run scorer) and top series bowler (wicket taker) bets.
- Bets on the series top batsman/top bowler are taken “All in, Run or Not”.
- If a series is abandoned for any reason before the scheduled number of games has taken place, bets struck after the last completed match shall be void.
- In any competition where a substitute or “Player 12” not listed as part of the starting XI, enters the game as a batsman or bowler, they will not count in any player-related market e.g. Top batsman, Top bowler.
- Runs scored in any Super Over or similar method of deciding a match which is outside normal play, will not count for the settlement of run-related markets e.g. Top batsman, total runs etc. Wickets taken during a bowl-off do not count towards any bowler markets.

### **Method of Next Dismissal**

- Retirements do not count.
- If there is no dismissal after bet placement and before the close of innings, bets are void.

### **Fall of Next Wicket**

- Retirements do not count.
- If there is no dismissal before the close of innings due to the team declaring or reaching their target, bets will be settled on the final total of runs at the close of the innings. If the close of

innings is due to bad weather then unless the market has already been settled, the market will be void.

### **Top Batsman/Wicket-Taker**

- At least one test match must be completed for series bets to stand. Bets stand regardless of whether a selected player bats/bowls. Every effort will be made to quote prices for all players, but other players will count as winners if they score the most runs.
- Bets for test matches apply only to the first innings of each team. There will be separate markets for each team i.e. each batsman is only compared against his own team-mates.
- If a batsman retires and does not resume his innings, his score will stand.
- Bets placed on any player not in the starting eleven or nominated as the designated substitute will be void.
- Runs scored or wickets taken by any substitute or "Player 12" will not count for any player-related market.
- Bets placed on a player in the starting eleven stand, whether they bat or not.
- If two or more players tie as top batsman/wicket-taker, dead heat rules apply.
- Top batsman/wicket-taker bets will be void if there is insufficient play in the innings as follows:
  - In test matches, Top batsman bets will be void if fewer than 50 overs are bowled in the innings, the team does not declare and is not all out.
  - In limited overs matches (excluding Twenty20 and T10 matches) Top batsman bets will be void if fewer than 20 overs are bowled in the innings, the team is not all out and has not reached a target to win the match.
  - In Twenty20 and T10 matches top batsman bets will be void if fewer than five overs are bowled in the innings, the team is not all out and has not reached a target to win the match.

### **Batsman Runs**

- If a batsman retires hurt but returns to bat later then the total number of runs scored by the batsman during the innings is the final result. If a batsman retires hurt and does not re-emerge to bat during that innings, then the score amassed before injury is the final result.
- In limited overs matches, unless settlement has already been determined, batsman runs bets will be void if the match is reduced by any number of overs from its original scheduled duration.
- In test matches, batsman runs bets will settle regardless of the length of an innings.

### **Innings Runs**

- In limited overs matches, unless settlement has already been determined, innings runs bets will be void if the match is reduced by any number of overs from its scheduled duration.
- In test matches, innings runs bets will settle regardless of the length of the innings.

### **Most Team Sixes**

- Bets will be void unless there is an official result, and this is not a 'no result'.
- If both teams score the same number of sixes, dead heat rules will apply.
- Sixes hit in Super Overs do not count.

### **Player Match Bets**

- In both limited overs and test matches, both players must be at the crease at some stage in the match for bets to stand.
- In the event that both players score the same number of runs, bets will be void.
- In limited overs matches, unless settlement has already been determined, player match bets will be void if the match is reduced by any number of overs from its original scheduled duration.
- In test matches, player match bets will stand regardless of the length of the innings.

### **Draw No Bet**

- If the match ends in a tie, dead heat rules apply.

### **First Innings Lead**

- Both teams to be bowled out or declare their first innings unless result has already been determined, otherwise bets will be made void. In the event of a tie, dead heat rules apply.

### **Runs at the fall of First Wicket**

- Should no wicket fall, and the batting side does not reach the winning target bets will be void.
- If either batsman retires for any reason, bets will be settled on the total at the fall of next wicket.
- In Limited Overs matches, should there be a reduction in the number of scheduled overs, bets will be made void. If the bet was placed prior to the reduction in overs and the result has been determined, all bets will stand.

### **Highest Opening Partnership**

- Applies to 1st innings only unless otherwise specified. Bets will stand if both sides complete their partnership to the point of the first wicket falling, declaring or the first partnership being surpassed. Otherwise bets will be void.
- Bets will be made void if there is any reduction of overs in the game prior to both opening partnerships being completed.

### **Player to score 50/100/150/200**

- Bets will stand once the selected batsman has faced one ball or is given out before they face a ball. If the batsman is not out at time of declaration or retires hurt, bets will stand.

### **Session Runs**

- Session runs requires 20 overs to be fully completed for bets to stand.

### **Runs in a Specified Number of Overs**

- The specified number of overs must be completed in full for bets to stand unless a result has been determined. If either team's innings in a limited overs match is reduced due to external factors including weather, bets will be void.

### **Batsman/Bowler Match Bets**

- Bets will stand on both batsmen when they have faced one ball or are given out before facing a ball.
- Bets will stand providing both bowlers have bowled at least one delivery.
- In Limited Overs matches, any reduction in the number of scheduled overs after the bet is placed will make bets void unless the result has already been determined.
- In the event of a tie, dead heat rules will apply.

## **Curling**

- Bets will be settled according to the official result as declared by the governing body of the event.
- Any subsequent amendments to the official result will be ignored.
- Should the official website be unavailable or there is significant evidence that the official score provider is incorrect, we will use independent evidence to support bet settlement.
- Bets will be settled on the result after eventual extra ends unless otherwise specified.
- In the case of a match not being completed, bets will be void except for those markets which have been unconditionally determined.

## **Cycling**

- Bets will be settled based on the official result.
- Bets will be void on any cyclist not passing the start line of a specified race.
- Any riders passing the race/stage start line but failing to finish will be deemed a loser.
- If the duration or route of a race/stage is shortened or changed for any reason, bets will stand as long as an official result is declared.
- If a stage/race is cancelled or no official result is declared, bets will be void.
- Outright/Stage/Match Betting: Where riders share the same time, the higher classified rider in the official standings will be deemed the winner.
- Podium presentations will count for settlement purposes. Any subsequent changes to the result will be ignored for settlement purposes.
- Dead heat rules will apply unless otherwise stated.

- Match Bets: Both named cyclists must start for bets to stand. If both named cyclists start but fail to finish, bets will be void.

## Darts

- Bets will be settled on the official result.
- If a player does not start a match i.e. no darts thrown, bets on that match will be void.
- If a match starts (at least one dart is thrown) but is not completed, the player progressing to the next round of the competition will be deemed the winner and all other bets on the match will be void, unless the outcome has been determined.
- On markets dependent upon a scheduled number of sets and or legs e.g. Correct score, where there is any change to the scheduled number of sets/legs to be played or the match is not completed for any reason, all bets will be made void unless the outcome has already been determined.
- Where no tie option is offered, dead heat rules will apply.
- Bets placed on a player that starts a tournament but later withdraws or is disqualified will be deemed as losers.

