



BETR SPORT RULES

22 April 2026

1. General

- 1.1. These are the betr Sport Rules ('Sports Rules'). betr is licensed in the Northern Territory (NT), Australia by the Northern Territory Racing and Wagering Commission (NTRWC) to accept bets and wagers (together 'bets') by internet transmission, telephone, 24 hours per day.
- 1.2. These Sport Rules shall be read in conjunction with the betr General Terms and Conditions, Promotional Terms and Conditions and betr's Racing Rules (copies of which are located at www.betr.com.au or via our mobile phone or tablet applications (together 'the website'), which apply to all betr Customers. You and your means a Customer using, browsing or otherwise accessing any content or data on the website to place bets. You acknowledge and agree that, by applying for or using an Account (as defined in the betr General Terms and Conditions) and/or placing bets, you agree to be bound by these Sport Rules.
- 1.3. All definitions referred to in the General Terms and Conditions (including terms referred to in capital letters) have the same meaning in these Sport Rules unless otherwise stated. In the event of any inconsistency between the General Terms and Conditions and these Sport Rules, the Sport Rules will prevail to the extent of such inconsistency.
- 1.4. We reserve the right to change, amend or add to these Sport Rules at our discretion, and will publish such changes on our website. You agree that any changes, amendments or additions published on our website will be taken to be effective immediately. It is your responsibility to ensure that you are aware of the current Sport Rules.
- 1.5. Bets stand if a player is injured during the game, providing they take the field of play or meet sport specific criteria.
- 1.6. All bets are settled at the time are correct as per the governing/relevant body at the time, any overturned decisions or subsequent disqualifications are disregarded.

2. Athletics

- 2.1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non starters or for competitors who retire or are disqualified mid-meet.
- 2.2. All bets will be paid on the official result as per the podium presentation. However, if a protest occurs and the official results change inside of 24 hours, then the event will be re-settled. No doping cases will be considered and as such, the result available 24 hours after the event will be deemed binding regardless of further protests or changes to the official result.
- 2.3. A participant that is disqualified due to an infringement (e.g. False Start) will be deemed to have taken part in the event.
- 2.4. For head-to-head match-ups, both competitors must start the event.

- 2.5. Where an event is postponed or is listed for replay and is not officially scheduled to be replayed or conducted within three (3) calendar days of the original scheduled competition date, the event shall be treated as abandoned and all declared events bets shall be refunded.

3. Australian Rules Football (AFL)

- 3.1. Payouts are based on the official declared result. Any extra time played is included for betting purposes. For matches without extra time, a draw is always included for margin betting and any bets placed on either team to win by a margin will be considered losing bets in the case of a draw. In these matches, any bet placed on either side at the head to head option is paid in accordance with the 'dead heat rule' i.e. Half Face Value of the Ticket.
- 3.2. When a match is abandoned or postponed, and played within 3 days of the original scheduled date, all bets stand. Once the 3 days have expired, all single bets are void and wagers refunded. Any Multi Bet will be recalculated to exclude that leg.
- 3.3. For all statistical based markets (i.e. Top Goal Scorer, Most Disposals etc), statistics will be taken from the AFL website (www.afl.com.au) for payout purposes.
- 3.4. Any bet on a player is refunded if they are not in the final 22.
- 3.5. All bets stand regardless of venue change.
- 3.6. Premiership markets will include any replays required. A premiership market will not be available once the two grand finalists are known. From this point on, only match betting on the Grand Final will be available.
- 3.7. For match betting on a Grand Final, the betting is specific to the next match played. In the case of a draw, bets will be settled and will not carry over to any replay, and a new market will be framed for any subsequent matches.
- 3.8. Any bets placed on the 'Most Losses' market, are paid on the team which loses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses, the position will be determined by worst "For and Against" as published by the governing body.
- 3.9. All bets paid on the Top-Vic and Top Non-Vic market are paid at the end of the home and away season.
- 3.10. More Goals or More Behinds markets will be refunded if the applicable player does not score any points. For any other dead-heats (e.g. 3 goals, 3 behinds) the Dead-Heat Rule applies.
- 3.11. Second Half wagers relate solely to the score in the second half and include any extra time played (scores start from 0-0 at half time).
- 3.12. Final Quarter wagers relate solely to the score in the fourth quarter and include any extra time played (scores start from 0-0 at three-quarter time).
- 3.13. For leading Victorian or Interstate Team, finals are not included. Wagers will be settled at the completion of the Home and Away Season only. Should two or more teams be on equal points at the completion of the Home and Away Season, team percentage as shown on the AFL Ladder will decide the winner.
- 3.14. HT / FT is paid on the match result at half and at the completion of the match.
- 3.15. Quarter by quarter is paid on the exact match result on the completion of all 4 quarters. Should scores be level at the completion of any quarter, Any Other Result is paid out.