## Entertainment/Specials

### **General Rules**

- Markets are All-in, run or not unless otherwise stated.
- All bets will be settled on the official result unless otherwise stated.

### **Sports Personality of the Year**

- Bets will be settled on the official result as given on the night of the ceremony.
- All bets placed on selections that do not make the final shortlist will be settled as losers.
- In the event of a tie dead heat rules will apply.

### **Eurovision Song Contest**

- All bets will stand regardless of whether the selection is eliminated before the final.
- In the event of a tie, the official tie break rules will be used to determine the winner.
- If official tie break rules are not used, dead heat rules may apply.

### **Big Brother/Celebrity Big Brother**

- Once the contestant has entered the Big Brother house bets will stand.
- Any person entering the house at any point during the competition is eligible to win. This means that the eventual winner may not be listed in the betting at the time of bet placement.
- If two or more participants are evicted in a specified eviction market and the order of eviction is clear, this will be used for settlement purposes. If the order of eviction is unclear, dead-heat rules will apply. Evictees and walkouts will be settled as losers.
- A contestant leaving for any reason other than an eviction before a nomination round has taken place will be deemed a non-runner for that eviction and a Rule 4 deduction may apply.
- Any contestant evicted by public vote or leaving the house for any other reason will be settled as a loser. However, if a contestant is readmitted, original bets will stand.

### **Other Reality TV & Top Male/Female**

- Any person entering the competition at any point is eligible to win. This means that the eventual winner may not be listed within the market at the time of bet placement.
- If two or more participants are evicted in a specified eviction market and the order of eviction is clear, this will be used for settlement purposes. If the order of eviction is unclear, dead-heat rules will apply. Evictees and walkouts will be settled as losers.
- A contestant leaving for any reason other than an eviction before a nomination round has taken place will be deemed a non-runner for that eviction and a Rule 4 deduction may apply.
- Any contestant evicted by public vote or leaving the house for any other reason will be settled as a loser. However, if a contestant is readmitted, original bets will stand.

### **Next Elimination**

- If a participant departs voluntarily or is expelled from the show, this will not be classified as elimination and bets will be settled as losers.
- Where more than one person is eliminated during the programme, the first person to be eliminated will count as the next elimination, regardless of the number of votes polled.
- Fake eliminations will not count for settlement purposes. Contestants eliminated must leave on a permanent basis with no immediate date of return.

### **Floorball**

- Bets will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored.
- In the case of a match not being completed, bets will be void except for those markets which have been unconditionally determined.
- If a match is interrupted or postponed and is not continued within 48 hours of the scheduled start time, bets will be void.

### **Futsal**

- Bets will be settled in accordance to the official result as declared by the governing body or official website of the event. Any subsequent amendment will not count.
- In the event of a match being abandoned all bets will be void except for markets where the outcome was determined prior to the abandonment.
- If a match is postponed and rescheduled to take place within 48 hours of the original start time, bets will stand. If the match does not take place within 48 hours, bets will be void. However, if the match is part of a larger competition e.g. Olympic Games, bets will stand providing the match takes place before the end of the applicable tournament.
- If a game venue is changed, bets will stand providing the home team is officially designated as such at the new venue, otherwise bets will be void.
- All markets (except first/second-half, overtime and penalty shootout) are settled on regular time.

### **GAA**

- Bets will be settled in accordance to the official GAA match result. Any subsequent changes or disqualification will be ignored for settlement purposes.
- Unless specifically stated, all Gaelic Sports bets are settled on regulation time only. This includes injury time and excludes extra-time.
- If either team does not play, bets are void.
- Any match that is abandoned before the completion of regulation time will be void except for markets where the outcome was determined prior to the abandonment.
- In the case of a game being postponed but played within the following 24 hours all bets will stand. If the game is played outside this 24-hour period, bets will be void.
- All bets on total score, goals and points markets will be settled on the regulation time result (including injury time) unless otherwise stated.

### **Golf**

#### **General Rules**

- Any bets on players not taking part will be void.
- A player is deemed to have taken part in a round or tournament once they have teed off.
- Any process used to determine a winner e.g. play-off, additional round etc. will count for settlement purposes. Any subsequent disqualification or result alteration will be ignored.
- Where a tournament is reduced from the scheduled number of holes for any reason, bets placed prior to the final completed round will be settled on the official result.
- All markets may be subject to a Rule 4 deduction.

- Where a player/team withdraws or is disqualified after teeing off, bets placed prior to their final shot will be deemed losers. Any bets placed after their final shot will be void.
- Results at time of the trophy presentation will be final. Any subsequent disqualifications or alterations to positions made by governing bodies will not count for settlement purposes.
- Results from the official governing body will be used to establish all results.
- Outright bets placed before a decision to start a tournament on a different course to the one originally scheduled to be played on, will be void.
- Bets on tournaments whose start is postponed or delayed will be void where they do not commence within ten days of the scheduled start date.
- Bets which have been settled prior to the abandonment of a tournament will stand.
- Any bets placed after play concludes and before the abandonment of a tournament will be void.
- The four tournaments classed as majors are:
  - USPGA
  - US Masters
  - US Open
  - Open Championship
- Bets on players to Make or Miss the Cut require an official cut for bets to stand. Where players are eliminated at more than one point, settlement will be based on the first Cut.
- In any two-participant Match bet, where no Tie option is offered, bets will be void.

#### **Outright, Top 5/10/20, Top Nation/Region, End of Round Leader**

- If there is no official result, bets will be void.
- Any outright bets placed after the final completed round will be void.
- If more than one player or team is tied on the lowest score after the final round and no outright sole winner is determined through any means, dead heat rules will apply.

#### **Tournament Group Bets**

- If all players named in the group miss the cut, bets will be settled on the player with the highest position on the leaderboard at the time.
- If only one player makes the cut, but they do not finish the tournament for any reason, the player will still be deemed as the winner for settlement purposes.
- Bets will be settled according to the official result irrespective of any change to the scheduled number of holes or rounds played.

#### **Round/Tournament Match Bets**

- If no tie is offered in a two-player match and they record the same score, bets will be void.
- Where a tie occurs for the win in a 3-Ball, dead heat rules apply.
- Play-offs will not count in any Round Match Bet.
- If a player withdraws or is disqualified during the specified round/tournament, the other player is deemed the winner. If both players withdraw or are disqualified, bets will be void.
- If any player does not start the specified round/tournament, bets will be void.
- Round Match Bets will stand irrespective of whether the specified pairings play together. The player with the lowest score in the round will be deemed the winner against his/her opponent even if pairings were altered so that they did not play together.
- In Tournament Match Bets, if one player misses the cut then the other player will be settled as the winner. If both participants miss the cut, the player with the lowest score at the cut will be considered the winner. A player withdrawing or disqualified after the cut will be considered to have beaten any player missing the cut.
- For rounds/tournaments using the Stableford scoring system, the highest points scorer is deemed the winner.
- Bets will be settled according to the official result irrespective of any change to the scheduled number of holes or rounds played.

#### **Matchplay Match**

- If one or both players/teams do not tee off, bets will be void.
- If no tie option is offered and the players/teams record the same score, bets will be void.
- Where extra holes are required to determine an outcome, these will apply for settlement.

### **Fourballs/Foursomes/Singles**

- Whether or not a match has been completed will be defined by the official tournament results.
- If players/teams are level when the match is completed, and no tie option is offered, bets will be void.
- If a player/team withdraws or is disqualified, bets on that player/team will be settled as losers.

### **Fourball/Foursome/Singles Session/Day Winner and Correct Score**

- Predict which team will score the most points within the specified session.
- Settlement will be based on the number of points earned from the scheduled matches, regardless of when they are completed.
- Bets stand, irrespective of whether specified pairings/groups differ from those advertised.
- If any of the scheduled session matches are not completed for any reason, bets will be made void unless the result of the market has already been determined.
- If a player is disqualified, bets on that player will be settled as losers.
- If there is a change to the scheduled format of a session/day, all bets on that session/day will be void.
- If the total number of matches officially completed does not equate to the pre-tournament schedule, Correct Score bets will be void.

### **To Lift the Trophy**

- If the competition finishes as a tie and the team defending the title is awarded the trophy in line with competition rules, they will be deemed the winner.
- Should the competition end in a tie and more than one participant shares the trophy, dead heat rules will apply unless a price for the tie is offered at the time of bet placement.

### **Money Lists**

- Bets will be settled in accordance with the rules of the official tour concerned.
- Stakes will be returned for bets on any player who takes no part in any tournament on the specified tour in the year/season.

### **Next Hole Winner**

- If more than one player is tied with the best score, 'No Sole Winner' will be deemed as the winning selection for settlement purposes.
- All players must take at least one shot on the specified hole for bets to stand. If any player takes no part, all bets will be void.

### **Next Hole Group Score**

- All players must complete the specified hole for bets to stand. If any player takes no part or does not complete the hole for any reason, all bets will be void.

### **Next Hole Score**

- If the named player does not finish the hole for any reason, all bets will be void.

### **SuperLive - Hole 1-9, 10-18 or X-Z winner, Par 3/4/5 Winner**

- If more than one player is tied with the best score, 'No Sole Winner' will be deemed as the winning selection.
- All players must take at least one shot on the first of the specified holes for bets to stand. If any player takes no part, all bets will be void.

## **Greyhound Racing**

- Bets are accepted for selected greyhound races.
- Greyhound bets can be placed either by trap number or by dog name. If placing a bet by trap number, a bet will be settled on the trap regardless of whether or not a reserve is running. If a bet is placed by dog name and the dog is a non-runner, the bet will be void.

- Greyhound bets are settled on the official result announced at the conclusion of the event. If a winner is disqualified after the official result is announced, the disqualification will not affect the settlement of the bet.
- If a greyhound is withdrawn from a race, all bets placed on that race prior to the withdrawal will be settled at SP.
- Bets placed on a void race, which is later re-run, will be settled as follows:
  - Single bets (including single Forecasts and Tricasts) - all bets stand.
  - Bets taken at an early price on a void race will revert to SP for the re-run.
- Please see **Horse Racing paragraphs Forecast Betting, Tricast Betting, Match Bets** with regards to Forecast bets, Tricast bets and Match bets as these rules also apply to greyhounds.
- In the event of any non-runner, Match and special bets will be void.

## Handball

- Bets will be settled in accordance to the official result as declared by the governing body or official site of the event. Any subsequent amendment will be ignored.
- Should the official website be unavailable or there is significant evidence that the official score provider is incorrect, we will use independent evidence to support bet settlement.
- In the event of a match being abandoned all bets will be void except for markets where the outcome was determined prior to the abandonment.
- If a match is postponed and rescheduled to take place within 48 hours of the original start time, bets will stand. If the match does not take place within 48 hours, bets will be void. However, if the match is part of a larger competition e.g. Olympic Games, bets will stand providing the match takes place before the end of the applicable tournament.
- All markets except “Who scores the Xth point?” and “Which team will win race to X points?”, are considered for regular time only.
- If the match goes to a 7-metre shootout; undetermined bets on “Who scores Xth point?” and “Which team will win race to X points?” will be void.

## Horse Racing

### **General Rules**

- Bets are accepted on races staged under official rules of the territory in which they are run.
- Win and Each Way bets taken on UK and Irish racing will be settled as First Past the Post – on the real time result as the horses cross the finishing line. In addition, we will pay on any amended official result, passed by the Press Association (PA) prior to the Weigh-In.
- Any subsequent disqualifications after the Weigh-In will not affect the settlement of bets.
- First past the Post does not apply to the following:
  - Horses taking the wrong course
  - Horses found at Weigh-In to be carrying the incorrect weight
  - Horses whose jockeys fail to Weigh-In
  - Ante-Post bets
  - Forecast and Tricast bets
  - Void races or where an incorrect result has been announced
  - Special markets including, but not limited to, Unnamed Favourites and Second Favourites, Forecasts and Tricasts, Insurebet, Place Only, Betting Without, Sub Races, Each Way Extra, Wincrease, Match Bets and Finish Second/Third
- Bets accepted on non-UK and Irish racing will be settled on the official PA result.
- Bets are not accepted on Arab races run in the UK.
- Where a bet has been accepted at Starting Price (SP) and no official SP or industry off course SP is returned, bets will be settled at the last price displayed for each runner at the off time.
- Bets will be void in the following situations:
  - If a race is cancelled or abandoned.
  - The terms/conditions of the race change, as detailed under Tattersalls rules, including venue and surface.



- If a race is declared a walkover.
- If all runners in a race fail to correctly complete a race.
- If a race is postponed but takes place later on the planned day, all bets on that race will stand.
- All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.

#### **Multiple Bets**

- The Win and Place elements of Each Way multiple bets are settled separately: Win-to-Win and Place-to-Place.

#### **Best Odds Guaranteed (BOG)**

- BOG applies to single and multiple bets in races where Win and Each Way betting is offered.
- Where the official SP is greater than the early or board price taken, bets will be settled at the bigger SP.
- Applies to UK and Irish racing only.
- Applies only to bets placed on the day of the race(s).
- BOG is not available on special markets including, but not limited to, Unnamed Favourites and Second Favourites, Forecasts and Tricasts, Insurebet, Place Only, Betting Without, Sub Races, Each Way Extra, Wincrease, Match Bets and Finish Second/Third.
- As with all offers and concessions, we reserve the right to withdraw BOG from any customer at any time.

#### **Dead Heats**

- If two or more horses finish tied for the same place in a race, settlement is calculated by dividing the stake by the number of tied horses then multiplying by the price of the selection.