- 3.16. Line & Total Double is paid on the correct handicap (plus or minus) and the total match score at the completion of the match. Match Winner & Total Double is paid in the same manner. Individual Quarter Line & Total Doubles are resulted according to the match score and total for the nominated quarter. First Half Line & Total Double are resulted for the nominated half. These will include overtime if required.
- 3.17. Margin betting relates to the winning margin at the completion of the match, completion of nominated Quarter or completion of nominated half. These will include overtime for the match, second half and fourth quarter.
- 3.18. First Quarter wagers relate solely to the score, margin, handicap & total in the First Quarter. Scoring starts from 0-0.
- 3.19. Second Quarter wagers relate solely to the score, margin, handicap & total in the Second Quarter. Scorings starts from 0-0.
- 3.20. Third Quarter wagers relate solely to the score, margin, handicap & total in the Third Quarter. Scoring starts from 0-0.
- 3.21. Fourth Quarter wagers relate solely to the score, margin, handicap & total in the Fourth Quarter. Scoring starts from 0-0.
- 3.22. First Half wagers relate solely to the score, margin, handicap & total in the First Half. Scoring starts from 0-0.
- 3.23. Second Half wagers relate solely to the score, margin, handicap & total in the Second Half. Scoring starts from 0-0.
- 3.24. Both Teams To Score 40, 50, 60, 70, 80, 90 & 100 Points will include overtime if required.
- 3.25. First Team to Score 10, 15, 20, 25, 30 & 40 Points. First Team to Kick 3, 4, 5 & Goals and First Team to Score 3, 4, 5 & 6 Behinds are all resulted according to www.afl.com.au. These will include overtime where applicable and if required.
- 3.26. First Goal Scorer markets are paid according to the first goal scorer of the match, quarter or half. Should no goals be scored, all bets will be refunded. Bets will be refunded should nominated player start as substitute in the match.
- 3.27. Anytime Goal Scorer is paid according to which player scores a goal for the match, quarter or half. All bets will be refunded should no goals be scored, these markets include overtime if required.
- 3.28. Last Goal Scorer markets are on an All In basis, refunds will not apply should selected players be injured during the course of the match. Includes overtime if required.
- 3.29. Total Score Bands relate to varying markets which are paid according to nominated quarter, half or match result. Total Match Score Bands for the match include overtime as does the Second Half and Fourth Quarter. These will include individual and combined team totals for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.
- 3.30. Total Goal Bands relate to varying markets which are paid according to nominated quarter, half and match result. Total Goals Scored Bands for the match include overtime as does the Second Half and Fourth Quarter if required. These will include individual and combined team goals for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.
- 3.31. Total Behind Bands relate to varying markets which are paid according to nominated quarter, half or match result. Total Behinds Scored Bands for the match include overtime as does the Second Half and Fourth Quarter. These will include individual team and combined team behinds for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.

- 3.32. Individual Player Total Disposals includes extra time if required. Nominated player must enter field for bets to stand, should selected player start as substitute, bet will be refunded. Should nominated player being injured and subbed off the field during the course of the match, no refunds will apply.
- 3.33. Players to have 30 Disposals or More, To Score 2 or More Goals, To Score 3 or More Goals, Player Goal Scoring Head To Heads & Player Disposals Head to Heads all includes extra time if required.
- 3.34. All Bets are void should a player start as substitute for the following markets:
- To Have 30 Or More Disposals;
 - Goals Scoring Head To Heads; and
 - Most Disposals Head to Head.
- The Dead -Heat Rule will apply to Goal Scoring Head To Heads and Most Disposals Head to Head unless a tie is offered.
- 3.35. All Total Score based product will include extra time if required for Individual Team Totals, Exact Team Total, Total Match Score & Second Halves. The Dead-Heat Rule will apply to all Total Score markets offered for individual quarters and halves. Odd & Even Total Match Points include extra time if required.
- 3.36. All Total Match Goals Over / Under and Total Match Behinds Over / Under markets will include extra time if required. Total Match Goals Over / Under & Total Match Behinds Over / Under for varying quarters and halves are resulted according www.afl.com.au
- 3.37. All Time Of First Goal payouts are based on the official AFL clock.
- 3.38. For First and Last Scoring Plays, First and Last Points markets & First Goal of Match, if the match remains scoreless, then single wagers will be void and stakes refunded whilst affected multiples will be recalculated excluding that leg.
- 3.39. Highest Scoring Half payouts are based on the official scores from www.afl.com.au
- 3.40. Should scores be level at the end of any quarter in the Wire to Wire (at 1/4 , 1/2 or 3/4 time markets) Pay Out will be on Any Other Result.
- 3.41. Both teams +39.5 Handicap markets are resulted according to www.afl.com.au , either team can get beaten by up to 39 points for this market to payout.
- 3.42. Team Goal Scoring accuracy is based on an individual teams Total Goals and Behinds for Match percentage. i.e. 8 goals & 10 behinds are scored, the percentage is 80%. Should the same amount of goals and behinds be scored, all bets are refunded.
- Brownlow Medal
- 3.43. In the case of more than one winner of the Brownlow Medal, the Dead-Heat Rule will apply. The same applies for Each Way Bets with multiple place getters. The place portion will be paid on 1st, 2nd & 3rd. Should three players tie for 1st, they will be deemed to have filled the first three placings.
- 3.44. Season head to heads & group betting, the Dead-Heat Rule will apply should two or more players tie. Players that have been suspended are ineligible.
- 3.45. Suspended players are eligible for both Total Individual Player Votes Markets and for the player leading at the conclusion of the Round 10 votes. The Dead-Heat Rule will also apply should 2 or more players be on equal points.

4. Baseball

- 4.1. Games are official after 5 innings of play. If the home team is leading, the game is

official after 4.5 innings of play. The Money Line is paid on the official result of the game as ratified by the official MLB governing body. MLB Preseason games will be paid in accordance with dead heat rules if tied after 9 innings.

- 4.2. If any match is scheduled for 7 innings (or any other match length) by the leagues governing body, and the match is not shortened due to weather or any other reason in play, all bets will stand even if there is nothing specified on the game itself.
- 4.3. For Run Line betting, the game needs to go 9 innings or 8.5 innings if the home team is ahead for bets to stand.
- 4.4. For Run Totals betting, the game needs to go 9 innings or 8.5 innings if the home team is ahead for bets to stand, with the exception being that at any time the Run Total is exceeded, the wager is official.
- 4.5. Rules 4.3 and 4.4 above are subject to change where the governing body dictates that the match will be shortened. E.g. where a match is shortened to 7 innings, Run Line betting and Run Totals betting will only stand where the match goes to 7 innings, or 6.5 innings if the home team is ahead. e. First Half wagers are based on the first 5 innings, and the full 5 innings must be played. The DeadHeat Rule applies.
- 4.6. For First Innings wagers, both teams must complete their first innings for bets to stand.
- 4.7. For Asian Baseball, the Dead-Heat Rule applies if the match is still tied after 12 innings. Further, for Asian Baseball, Matches are official after 5 innings. If the home team is leading, the game is official after 4.5 innings of play. Dead-Heat rule applies to drawn matches once 5 complete innings are played. For run line & run total betting, match must run to at least the end of the 9th inning for bets to stand if the visiting team is winning and 8.5 innings if the home team is winning. All run line & total wagers stand regardless if match is stopped after 9 innings due to weather or time restrictions
- 4.8. If a game does not start on the day of the officially fixtured start time as stated by the relevant league's governing body, due to a rain delay or other similar events, all bets will be void. The day of the event will be considered the day according to the time zone in which the game was fixtured to be played.
- 4.9. If a game is suspended and continued to a conclusion the following day (local time), then all bets will stand. If a suspended game is resumed more than 36 hours after the original start time, all existing bets will be void unless they have been unequivocally determined prior to the game's suspension. In the case of a suspended MLB Playoff games, all bets will stand until the game is completed.
- 4.10. All bets stand regardless of a pitching change. Listed Pitchers should be considered indicative only.