#### **Withdrawals/Non-Runners - Tattersalls Rule 4**

- Where a horse is withdrawn before coming under starter's orders, or is officially adjudged by the starter to have taken no part in the race, it is deemed a Non-Runner. Stakes on such selections are refunded. Ante Post bets are the exception to this.
- Bets on the remaining runners in a race may be subject to a Tattersalls Rule 4 deduction. The level of deduction is determined by the price the Non-Runner was at the time of bet placement.
- Bets on horses in reformed markets which have one or more withdrawn horses may also be subject to Rule 4.
- Rule 4 uses the following formula to calculate the amount deducted in each £1 from winnings:

- 1/9 (1.11) or shorter 90p
- 2/11 to 2/17 (1.18 to 1.12) 85p
- 1/4 to 1/5 (1.25 to 1.20) 80p
- 3/10 to 2/7 (1.30 to 1.29) 75p
- 2/5 to 1/3 (1.40 to 1.33) 70p
- 8/15 to 4/9 (1.53 to 1.45) 65p
- 8/13 to 4/7 (1.62 to 1.57) 60p
- 4/5 to 4/6 (1.80 to 1.66) 55p
- 20/21 to 5/6 (1.95 to 1.83) 50p
- Evens to 6/5 (2.00 to 2.20) 45p
- 5/4 to 6/4 (2.25 to 2.50) 40p
- 13/8 to 7/4 (2.625 to 2.75) 35p

- o 15/8 to 9/4 (2.875 to 3.25) 30p
  - o 5/2 to 3/1 (3.5 to 4.0) 25p
  - o 10/3 to 4/1 (4.33 to 5.0) 20p
  - o 9/2 to 11/2 (5.5 to 6.5) 15p
  - o 6/1 to 9/1 (7.0 to 10.0) 10p
  - o 10/1 to 14/1 (11.0 to 15.0) 5p
  - o over 14/1 (15.0) no deduction
- If two or more withdrawals in one race, the total deduction shall not exceed 90p in the pound.

#### **Ante Post**

- Ante Post bets are accepted as all-in run or not, entered or not.
- Ante Post bets are losers where a selection does not take part. No Rule 4 deduction is made from winning Ante Post bets.
- At times, we might invoke Non-Runner No Bet which entitles customers to a refund should their selection not run. This will apply during the stipulated times published.
- Where a race is postponed, bets will stand until it takes place unless the initial entry stage is re-opened. In this case bets will be void.
- If a race is abandoned or declared void, Ante Post bets will be void.
- When the same horse is taken to win two or more races in Ante Post multiple bets, special reduced odds will be offered (Related Contingency Rule).
- Stewards may reduce the number of horses in a race if, at the overnight declaration stage, too many remain for safety reasons. Ante Post bets on horses compulsorily withdrawn will be void and stakes returned. In these circumstances appropriate deductions from winning bets on the race, depending on the price(s) of the withdrawn horse(s) at the time of withdrawal in accordance with Tattersalls Rule 4.
- Ante Post bets are settled at the price and place terms applied at the time of acceptance. We reserve the right to amend incorrect prices or place terms given in error.
- Ante Post betting will cease at the 48-hour declaration stage, after which Rule 4 will apply to all bets in the event of a Non-Runner and stakes will be refunded where a selection does not run.

#### **Reserves**

- Where a reserve system exists, Rule 4 will not apply where reserves do not run.
- Rule 4 will apply where a reserve enters a race but is subsequently withdrawn.
- Once reserves have been declared to run or not, a new book will be formed until the first show from the course.

#### **Win and Each Way Singles**

- Win single bets are available on all races. You can choose to take a price if available or the SP.
- Each Way bets (where 50% of the total stake is on the Win and 50% on the Place) are offered on most races. Each Way terms are governed by the number of runners and type of race. Unless otherwise stated, they are as follows:
  - a. Handicaps with 16 or more runners: 1/4 odds first four places
  - b. Handicaps with 12 to 15 runners: 1/4 odds first three places
  - c. All Handicaps of 8-11 runners and all Non-Handicaps of 8 or more runners: 1/5 odds first three places
  - d. All races of five, six or seven runners: 1/4 odds first two places

e. Races with four runners or fewer: Win only. Place part of an Each Way bet automatically goes on to the Win part.

- Non-Runners following the placement of a bet can affect Place terms.

#### **Unnamed Favourites and Second Favourites**

- Bets are accepted on the Unnamed Favourite at SP only. This is the runner returned at the shortest SP.
- Bets are accepted on the Unnamed Second Favourite at SP only. This is the runner returned at the second shortest SP.
- If two or more runners are returned at the shortest SP, stakes are equally divided across the number of Favourites returned. This will incorporate Unnamed Second Favourite bets.
- Unnamed Favourites and Second Favourites may not be included in Forecast or Tricast bets.

#### **Forecast Betting**

- Straight Forecasts, Reversed Forecasts and Combination Forecasts are accepted.
  - Straight Forecast: Two horses selected to come first and second in the correct order.
  - Reversed Forecast: Two horses selected to come first and second in either order.
  - Combination Forecast: Three or more horses selected, with any of these to finish first and second in either order.
- Forecasts are available in races with three or more runners.
- If no price is taken all Forecast bets are settled in accordance with the industry Computer Forecast Returns.
- If a Forecast is accepted for a race where no returns are declared, it will be void.
- If a Non-Runner is selected in a Straight or Reversed Forecast, the bet will be settled as a Win single at SP on the remaining selection.
- If a Non-Runner is selected in a Combination Forecast, all bets featuring the Non-Runner will be void.
- Unnamed Favourite and Second Favourites are not accepted in Forecasts.

#### **Tricast Betting**

- Straight Tricasts and Combination Tricasts are accepted.
  - Straight Tricast: Three horses selected to come first, second and third in the correct order
  - Combination Tricast: Three or more horses selected, with any of these to finish first, second and third in either order
- Tricasts are accepted on Handicap races where eight or more horses are declared and at least six run.
- If no price is taken all Tricast bets are settled in accordance with the industry Computer Tricast Returns.
- If five horses or fewer run all Tricast bets will be void.
- If a Straight Tricast is accepted on a race where no Tricast dividend is declared, it will be settled as a Computer Straight Forecast on the selections nominated to finish first and second, with the selection nominated to finish third ignored.
- If a Combination Tricast is accepted on a race where no Tricast dividend is declared, it will be settled as a Combination Straight Forecast, covering first and second places in any order with the total stake proportioned accordingly.
- If one Non-Runner is selected, the Tricast will be settled as a Straight Forecast on the remaining two selections.
- If one Non-Runner is selected in a combination Tricast, the bet will be settled as a Reversed Forecast on the other two selections.
- If two Non-Runners are selected in a Tricast, the bet will be void.
- If fewer than three runners finish a race, a Tricast return will be declared based on those runners finishing.
- Unnamed Favourite and Second Favourites are not accepted in Tricasts.

#### **Insurebet 2/3/4/5 Places**

- Each Way bets are not accepted.
- Stakes are returned on selections which do not win but finish within the number of places stipulated.
- In the event of Non-Runners, the number of Insured Places stand, except in cases where the field is reduced to equal the number of places paid in which case all bets will be void.
- Rule 4 can apply.
- Best Odds Guaranteed does not apply.

#### **Place Only Markets**

- This market is also known as Place 2/3/4/5 or Top 2/3/4 Finish.
- The number of places paid will not exceed our normal Each Way place terms for horse racing.
- Stakes on Non-Runners will be refunded, however the number of places paid will not alter as a result of any Non-Runners. Bets on remaining horses may be subject to a Rule 4 deduction.