5. Basketball

- 5.1. All bets are paid on the official final score which includes any overtime that is played unless otherwise specified.
- 5.2. All matches must run to the completion of the designated normal time period in order for bets to stand.
- 5.3. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 5.4. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 5.5. For First Half and First Quarter betting, the nominated period of play must be

completed for bets to stand.

- 5.6. For Player vs Player Points Scoring Match Ups, Most Points & Assists Match Ups and Most Points & Rebounds Match Ups all listed players must take the court for bets to stand. The Dead-Heat Rule applies and overtime is included should it be required. Individual Player performance (selected player total points, rebounds, assists or a combination of any / all three) includes overtime and player must take court for bets to stand.
- 5.7. If a game is abandoned, postponed to another date, or fails to meet the above criteria, single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 5.8. Second Half wagers relate solely to the score in the second half and include any overtime played (Scores start from 0-0 at half time). For US Basketball, the second half must have five minutes or less remaining in the second half at the conclusion of the match for bets to stand. All other matches must run to full completion.
- 5.9. Halftime / Fulltime (HT/FT) includes overtime if required.
- 5.10. Match Winner & Total Double, Line & Total Double and Super Line & Total Double all include overtime if required.
- 5.11. Triple Margin I, Triple Margin II, Winning Margin & Exact Winning Margin includes overtime if required.
- 5.12. First to 10, 20 & 30 Points are paid out as per official website of ruling body.
- 5.13. Highest Scoring Quarter is paid as a normal time result only, excludes overtime.
- 5.14. Individual Team Totals include overtime if required.
- 5.15. Total Match Points Odd or Even include overtime if required.
- 5.16. Last team to score includes overtime if required.
- 5.17. First Quarter Line & Total Double and First Half Line & Total Double are both resulted at the completion of the respective quarters.
- 5.18. Quarter by Quarter Leaders exclude Overtime.
- 5.19. Selected NBA Daily specials will be offered - Groupings on Total Points by player and Highest Winning Margin for the day. Highest Point Scorer for the day includes overtime if required. All named players must take court for bets to stand and the Dead-Heat Rule shall apply should two or more players score the same amount of points. Highest Winning Margin includes overtime if required and Dead-Heat rule shall apply. All scheduled / nominated games must run to full completion for bets to stand.
- 5.20. NBA Team Regular Season Wins will exclude play offs, nominated team must play at least 82 Regular season matches for bets to stand. NBA Division Winners are paid at the completion of the regular season. NBA Conference Winners paid at the completion of the Eastern & Western Conference Finals.
- 5.21. The below listed following NBA Season Specials are All In. No refunds will be given and other players are available by request. All are paid as declared by the ruling body:
- Regular Season Most Valuable Player (MVP);
 - Rookie of The Year;
 - Highest Season Average Point Scorer per Game (minimum 70 games must be played by the winner);
 - Highest Average Assists per Game (minimum 70 games must be played by the winner);
 - Highest Average Rebounds per Game (minimum 70 games must be played by the winner).

6. Boxing

- 6.1. Where a match is abandoned or postponed, to the calendar day following or later, or a contestant is replaced by a substitute, all single wagers are void and refunded. Affected multiple wagers will be recalculated excluding that leg.
- 6.2. All wagers on either fighter to win will be decided by the judges' decision, which includes points, technical knockout (TKO), knock out (KO) or disqualification.
- 6.3. If a price is offered for the Draw, in the event of a Draw all wagers on either boxer to win will all be losing bets and the Draw will be the winning option. If there is a "technical draw" determined by the referee due to an accidental cut or similar, then the bout is deemed a no contest and all wagers will be refunded.

Method of Victory

- 6.4. Market will be settled according to the official result as declared at ringside with the exception of a Technical Draw. Should this be announced given an accidental injury within the first four rounds forcing an early stoppage the market will be settled as void.
- 6.5. Knockout (KO) is when the boxer does not stand up after a ten count. Technical knockout (TKO) is the three knockdown rule or if the referee steps in when it is decided that a fighter cannot safely continue to fight. If a fighter fails to answer a bell for the next round then this will also be deemed a TKO. For betting purpose, KO/TKO option also includes disqualification (DSQ) and retirement (RTD.)
- 6.6. In "Pick the Round" betting, if a boxer fails to answer the bell, the fight will be deemed to have ended in the previous round.
- 6.7. If the scheduled number of rounds is changed, then all wagers are void and refunded.
- 6.8. The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.

7. Cricket

- 7.1. **Match Winner:** Matches affected by adverse weather will pay on the official match result. If a match is decided by a super over then the result of the super over will determine the winner for betting purposes. Where there is a tie (as determined by the official governing body) bets will be settled according to the official match result determining the winning side/side to progress. In matches abandoned, decided by a coin toss or a bowl out all bets will be void. In matches abandoned due to outside interference (not including inclement weather) all bets will be void unless the official competition rules determine a winner. In cancelled matches not replayed within 48 hours of the originally scheduled start time all bets will be void. If there is a change of teams from originally advertised, then all bets will be void. If the official result is a win by forfeit, or something similar, then all bets on Match Winner will be voided.
- 7.2. **Abandoned Matches:** If a match is officially abandoned, (e.g. due to dangerous pitch conditions etc) then all undecided bets on the match are void.
- 7.3. **Exotic Super Over Rules:** Note that all exotic betting options are resulted prior to any tiebreaker (Super Over)
- 7.4. **Reserve Day Rules:** If a match is transferred to a reserve day, all wagers will stand.
- 7.5. **Most Match Points Rules (First Class Matches):** Pays on the most points awarded for the match (e.g. Sheffield Shield, County Cricket).

- 7.6. Impact Player Rules:** Impact Players WILL be considered as a member of the team for all markets. Players subbed out will be deemed to have played the match and markets settled so long as they have either reached the crease/bowled a ball.
- 7.7. Shortened Innings 80% Clarification:**
- 7.7.1 In the case of 'Limited Overs' cricket, all Customer bets shall be VOIDED (and the amount of those bets refunded to the Customer) if:
- The Innings is shortened by 20% (four (4) overs or more in an innings) originally scheduled for twenty (20) overs or less; or
 - The innings is shortened by 20% (ten (10) overs or more in an innings) originally scheduled for fifty (50) overs.
- 7.7.2 In the case of 'Test Match' or 'First Class' cricket, all Customer bets will stand if at least one delivery has been bowled in the third innings of the match.
- 7.7.3 If the outcome of any Customer bets is already decided prior to the interruption of play or shortening of the match, and no further play could possibly change the outcome of said bets, then those Customer bets will be resulted accordingly regardless of whether the above prescribed minimum amount of play has been completed.
- 7.8. Innings Length 40% Clarification:**
- 7.7.4 In the case of 'Limited Overs' cricket, all Customer bets shall STAND as long as:
- The innings length is 40% (eight (8) overs or more in an innings) of the originally scheduled for twenty (20) overs or less; or
 - The innings length is 40% (twenty (20) overs or more in an innings) of the originally scheduled for fifty (50) overs.
- 7.7.5 In the case of 'Test Match' or 'First Class' cricket, all Customer bets will stand if at least one delivery has been bowled in the third innings of the match.
- 7.7.6 If the outcome of any Customer bets is already decided prior to the interruption of play or shortening of the match, and no further play could possibly change the outcome of said bets, then those Customer bets will be resulted accordingly regardless of whether the above prescribed minimum amount of play has been completed.
- 7.9. Batting Head to Head:** Both players must reach the batting crease while a ball is bowled (but not necessarily face a ball) for bets to stand. If either batsman's innings is curtailed by weather or bad light all bets are void unless a result has already been determined. In the event of a tie the Dead Heat Rule applies. Batting Head to Heads include Runs, Fours and Sixes Matchups.
- 7.10. Bowling Head to Head:** In the case of 2 or more Bowlers taking the same amount of wickets then the lowest economy rate will determine the winner | All bowlers must bowl at least one delivery for bets to stand. If any bowlers innings is curtailed by weather or bad light all bets are void unless a result has already been determined.
- 7.11. First Over Result (with draw):** Both sides must bowl their first over in its entirety unless settlement has already been determined. For limited overs matches if the second innings is shortened by more than 20% of the scheduled overs for any reason after the first over of the first innings has been bowled then bets will be void. In first class or Test matches the first over of the first innings only counts for settlement purposes. The score at the end of the over will be taken including extras

and penalty runs. In the event of a tie, where the market is offered as a two-way option only, bets will be void.

- 7.12. Hi Bat Double:** For Limited overs both batsman innings must be at least 40% of the originally allotted overs must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Players need not bat for bets on that selection to stand. In the case of two or more batsmen winning with the same total then all bets will be refunded. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.13. Hi Bat/Wicket Taker Doubles:** For Limited overs batsman and bowlers innings must be at least 40% of the originally allotted overs must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Players need not bat for bets on that selection to stand. In the case of two or more batsmen winning with the same total then all bets will be refunded. In the case of 2 or more Bowlers taking the same amount of wickets then the lowest economy rate will determine the winner. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.14. Highest 1st 6 Overs:** Both sides must bowl the relevant number of overs in their entirety unless settlement has already been determined. For limited overs matches if the second innings is shortened for any reason after the first over of the first innings has been bowled then bets will be void. In first class or Test matches the first over of the first innings only counts for settlement purposes. The score at the end of the over will be taken including extras and penalty runs.
- 7.15. Highest Individual Score Over/Under:** Bets will be settled on the highest individual score in the match. In limited overs matches at least 80% of the originally allotted overs in each innings must be bowled. If either innings is reduced to less than 80% of the originally allotted overs then bets will be void, regardless of whether settlement may have already been determined.
- 7.16. Highest Opening Partnership:** Bets will be settled on the score at the fall of the first wicket for each side regardless of any players retiring hurt. For settlement purposes, a batsman retiring hurt does not count as a wicket. If a side does not lose a wicket by the end of their allotted overs then their final score will be taken for settlement purposes. If there is no more play after a bet is struck then that bet will be void. In the event of a tie, where the market is offered as a two-way option only, bets will be void.
- 7.17. Highest Scoring Over in Match Over/Under:** Bets are settled on the highest scoring over of the match. Extras and Penalty runs accrued will be included in the final total for settlement purposes if officially attributed to the total at the time, but not if added retrospectively. In limited overs matches, if either innings is reduced to less than 80% of the originally allotted overs then bets will be void, regardless of whether settlement may have already been determined.
- 7.18. Match Fifties Scored Over:** For limited overs matches if the match is reduced to fewer than 80% of the originally scheduled overs then bets will be void, unless settlement is already determined.
- 7.19. Match Hundreds Scored Over:** For limited overs matches if the match is reduced to fewer than 80% of the originally scheduled overs then bets will be void, unless settlement is already determined.
- 7.20. Most Match Fours/Sixes:** For limited overs matches, bets will be void if it has not

been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. Only fours/sixes scored from the bat will count towards the total fours/sixes. Overthrows, all run fours/sixes and extras do not count. Fours/sixes scored in a super over do not count.