#### **Betting Without**

- From time to time we will offer a Betting Without market on a race, excluding a nominated horse. The finishing position of the nominated horse is ignored for settlement purposes.
- Each Way bets are accepted in accordance with standard Place terms which may change due to Non-Runners.
- If the excluded horse becomes a Non-Runner all bets will be settled at SP.
- In the case of Non-Runners bets may be subject to standard Rule 4 deductions.
- If the only finisher is the excluded horse, all bets will be void.

#### **Sub Race**

- A Sub Race excludes selected horses from a race – those not quoted are ignored for settlement purposes. Bets are settled on the official result.
- Standard Each Way and Rule 4 terms apply.

#### **Each Way Extra**

- Each Way Extra gives the opportunity to bet Each Way with one or two extra places.
- Place terms can change due to Non-Runners in a similar way to standard Each Way betting.
- If a race is reduced to four runners or fewer, Each Way Extra bets will be settled as Win singles at SP for the total stake.
- Multiples are not accepted on Each Way Extra bets.
- A price must always be taken on Each Way Extra bets. SP is not available.
- Best Odds Guaranteed does not apply to Each Way Extra bets.
- Standard Rule 4 terms apply.

#### **Wincrease**

- Wincrease allows the customer to select bigger odds by adding winning distance criteria.
- Wincrease bets are subject to Rule 4 deductions.
- Each Way bets are not accepted on Wincrease.
- A price must always be taken on Wincrease bets. SP is not available.
- Best Odds Guaranteed does not apply to Wincrease bets.

#### **Match Bets**

- A Match Bet involves selecting which of two named runners will finish ahead of the other in a race. 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 Match Bets are void.

#### **Finish Second/Third**

- Select a horse to finish Second or Third in a race. Settled on official result.
- Each Way bets are not accepted.

- Standard Rule 4 terms apply.
- Best Odds Guaranteed does not apply.
- Unnamed Favourite and Second Favourites are not accepted.

### **Ice Hockey – NHL**

- All bets will be settled on the official results and statistics provided by the governing body.
- If a game is cancelled or postponed, all bets will be void if it is not replayed or re-started within 24 hours of its advertised start time.
- The winner of the Eastern or Western Conference is the team that represents that conference in the Stanley Cup, not the team that has the best regular season record.
- Regular season wins: Teams must play a minimum of 81 games for bets to stand.
- In tournament markets, all bets stand regardless of team relocation, name change, or season length.
- Overtime (including any subsequent shoot-out) counts for all markets unless stated otherwise. In the event of a shoot-out, the winning team are credited with one goal and this counts for all markets where applicable.
- Money Line: At least 15 minutes of official time must elapse in the 3rd period for bets to stand.
- 60-minute markets are settled on 60 minutes of play. Overtime and shoot-out goals are not included.
- 65-minute markets are inclusive of all overtime and shoot-out goals where applicable, and the one goal rule applies to these markets.
- Game Totals/Period Totals/Team Totals: The game total result is the combined goals for both teams inclusive of overtime. At least 15 minutes of official time must elapse in the 3rd period for bets to stand unless the total is already over. In the event of the totals goal(s) being the exact quote where no exact price is offered, all stakes are refunded.
- Period goals only apply to that specific period and the entire period must be played. For 3rd period lines, overtime does not count.
- Proposition ('Prop') markets: Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd period for bets to stand.
- A Puck Line is a bet where a handicap is given to a selection. The result used for settling is the match result adjusted for the handicap line available at the time the bet is struck. For example, Tampa Bay +1.5 v Calgary -1.5, result: Tampa Bay 2-3 Calgary. Tampa Bay wins on the handicap. Overtime counts for all Puck Lines.
- Player Prop markets: The respective player(s) must start for bets to stand.
- Overtime counts for all Prop markets, except those based on specific periods of play. At least 15 minutes of official time must elapse in the 3<sup>rd</sup> period for bets to stand.

### **Ice Hockey – Non-NHL**

- All bets will be settled on the official results and statistics provided by the governing body.
- If a game is cancelled or postponed, all bets will be void if it is not replayed or re-started within 24 hours of its advertised start time.
- Overtime (including any subsequent shoot-out) counts for all markets unless stated otherwise. In the event of a shoot-out, the winning team are credited with one goal and this counts for all markets where applicable.
- Should a match be abandoned then all bets will be void, except for those markets which have been unconditionally determined. If an official result is declared, all bets stand.
- Period Betting: Each 20-minute period is treated as a separate 'mini-match'. A selection must score more goals than the other team within the chosen period to win. Any existing score in the match is not carried forward, and so for the purposes of period betting, every period is considered as starting 0-0.

### **Motorsport**

#### **General Rules**

- Race weekend participation: For drivers and teams to be counted as having taken part in a race weekend it is only necessary for their participation in one of the 'Free practice sessions and/or qualifying'.
- Should a car/driver fail to qualify for the race for any reason then bets on their race and qualifying outcomes will be settled as if they are the first (or next if there are multiple non-qualifiers) non-finisher. Any Bets taken on drivers/ teams who take no further part in the race weekend after the bets have been placed will be void. Similarly, if any driver takes no further part in a race then bets struck on markets pertaining to that driver after the driver's last known participation will be void.
- Session participation: For motor racing 'participation' is defined as the driver being in the car wearing a crash helmet once the pit-lane is open for the relevant session. For the race session this will be up to an hour before the specified race start time and includes the installation lap from the pit garages to the start grid and the parade lap. For any situations rendered ambiguous by this definition then it will be taken that any driver or team did participate unless there is clear evidence to the contrary (such as an official press release).
- Race abandonment: If a race is abandoned and no official result is declared by the relevant governing body then all bets on that race will be void. Results announced at the time of the podium presentation will be final. If an official result is declared then that is the result used for purposes of settlement. If the official result pertains to only certain markets, then those will be settled and those not officially resulted will be void.
- Results announced at the time of the podium presentation will be final. Race penalties applied and included in the result at the time of the podium are final. Those applied afterwards are not included in the result.

#### **Drivers'/Constructors' Championship**

- The selected driver/team must take part in at least one race to be considered a competitor within the market.

#### **Classified Finishers**

- A driver who completes over 90% of the race will be classified as a finisher, regardless of whether they were running as the winner took the chequered flag.

#### **Winning Margin 3-way**

- The gap between the winner of the race and the second placed driver. Under 5 seconds corresponds to any value between 0 – 4.999 seconds, between 5 and 10 seconds is inclusive of 5.000 seconds and 10.000 seconds, over 10 seconds is 10.001 and upwards.

#### **Dual Forecast/Tricast**

- All names drivers must finish in the first two/three, in any order, based on results announced at the time of the podium presentation.
- The 'Any Other' selection refers to any other un-named driver finishing in the first two/three.

#### **Match Bets**

- Driver match bets are void if only one car takes part in the session, except in the case of Qualifying 2 and Qualifying 3 where they have failed to progress from the previous session.
- Team match bets are void only if both cars from a particular team fail to take part in the session, except in the case of Qualifying 2 and Qualifying 3 where they have failed to progress from the previous session.
- Team match bets will be settled on the highest placed driver from the two teams in any given session. Free Practice match bets will be void if both selections fail to set a lap time.