- 7.21. Player of the Match:** This market is resulted as per official espncriinfo.com result only.
- 7.22. Player Performance:** Performance is based on the following: 1 point per run, 10 points per catch, 20 points per wicket, 25 points per stumping (wicket keeper only). In limited overs matches both teams must have the opportunity to face at least 80% of the scheduled overs at the time the bet was struck, or all bets will be void. Bets will be void on any player who is not named in the starting XI.
- 7.23. Player to Hit Most Fours/Sixes for Team/Match:** For Limited overs matches at least 40% of the originally allotted overs in that team's innings must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Players need not bat for bets on that selection to stand. In the case of two or more batsmen winning with the same total then Dead Heat rules will apply. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.24. Player to Hit x Fours:** For Limited overs matches at least 40% of the originally allotted overs in that team's innings must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Players need not bat for bets on that selection to stand. In the case of two or more batsmen winning with the same total then Dead Heat rules will apply. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.25. Player to Hit x Sixes:** For Limited overs matches at least 40% of the originally allotted overs in that team's innings must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Players need not bat for bets on that selection to stand. In the case of two or more batsmen winning with the same total then Dead Heat rules will apply. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.26. Player to Score 10/25/50/100+ Runs:** For limited overs matches bets will be void if the innings is reduced by more than 20% from the scheduled overs at the time of the bet being struck unless settlement is already determined. Bets will stand regardless of whether the batsman is at the crease when a ball is bowled, if the team had the opportunity to face at least 80% of the allocated overs at the time the bet was struck. If batsman is Not Out, then his final tally of runs will be taken for settlement purposes. Player must be in the starting XI or bets void. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat after they got subbed in.
- 7.27. Player Total Runs Over/Under:** For limited overs matches bets will be void if the innings is reduced by more than 20% from the scheduled overs at the time of the bet being struck unless settlement is already determined. Players must reach the crease but do not have to face a ball, if the team had the opportunity to face at least 80% of the allocated overs at the time the bet was struck. If batsman is Not Out, then his final tally of runs will be taken for settlement purposes. Player must be in

the starting XI or bets void. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat after they got subbed in.

- 7.28. Race to X Runs:** If all players forming part of the 'Batsman Race to 10' market are named in the Starting XI, open the batting and reach the crease (regardless of whether they face a delivery), all Customer bets into that market will stand. If any of the players forming part of the 'Batsman Race to 10' market are omitted from the Starting XI, do not open the batting for their team or otherwise fail to reach the crease (regardless of whether they face a delivery), all Customer bets on that player will be voided and the amount of those bets refunded to the Customer. scored less than 10 runs.
- 7.29. Team 1st 6 Overs Over/Under:** For limited overs matches, at least 80% of the overs scheduled when the bets were struck must be bowled, unless settlement is already determined, or bets will be void. Extras and Penalty runs will be included in the final total for settlement purposes if attributed at the time before the end of the innings but not if added retrospectively. In the case of curtailed Innings any bets placed after the final delivery of the curtailed Innings has been bowled will be void.
- 7.30. Team 1st Over Boundary Four/Six Scored Yes/No:** Will there be a boundary Four hit in the specified Over? Fours accredited to batsmen only to count. Byes, Leg byes or Wides do not count. Fours hit from a No Ball will count if the Four is accredited to the batsman. The Over in its entirety must be bowled unless the batting team is All Out, Declares or reaches its target within the Over. Overthrows do not count towards the batsman and so do not count for the purposes of this market.
- 7.31. Team First Delivery Total Runs:** All runs accredited to that ball count, the ball must be a legal and completed. Any illegal deliveries (wides and no balls) will not be counted as balls for the purpose of this market. For example, even if there are two wides bowled in that over, there will still only be 6 legal balls bowled in the over. For clarity if the named ball is a wide and then followed by a boundary four, then the market result will be settled as 5. The ball must be legally bowled for bets to stand. If the named ball is a no ball and leads to a free hit, the runs scored off the free hit will count, for example if the ball is a no ball and then followed by a six off the free hit then the market result will be 7. In the event of an abandoned match bets will be void unless settlement has already been determined.
- 7.32. Team First Over Extra Yes/No:** The Over in its entirety must be bowled unless the batting team is All Out, Declares or reaches its target within the Over, unless the result of this market is already determined. Wides, byes, leg-byes, no balls, and penalty runs count as extras.
- 7.33. Team First Over Total Runs Over/Under:** The Over in its entirety must be bowled unless the batting team is All Out, Declares or reaches its target within the Over, unless the result of this market is already determined. Extras and Penalty Runs will count only where they are accredited to a particular delivery within that Over.
- 7.34. Team First Wicket Dismissal Method:** Methods of dismissal only include: Bowled, Caught, LBW, Run Out, Stumped, Obstructing the Field, Hit the Ball Twice, Hit Wicket and Timed Out. If a batsman Retires this does not count as a dismissal for settlement purposes. Market will be settled on the dismissal method for the specified wicket number, regardless of whether the players are different due to retirements or otherwise. If the Innings ends with the named wicket not falling, then all bets will be void. The options for betting purposes will be Caught, Bowled, LBW, Run Out, Stumped and Other. In some matches we will not quote 'Other' in the 6 way market - where other is not quoted then bets will be voided if the wicket is not by the method of Caught, Bowled, LBW, Run Out or Stumped.
- 7.35. Team Innings Runs:** For limited overs matches, at least 80% of the overs scheduled

when the bets were struck must be bowled, unless settlement is already determined, or bets will be void. Extras and Penalty runs will be included in the final total for settlement purposes if attributed at the time before the end of the innings but not if added retrospectively. In the case of curtailed Innings any bets placed after the final delivery of the curtailed Innings has been bowled will be void.

- 7.36. Team of Top Batsman:** For Limited overs matches at least 40% of the originally allotted overs in that team's innings must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Players need not bat for bets on that selection to stand. In the case of two or more batsmen winning with the same total then Dead Heat rules will apply. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.37. Team Runs at Fall Of 1st Wicket:** The Team score at the fall of the named wicket will be taken for settlement purposes. If a batsman retires hurt, and is replaced by a different player, this will not count as a wicket and the market will not be settled until a wicket has fallen. If the Innings reaches a natural conclusion (Declaration or reaches target) then the final Innings score will be deemed the result for settlement purposes, but it must be possible for the team to have surpassed quotes traded on or these bets will be void. Any bets placed where no further play takes place after the placement of that bet, for whatever reason, shall be void. If an Innings is curtailed due to the intervention of rain, then bets placed prior to the curtailment shall be settled if already determined (the total has been passed already) or voided if not already determined, should there be no further play. Extras and Penalty Runs will be included. In the event of an abandoned match bets will be void unless settlement has already been determined.
- 7.38. Team Total 4s/6s Over/Under:** Boundary fours/sixes scored from the bat only to count - overthrows, all run fours/sixes and extras do not. In limited overs matches at least 80% of the overs scheduled when the bets were struck must be bowled unless settlement is already determined. Fours/Sixes scored in a super over do not count. If the innings is reduced to below these thresholds after the bet is placed then the bet will be void unless the settlement has already been determined.
- 7.39. Top Match Batsman:** For Limited overs matches at least 40% of the originally allotted overs in that team's innings must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Players need not bat for bets on that selection to stand. In the case of two or more batsmen winning with the same total then Dead Heat rules will apply. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.40. Top Match Bowler:** In the event that two or more players are tied in the 'Top Team Bowler' market, the bowler with the lowest economy rate will be deemed the winner. In the event that no wickets are taken in an innings, all bets on the Most Wickets Market will be void. For Limited overs matches at least 40% of the originally allotted overs in that team's innings must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.41. Top Team Batsman:** For Limited overs matches at least 40% of the originally allotted overs in that team's innings must be bowled for bets to stand unless a team is all

out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Players need not bat for bets on that selection to stand. In the case of two or more batsmen winning with the same total then Dead Heat rules will apply. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.

- 7.42. Top Team Bowler:** In the event that two or more players are tied in the 'Top Team Bowler' market, the bowler with the lowest economy rate will be deemed the winner. In the event that no wickets are taken in an innings, all bets on the Most Wickets Market will be void. For Limited overs matches at least 40% of the originally allotted overs in that team's innings must be bowled for bets to stand unless a team is all out or has reached its target before reaching this amount, or bets will be void. Players must be in the starting XI, or come on as a concussion replacement, or bets on that selection will be voided. Bets stand on impact players who replace a player in the named starting XI if it was possible for them to bat/bowl after they got subbed in.
- 7.43. Total Match Extras Over/Under:** Wides, No balls, Byes, and Leg Byes all to count. Penalty Runs do not count as Extras for the purposes of this market. Where there are runs off the bat and an extra is bowled in the same delivery the runs off the bat do not count towards the extras tally. In limited overs matches at least 80% of the originally allotted overs in each innings must be bowled unless settlement is already determined. Extras in a super over do not count. If there is no more play after the bet has been struck then those bets will be voided.
- 7.44. Total Match Fours/Sixes Over/Under:** Boundary fours/sixes scored from the bat only to count - overthrows, all run fours/sixes and extras do not. In limited overs matches at least 80% of the originally allotted overs in each innings must be bowled unless settlement is already determined. Fours/Sixes scored in a super over do not count. This market is for limited overs matches only.
- 7.45. Total Match Run Outs Over/Under:** Settled on whether the total number of Run Outs in the match or Odd or Even. In Limited overs matches, if either innings is reduced to less than 80% of the originally allotted overs then bets will be void unless settlement has already been determined. Run Outs in a super over do not count. If there is no more play after the bet has been struck then those bets will be voided.
- 7.46. Winning Margin:** At least 40% of originally scheduled overs for each innings must be completed for bets to stand.
- 7.47. Player Runs +:** Bets will be refunded if weather intervenes and player has not yet achieved milestone.
- 7.48. Player Fours +:** Bets will be refunded if weather intervenes and player has not yet achieved milestone.
- 7.49. Player Sixes +:** Bets will be refunded if weather intervenes and player has not yet achieved milestone.
- 7.50. Player Wickets + (Player Name):** Bets will be refunded if weather intervenes and player has not yet achieved milestone.

TEST MATCHES

First Innings Specific

- 7.51. Either Team Century Scored / Half Century / Highest Individual Score (1st Innings Only):** The nominated Teams innings must be 60 Overs or more unless the team has been bowled out or declared.

- 7.52. **First Innings Lead:** Both teams must be bowled out or declare their first innings for bets to stand. In the event of a tie, dead heat rules apply.
- 7.53. **Most Team 1st Innings Fours / Sixes / Run Outs (1st Innings Only):** Both teams 1st Innings must be complete or all bets are void (Complete: All wickets lost or declared).
- 7.54. **Player Runs / Fours / Sixes / Wickets [Over/Under] (1st Innings Only):** Bets will STAND as long as batsman reaches the crease or bowler delivers a ball in the 1st Innings.
- 7.55. **Player Runs Matchup X (1st Innings Only):** Both teams 1st Innings must be complete or all bets are void (Complete: All wickets lost or declared) | Dead Heat Rule Applies to Ties.
- 7.56. **Player To Score X Runs / To Hit X Fours / To Hit X Sixes / To Take X Wickets / To Score a Century or Half Century (1st Innings Only):** Bets will STAND as long as batsman reaches the crease or bowler delivers a ball in the 1st Innings.
- 7.57. **Team of Top 1st Innings Batsman (1st Innings Only):** Both teams 1st Innings must be complete or all bets are void (Complete: All wickets lost or declared).
- 7.58. **Team Runs At Fall Of First Wicket (1st Innings Only):** Bets void if match is curtailed by weather/abandonment and Run Total is unachievable.
- 7.59. **Team Specific Century Scored / Half Century / Highest Individual Score (1st Innings Only):** The nominated Teams innings must be 60 Overs or more unless the team has been bowled out of declared.
- 7.60. **Team X Over Wicket Taken (1st Innings Only):** Team Listed is the team bowling | If the over begins the wager will deemed valid and bet will stand even if the over is not completed.
- 7.61. **Top Team Batsman / Most Wickets:** The nominated Teams innings must be 60 Overs or more unless the team has been bowled out of declared.