#### **Fastest Lap**

- Drivers who set their fastest lap on their final lap following the leader winning the race will still be eligible to win this market with their fastest lap

### **Pesapallo**

- Bets will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored.
- In the case of a match not being completed, bets will be void except for those markets which have been unconditionally determined.
- If a match is interrupted or postponed and is not continued within 48 hours of the scheduled start time, bets will be void.

### **Politics**

- All politics bets stand, run or not. Any named candidate who withdraws from the running, or never enters, will be settled as a loser.
- On any election, singles only are accepted. Where a multiple bet is taken in error, stakes will be divided equally on the selections as single bets.
- Settlement of all bets will be based on the total votes cast and counted at the time of the election. Any subsequent legal challenges will not count for settlement purposes.
- Any constituency (seat) that has its election postponed from the normal polling day will not count in the total.
- Dead heat rules may apply to all markets.

### **Rugby League/Union**

- All bets are settled on 80 minutes of play. Any extra time does not affect the settlement of a bet, unless such a bet is on an extra-time betting market.
- Where odds for both outright and handicap betting are available, all bets will be settled on the outright price unless the handicap price has been specifically selected. However, where only handicap betting is available all bets will be settled on the advertised handicap price and conditions.
- If a handicap bet results in a tie when there was not a price quoted for the tie, bets will be void. If a price was quoted for the tie, then bets on both teams will be losing bets and bets on the handicap tie will be winning bets.
- If a match is abandoned either before it starts or before the end of the second half, bets will be void except for those where the outcome has been unconditionally determined, e.g. where the first try scorer has been established.
- Tournament betting will be settled on the basis of who lifts the trophy unless Regular season winner is specified in which case the winner is deemed to be the team finishing first in the league, prior to any play-off system which follows.
- Penalty tries are ignored in First Try scorer betting. Bets will be void on any players who have not been on the field before the first try is scored.
- Penalty tries will count as converted.
- For 'any time try scorer' market, all bets on players not starting the match will be void.
- If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match stand.
- If a match is no longer to be played at the advertised venue, all bets on that match will stand provided that the venue has not been changed to the opponent's ground, or in the case of international matches provided the venue remains in the same country.
- Extra Time Markets Extra time in relation to relevant rugby markets only is defined as any scheduled period of play between the end of the second half and the end of the match.
- Extra time does not include penalty shoot-outs. All extra time betting markets start from the beginning of extra time and ignore events in normal time.
- For Sevens matches all bets are settled within regulation time. Any extra time does not affect the settlement of a bet, unless such a bet is on an extra-time betting market.

### **Snooker**

- The start of a snooker match is deemed to be at the break for the first frame, even if there is a subsequent re-rack in the first frame.

- Any frames that are forfeit due to a player's late arrival shall count for correct score betting purposes.
- If a player fails to start a tournament or match, all bets on that player, or on matches involving that player, will be void.
- In the event of a re-rack, bets placed before the start of the frame will stand on any markets for which a result has not been determined and will be settled once a result has been determined. Points scored in the re-racked frame before the re-rack do not carry over. Bets placed after the break of the frame (and since any previous re-rack) but before a re-rack will be void.
- For correct frame and total frame markets, if a match is completed without one player winning sufficient frames to win the match based on the scheduled number of frames e.g. due to the withdrawal or disqualification of a player during a match, all bets on correct frame and total frame markets will be void.
- For first colour potted markets, balls potted as free balls or on a foul stroke are ignored. The colour must be one of yellow, green, brown, blue, pink or black.
- For match betting purposes if one player withdraws or is disqualified after the match has already started, the player progressing to the next round will be considered the winner of the match. All other markets e.g. correct score betting, handicaps etc. will be void. As long as there is a result, all bets will stand regardless of any match delay or time frame taken to complete the match.
- Outright markets may be subject to a Rule 4 deduction.

## **Soccer**

### **Match – General Rules**

- Bets will be settled based on the official result.
- All bets are settled on the result after 90 minutes play unless otherwise specified. This includes injury time but does not include extra-time or penalty shootouts.
- Any amendment to the result after the end of the match, will not count for settlement purposes.
- If a match is postponed for any reason, bets will be made void unless the game is rescheduled to be played within 24 hours of the original kick-off time.
- If a match is abandoned before the full-time whistle, bets will be void unless:
  - The fixture is completed within 24 hours of the original start time.
  - The result of the market has already been determined.
- If a match venue is changed from that advertised, bets will stand as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).
- If a two-legged fixture is reduced to one leg on a neutral venue, bets on the team to qualify will stand. If reduced to one leg at the home of one of the participants, bets on the team to qualify will be void.
- If the second leg of a two-legged fixture is cancelled after the first leg has taken place, bets on the team to qualify placed before or during the first leg stand and will be settled on the official result. Bets placed after the first leg on the team to qualify will be void.
- If the second leg of a two-legged fixture is cancelled after the first leg has taken place and neither team progresses due to cancellation of the tournament, all bets on the team to qualify will be void.
- Where an official result is not declared e.g. on the number of corners or bookings, we will use all reasonable evidence from our trusted sources to determine a result.
- Only events that happen within extra-time count towards the settlement of Extra-Time markets.

### **Create-A-Bet**

- Up to six markets from one football match can be included in a Create-A-Bet.
- If one component of a Create-A-Bet is void, the whole bet will be void.

### **Outright - General Rules**

- Bets will be settled on the official league table at the end of the final match of the season. Any changes e.g. points deductions, after this stage will not count for settlement purposes.
- In the event that a tournament is not completed, bets will stand if an official result is declared.
- Any points deductions incurred prior to the season ending will apply.



- Teams must complete at least one fixture in the specified competition/season for bets on that team to stand.
- Cup competitions bets will be settled on the team that lifts the trophy immediately after the final game of the competition. Any changes after this stage will not count for settlement purposes.

#### **League/Tournament Top Scorer**

- Own goals do not count.
- Decisions taken by governing bodies to credit goals to a different goalscorer during a competition will count. Any such decision made after the league/tournament is complete will not count.
- Bets on all players stand whether taking part in the league/tournament or not.
- Unless otherwise stated, goals scored in penalty shootouts do not count in Top Scorer markets.
- In the event of a tie, dead heat rules will apply, unless otherwise stated, even if a player is awarded Top Scorer by a governing body tiebreaker e.g. having most assists.
- In any league, additional play-off fixtures at the end of the regular season will not apply.
- Only goals scored within the specified competition after any qualification rounds will count towards settlement.

#### **Asian Handicap**

- For in-play Asian Handicap bets, the score at the time of bet placement is deemed to be 0-0. Only the result from the rest of the match after bet placement applies.
- In the event of a tie after any handicap is applied, bet will be made void.

#### **Cards and Bookings Points Markets**

- Only cards shown to players who are active on the pitch will count towards the points total.
- Bets on players who take no part in the match will be void.
- Only cards shown to players who are active on the pitch will count towards the total.
- Cards shown to non-players do not count.
- Any card shown after the final whistle does not count, unless awarded by a Video Assistant Referee (VAR) check on an incident which occurred prior to the final whistle.
- Card markets: Yellow card=1 card, red card=2 cards. A player receiving two yellow cards and a subsequent red=3 cards. Three cards is the maximum any player can receive.
- Points markets: Yellow card=10 points, red card=25 points. A player receiving two yellow cards and a subsequent red=35 points. 35 points is the maximum any player can receive.