Full Matches Specific

- 7.62. **Century Scored / Half Century Scored In The Match:** Bets void if match does not make it to the 3rd Innings unless option has already been achieved.
- 7.63. **Double Chance / Draw No Bet / When Will The Test Finish:** As per official result.
- 7.64. **Most Team Match Fours / Sixes / Run Outs / Team of Top Match Batsman and Bowler:** Bets void if match does not make it to the 3rd Innings unless option has already been achieved.
- 7.65. **Player Match Wickets Matchup:** Both teams 1st Innings must be complete or all bets are void (Complete: All wickets lost or declared) | In the case of 2 or more Bowlers taking the same amount of wickets then the lowest economy rate will determine the winner.
- 7.66. **Player Performance Player X:** Performance is based on the following: 1 point per run, 10 points per catch, 20 points per wicket, 25 points per stumping (wicket keeper only). Bets void if match does not make it to the 3rd Innings unless option has already been achieved.
- 7.67. **Player To Score X Match Runs / To Hit X Match Fours / To Take X Match Wickets / To Score a Century of Half Century In The Match:** Bets void if match does not make it to the 3rd Innings unless option has already been achieved.
- 7.68. **Session Runs:** The specified numbers of Overs must be bowled in their entirety unless settlement is already determined, or bets will be void. If the Innings reaches

a natural conclusion within the specified number of Overs (team is all out or target reached) then bets will stand and settled at the final Innings score. Extras and Penalty runs accrued will be included in the final total for settlement purposes if officially attributed to the total at the time, but not if added retrospectively. In the event of an abandoned match bets will be void unless settlement has already been determined.

- 7.69. **Team of Top Match Batsman:** Bets void if match does not make it to the 3rd Innings unless option has already been achieved.
- 7.70. **Team Specific Century Scored In The Match / Half Century In The Match / Highest Individual Score:** Bets void if match does not make it to the 3rd Innings unless option has already been achieved.
- 7.71. **Team Specific Race to X Runs / First Player Out / Player To Hit First Four and Six:** Bets void if these players do not open the innings | Teams 1st Innings Only.
- 7.72. **Top Match Batsman and Bowler:** Bets Void if the match does not make it to the 3rd Innings | In the event that two or more players are tied in the 'Top Team Bowler' market, the bowler with the lowest economy rate will be deemed the winner.
- 7.73. **Series Winner:** If a series is drawn, and no draw price was quoted, all bets are void. If a tournament is not completed but a winner or winners are declared by the governing body, bets are paid on the winner(s) as declared (the Dead-Heat Rule applies), but if no winner is declared all bets are void. All tournament betting includes finals unless otherwise stated.
- 7.74. **Series Correct Score:** If the number of matches to be played in a series changes from the number envisaged by the market offered, all bets are void.
- 7.75. **Series Handicap:** Bets void for limited overs series only that do NOT complete all matches in the series, unless result has already been determined.
- 7.76. **Series SSMS:** Bets void if selected player fails to play a match in the series.
- 7.77. **Player of The Series:** As per official ESPNCRICINFO.com result.
- 7.78. **Player Series Runs:** Bets void if selected player fails to play a match in the series.
- 7.79. **Player Runs Matchups:** Bets void if player fails to reach the crease in the series.
- 7.80. **Player Century/Half Century/Milestones:** Bets void if selected player fails to play a match in the series.
- 7.81. **Player Wicket Milestones:** Bets void if selected player fails to play a match in the series.
- 7.82. **Player Series Wickets:** Bets void if selected player fails to play a match in the series.
- 7.83. **Player Wicket Matchups:** Bets void if selected player fails to play a match in the series.
- 7.84. **Player Total Catches:** Bets void if selected player fails to play a match in the series.
- 7.85. **Top Series Run Scorer/ Wicket Taker:** In the event of a tie the Dead-Heat Rule applies. Betting is 'All In' and bets will stand if at least one game has been completed in the series. In the event of a tie the Dead-Heat Rule applies. Betting is All-In and bets will stand if at least one game has been completed in the series. Runs scored and wickets taken in abandoned matches count for settlement purposes.

8. Cycling

- 8.1. Cycling bets are settled as per the official classification listing at the time of the

podium presentation. Any overturned decisions are not recognised for betting purposes.

- 8.2. Outright markets are conducted on an "All-In" basis. No refunds will be given for non-starters. This will include any Group Betting where the number of competitors is 9 or more.
- 8.3. For any Head to Head bets, both cyclists must cross the starting line for bets to stand.

9. Darts

- 9.1. At least 3 legs must be played or bets will be void unless otherwise specified.
- 9.2. Outright markets are conducted on an All-In basis. No refunds will be given for non-starters.
- 9.3. If a tournament is abandoned or its location is altered, all wagers will be void.
- 9.4. In matches where a price for a draw is offered, bets on either player to win will be losing bets should the match be drawn.
- 9.5. Should the full number of sets not be played in a correct score markets, all bets will be void.
- 9.6. Markets are settled upon podium presentation. Post Podium, overturned decisions are not recognized.

10. Entertainment / Reality TV Shows

- 10.1. Bets on these markets are available as single bets only. Multi bets are not permitted.
- 10.2. Bonus bets or free bets cannot be used on these markets.
- 10.3. Additional rules may apply to certain markets in addition to the general terms and conditions for Entertainment markets found below. Clients are required to be aware of these conditions, which will be displayed on the relevant markets' webpage.
- 10.4. If contestants voluntarily or otherwise withdraws from a reality TV betting event they will be considered losers for outright betting purposes. They will also not be regarded as "next eviction" or similar terminology, in any related market.
- 10.5. If a reality TV betting event is cancelled or withdrawn, without results being declared, then outstanding bets on any market, without an official result, will be considered void and refunded.
- 10.6. Unless an "Any Other" (contestant) selection is offered as an option, all reality TV events will be offered on the basis of "others on request".
- 10.7. Bets on the next elimination will be settled according to the first person announced as having been eliminated from the show. This rule will apply even where, for a double elimination for example, results are announced in no particular order. If a scheduled elimination is postponed or cancelled, bets will stand only if the original list of nominated contestants remains the same. Otherwise all bets will be void and refunded.
- 10.8. The nature of reality TV means that competition rules can be altered at any time. While we try to ensure that our betting markets accurately list any eligible competitors, Customers betting on such markets must accept that market parameters are always subject to change.
- 10.9. Bets will be settled on the official results declared by the television broadcaster.
- 10.10. If an act/group changes their name but continue to compete, bets stand.