#### **Corners Markets**

- Corners that are awarded but not taken do not count for settlement purposes.
- A retaken corner counts as one corner only.

#### **First/Next Goalscorer Markets**

- Players not originally quoted will count as winners if they score first/next.
- Own goals will not count toward settlement.
- Should a goal (not own goal) be scored prior to a selection entering the field bets on that player will be void.
- Bets placed on players that do not participate will be made void.
- Unless otherwise stated, extra-time and penalty shootouts do not count.
- Changes to goalscorers by governing bodies after the final whistle will be ignored.

#### **Other Goalscorer Markets**

- Players not originally quoted will count as winners if they score.
- Own goals will not count toward settlement.
- Bets on all players participating in the match will stand.
- Bets placed on players that do not participate will be made void.
- Unless otherwise stated, extra-time and penalty shootouts do not count.
- Changes to goalscorers by governing bodies after the final whistle will be ignored.

#### **Shots and Shots on Target Markets**

- Bets placed on players who do not participate will be made void.
- Unless otherwise stated, extra-time and penalty shoot-outs do not count.
- Settlement of markets will be determined by Opta data.
- Changes to Opta data after the final whistle will be ignored.

### **SuperLive - General Rules**

- All bets that are not determined at full time will be void.
- Where any event is ultimately cancelled as a result of Video Assistant Referee (VAR) intervention, the event will be deemed not to have taken place.

### **Next Set Piece**

- Predict whether the next set piece after a given minute will be a throw-in, free kick, goal kick or corner.
- For settlement purposes, corners, goal kicks and throw-ins will be deemed to have occurred as soon as the ball passes the goal line or touchline. Free kicks will be deemed to have occurred at the moment the referee blows the whistle to signal the foul, offside or other infringement for which the free kick is being awarded.
- The moment at which the throw-in, free kick, goal kick or corner is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55, but the actual throw-in is not taken before the half-time whistle sounds, a throw-in will not be deemed to have occurred. However, if the throw-in is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.
- Bets unsettled upon the half-time whistle will carry into the second half.
- Bets unsettled upon the full-time whistle will be void.

### **Every Single Minute**

- Predict if a corner, offside, booking or goal will occur within the specified one-minute window.
- There can be multiple winning elements. The order of events is irrelevant as long as the selected event occurs within the minute.
- A red card will count as a booking.
- For settlement purposes corners and goals will be deemed to have occurred as soon as the ball passes the goal line. Offsides will be deemed to have occurred at the moment the referee blows the whistle signalling the offside. Bookings will be settled on when the referee shows the player a card.
- The moment at which the corner or free kick from the offside is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55, but the actual corner is not taken before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.
- The final first-half band closes at 44:59. Any event which takes place in first-half injury time i.e. after 45:00 and before the half-time whistle will not count.
- The final second-half band closes at 89:59. Any event which takes place in second-half injury time i.e. after 90:00 will not count.

### **Live For Five**

- Predict if a corner, offside, booking or goal will occur within the specified five-minute window.
- There can be multiple winning elements. The order of events is irrelevant as long as the selected event occurs within the five-minute window.
- A red card will count as a booking.
- For settlement purposes corners and goals will be deemed to have occurred as soon as the ball passes the goal line. Offsides will be deemed to have occurred at the moment the referee blows the whistle signalling the offside. Bookings will be settled on when the referee shows the player a card.
- The moment at which the corner or free kick from the offside is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55, but the actual corner is not taken before the half-time whistle sounds,

a corner will not be deemed to have occurred. However, if the corner is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.

- The final first-half band closes at 44:59. Any event which takes place in first-half injury time i.e. after 45:00 and before the half-time whistle will not count.
- The final second-half band closes at 89:59. Any event which takes place in second-half injury time i.e. after 90:00 will not count.

#### **Race For Five**

- Predict which event will occur first out of the following options within the specified five-minute window: Five corners and/or free kicks, five throw-ins, one goal, or none of the events.
- For settlement purposes corners, goals and throw-ins will be deemed to have occurred as soon as the ball passes the goal line or touchline, while free kicks will be deemed to have occurred the moment the referee blows the whistle to signal the foul, offside or other infringement for which the free kick is being awarded.
- The moment at which the throw-in, free kick or corner is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the touchline at 44:55, but the actual throw-in is not taken before the half-time whistle sounds, a throw-in will not be deemed to have occurred. However, if the throw-in is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.
- The final first-half band closes at 44:59. Any event which takes place in first-half injury time i.e. after 45:00 and before the half-time whistle will not count.
- The final second-half band closes at 89:59. Any event which takes place in second-half injury time i.e. after 90:00 will not count.

#### **Both Teams To**

- Predict whether both teams will take a throw-in or, predict whether both teams will take a free kick within a specified time.
- For settlement purposes throw-ins will be deemed to have occurred as soon as the ball passes the touchline, while free kicks will be deemed to have occurred the moment the referee blows the whistle to signal the free kick.
- The moment at which the throw-in or free kick is actually taken is not relevant for resulting purposes providing that the event ultimately takes place. E.g. If the ball crosses the goal line at 44:55, but the actual corner is not taken before the half-time whistle sounds, a corner will not be deemed to have occurred. However, if the corner is taken at 45:30 during first-half injury time, 44:55 is the time on which the market is resulted.

#### **Rapid Goal**

- Predict whether a goal will be scored within a 60-second period following a penalty, corner or free kick, all of which are referred to as "Dangerous Kick".
- The Rapid Goal market will become available as soon as a Dangerous Kick is awarded by the referee. The betting window is then active and will close a few seconds before the kick is taken.
- A 60-second countdown will appear once the market has closed, highlighting the time period in which a goal needs to be scored for a bet to be a winner.
- For settlement purposes a goal will be settled on the exact time the ball crosses the goal line.

### **Squash**

- Bets will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored.
- In the case of a match not being completed, bets will be void except for those markets which have been unconditionally determined.
- If a match is interrupted or postponed and is not continued within 48 hours of the scheduled start time, bets will be void.
- Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

- If penalty point(s) are awarded by the umpire, all bets on that game will stand.

## **Table Tennis**

- Bets will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored.
- In the case of a match not being completed, bets will be void except for those markets which have been unconditionally determined.
- If a match is interrupted or postponed and is not continued within 48 hours of the scheduled start time, bets will be void.
- Official points deductions will be considered for all undetermined markets. Markets which have already been determined will not take deductions into account.

## **Tennis**

### **General Rules**

- Bets will stand in the following instances:
  - A change of venue, or from indoor court to outdoor court or vice-versa
  - A change of playing surface
  - A change to the day/time a match is scheduled to take place
  - If the Fast 4 format is used within a tournament
  - Any mid-match delays
- If a match is postponed or abandoned for any reason either before or during play, including retirement, bets will be void unless the result of the market has already been determined.
- A match is deemed to have started upon the first serve.
- A Tie-Breaks or Champions Tie-Break counts as one game.
- Dead heat rules apply to any handicap bet resulting in a tie where the Tie was not offered.
- Outright markets may be subject to Rule 4 deductions.

### **Set Correct Score/Winner**

- The set must be completed in full, otherwise bets will be void.

### **Set Betting/Match Correct Score**

- If there is a change to the scheduled number of sets, or the match is not played to its natural conclusion, bets will be void.
- If a match is decided by a Match tie-break then the Match tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Match tie-break.

### **Set Handicap**

- If there is a change to the scheduled number of sets played in the match bets placed on this market will be made void.
- If the match is not completed for any reason, bets will be void.

### **Next Game/Point Winner**

- If the stated game/point is not completed or if the umpire awards a penalty game/point, bets will be void.

## **UFC/MMA**

### **General Rules**

- All bets will be settled according to the governing body's official result. Any subsequent appeals or amendments to the result will not be count for settlement purposes.
- The official start of the fight is when the bell is sounded for the first round.
- In the event of a wrong result being read out in error, bets will be settled on the corrected result.
- If a fight is postponed and rescheduled to take place within 24 hours of the original start time, bets will stand. If the fight does not take place within 24 hours, bets will be void. However, if the

fight is part of a larger competition e.g. Bellator, bets will stand providing the fight takes place before the end of the applicable tournament.

- If one of the contestants is replaced by a substitute, bets on the original fight will be void.
- If there is a change to the scheduled number of rounds, bets based on the number of rounds or referring to a specific round will be void.
- Total rounds: Where half a round is stated, 2 minutes and 30 seconds of the respective round will define the half which will determine the over/under.
- If the scheduled round duration is changed, bets will be void.
- If a fighter fails to come out for the next round, bets will be settled on his/her opponent having won the fight in the previous round.
- If a fight is stopped before the scheduled number of rounds has been completed, or if a fighter is disqualified, bets will be settled on the round in which the fight was stopped. If a points decision is awarded before the scheduled number of rounds are completed, bets will be settled on the round in which the fight was stopped. If a fighter withdraws or is disqualified between rounds or if a fighter fails to answer the bell for a round, bets will be settled based on the previous round.
- Bets which nominate 'to win on points' will be settled as winners only if the scheduled number of rounds has been completed.
- If a no-contest or technical draw is declared, bets will be made void.

### **Volleyball**

- Bets will be settled in accordance to the official result as declared by the governing body or official website of the event. Any subsequent amendment will not count.
- Should the official website be unavailable or there is significant evidence that the official score provider is incorrect, we will use independent evidence to support bet settlement.
- In the event of a match being abandoned all bets will be void except for markets where the outcome was determined prior to the abandonment.
- If a match is postponed and rescheduled to take place within 24 hours of the original start time, bets will stand. If the match does not take place within 24 hours, bets will be void. However, if the match is part of a larger competition e.g. Olympic Games, bets will stand providing the match takes place before the end of the applicable tournament.
- If a game venue is changed, bets will stand providing the home team is officially designated as such at the new venue, otherwise bets will be void.
- In the event of referee enforced point deductions, official results will be used for settlement.
- For competitions where matches use a Golden Set to decide which team progresses, the Golden Set is ignored for settlement purposes.

### **Winter Sports**

- Bets will be settled in accordance to the official result as declared by the governing body or official website of the event. Any subsequent amendment will not count.
- Bets will be void in the following circumstances:
  - An event is abandoned, except where the result has already been determined
  - One or both competitors do not start the first run
  - Both competitors finish in the same position
  - Neither competitors complete the first run for any reason including disqualification
  - There is a hill change in Ski Jumping from Large to Normal or Normal to Large
  - Cross Country Sprint events: If qualification completes but finals are cancelled and do not finish with 48 hours

### **Head-to-Heads**

- Where only one competitor completes the event, he/she is deemed the winner.
- Where both competitors retire in the second run or fail to qualify for the second run, the winner is the better placed competitor from the first run.

## **Bet Types**

We accept many types of bets. Below are explanations of how they work.

### **Win or Each Way?**

Before choosing which type of bet you want to place, you need to decide whether you are going to bet **Win Only** or **Each Way**.

#### **Win Only**

The selection(s) you choose must win for your bet to be a winner. Second or worse is automatically a loser.

#### **Each Way**

A bet popular in Horse Racing or other events with multiple participants e.g. a Formula 1 race, a Golf tournament or a Soccer league or cup. Effectively two bets with half the stake on your selection to Win Only (as above) and half to Place. If the selection "places" - finishes second (or maybe third or fourth, depending on the event) you will be paid out at a fraction (again, depending on the event) of the odds. If your selection wins, both parts of your bet win.

A €1 Each Way bet costs €2.

You cannot place an Each Way bet in a simple Head-to-Head market such as the Win market of a Soccer, Tennis or Hockey match.

### **Typical Bet Types**

**All examples are given for Win Only bets. For Each Way bets, read "place" for "win".**

#### **Single**

An individual bet on one outcome - the simplest and most common type of bet. Selection must win for a return.

#### **Double**

A bet with two selections. Both need to win for a return.

#### **Treble**

A bet with three selections. All three need to win for a return.

#### **Accumulator**

A bet with four or more selections. All need to win for a return. Accumulators are sometimes known as a fourfold, fivefold etc. depending upon the number of selections.

#### **Patent**

A bet with three selections, comprising three singles, three doubles and one treble. A total of seven bets. One winner is required for a return. A €1 Patent costs €7.

#### **Trixie**

Another bet with three selections, this time comprising just three doubles and one treble. A total of four bets. Two winners are required for a return. A €1 Trixie costs €4.

#### **Lucky 15**

A bet with four selections, comprising four singles, six doubles, four trebles and one accumulator. One winner is required for a return. A €1 Lucky 15 costs €15.

**Lucky 31, Lucky 63, Lucky 127, Lucky 255**

Like a Lucky 15 but with five, six, seven or eight selections respectively, and naturally, 31, 63, 127 and 255 bets respectively. One winner is required for a return.

### **Yankee**

A popular bet with four selections, comprising six doubles, four trebles and one accumulator. Two winners are required for a return. A €1 Yankee costs €11.

### **Canadian** (also known as a Super Yankee)

Like a Yankee but with five selections and comprising 26 bets, again with no singles. A minimum of two winners are required for a return.

### **Heinz, Super Heinz and Goliath**

Bigger versions of the Yankee for six, seven and eight selections respectively. Comprising, respectively, 57, 120 and 247 bets. Doubles and upwards are covered. A minimum of two winners are required for a return.

### **Other Bet Types**

#### **Forecasts**

Straight Forecasts, Reversed Forecasts and Combination Forecasts are popular in Horse Racing, Greyhound Racing and may occasionally be offered on other sports as well.

- Straight Forecast: Two selections chosen to come first and second in the correct order.
- Reversed Forecast: Two selections chosen to come first and second in either order.
- Combination Forecast: Three or more selections chosen, with any of these to finish first and second in either order.

#### **Tricasts**

Tricasts are similar to forecasts but require the top three finishers in a race or event to be selected.

- Straight Tricast: Three selections chosen to come first, second and third in the correct order.
- Combination Tricast: Three or more selections chosen, with any of these to finish first, second and third in any order.

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