- 10.11. We reserve the right to void all bets placed on an eviction/elimination market should the eviction method, or initial line up for eviction be changed. Others may be added to the market at any time.
- 10.12. Bets on Next eviction/elimination stand regardless of how the public have voted (e.g. whether the public were voting to save the contestant, or for them to be evicted/eliminated).
- 10.13. Bets on next eviction/elimination markets will be settled on the first named contestant to be evicted/eliminated in a specified week/show, regardless of how many occur that week/show.

11. ESports

- 11.1. All Customer bets will be resulted on the basis of the results officially declared by the broadcaster, event organizer or game publisher responsible for administering the event or tournament of which the match forms part.
- 11.2. Handicap betting interpretation depends on the match format:
- For single-map matches (Best of 1), handicaps refer to actual in-game rounds or points.
 - For multi-map series (Best of 3, Best of 5, etc.), all handicaps apply to the number of maps won, regardless of any point-based notation in the display.
- 11.3. If a match is postponed to a date which is within forty-eight (48) hours of the originally scheduled start time, all Customer bets on that match shall stand.
- 11.4. If a match is postponed to a date which is more than forty-eight (48) hours after the originally scheduled start time, the match will be deemed to have been abandoned and:
- All single Customer bets on the match shall be voided and the amount of those bets shall be refunded to the Customer; and
 - The payout in respect of any affected Multi-Leg Bets will be recalculated to take account of any voided leg or legs of that Multi-Leg Bet.
- 11.5. A match is deemed to have started upon the earlier of:
- The starting of the 'in-game clock'; and
 - The occurrence of any action that influences gameplay such as, for example, picks, bans, weapon purchases and other similar actions.
- 11.6. For the avoidance of doubt, the finishing order as at the time that Customer bets are settled is the final result. This result will not be subsequently amended for any reason whatsoever including, without limitation, if the official result is overturned or amended by the changed by the broadcaster, event organizer or game publisher responsible for administering the event or tournament of which the match forms part.
- 11.7. For 'Series' betting markets (such as 'Best of 3' or 'Best of 5'), if any scheduled maps are not played because the series outcome is already decided (e.g., a team has won 3 maps in a Best of 5), or technical issues occur (such as disconnections or server problems) preventing completion, then all bets placed specifically on those unplayed maps will be voided and refunded to the Customer.
- 11.8. In the case of 'Best of 1' markets, if the match finishes in a draw:
- The 'Dead-Heat' Rule will apply in respect of all Customer bets on 'Head-to-Head' markets; and
 - All other markets will be paid according to the standard rules.
- 11.9. If a team's roster is changed prior to the start of an event, all Customer bets on that

team will stand provided that the team retains the full compliment of players.

- 11.10. If a player withdraws prior to the start of a match:
- All single Customer bets on the relevant player shall be voided and the amount of those bets shall be refunded to the Customer; and
 - The payout in respect of any affected Multi-Leg Bets will be recalculated to take account of any voided leg or legs of that Multi-Leg Bet.
- 11.11. Map Changes: In the event of a change in the number of Maps (for those e-Sports involving Maps) to be played, all bets will be void except for first Map bets.
- 11.12. Retirement & Disqualifications: If an e-Sports race, tournament, match or map is not completed due to retirements, disqualifications, forfeitures, defaults or similar (including but not limited technical difficulties/issues experienced by a player or team), all bets will be void except those bets on already completed e-Sports markets.

12. Golf

- 12.1. Bets are refunded for any player that does not tee off in any tournament.
- 12.2. All Tournament Betting includes any playoff holes.
- 12.3. For the Place portion of Each Way bets and other placing bets (i.e. Top 10), the dead heat rule will apply for players tied for the bottom position.
- 12.4. Where a tournament which is scheduled for seventy-two (72) holes is abandoned for any reason, if less than thirty-six (36) holes have been completed, all declared betting event bets on the outcome of the tournament are void and are to be refunded. If thirty-six (36) or more holes have been completed and an official result is declared by the relevant recognised governing body, all declared betting event bets stand and are to be determined in accordance with that official result. If an event is abandoned prior to the completion of a scheduled number of holes any bets placed after the point in the tournament where no further play occurred are void and will be refunded.
- 12.5. If a tournament is officially abandoned or not completed within 14 days of commencement, all wagers are void unless a result has already been reached.
- 12.6. In all Group Betting markets (i.e. Tournament Head to Heads, Round Matchups or Two/Three Balls or Tournament Group Betting), all players must tee off for bets to stand. Playoffs are excluded for betting purposes. If rescheduling is enforced e.g. Two balls to Three balls, bets will stand and lowest round score will be deemed the winner.
- 12.7. In any group market, the winner is the player who completes the most holes, and if the players have completed the same amount of holes, the player with the lowest score is deemed the winner.
- 12.8. For any market featuring a player to lead at the end of round, that round must reach completion for bets to stand.
- 12.9. In any Make/Miss the Cut market, the player must complete at least 36 holes for bets to stand.
- 12.10. A player is deemed to have made the Cut if the player is eligible to play the round after the Cut is made even if the player chooses not to play on.

13. Gridiron / American Football

- 13.1. All bets are paid on the official final score which includes any overtime that is played unless otherwise specified.

- 13.2. All matches must run to the completion of the designated normal time period in order for bets to stand.
- 13.3. In Handicap and Totals betting where the line or total is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (multi bets/ parlays) will be recalculated excluding that leg.
- 13.4. HT/FT Double Betting (Half Time/Full Time) excludes overtime.
- 13.5. For First Half wagers, the first half must be completed for bets to stand.
- 13.6. Second Half wagers relate solely to the score in the second half and include any overtime played (Scores start from 0-0 at half time). The second half must have five minutes or less remaining in the second half at the conclusion of the match for bets to stand.
- 13.7. For Player Matchups and Statistical Markets of any kind:
- All results will be determined as per the official information published on www.nfl.com ;
 - Listed players must take the field for bets to stand.
- 13.8. All Gridiron rules apply to NCAA and NFL.
- 13.9. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected multiple wagers (multi bets / parlays) will be recalculated excluding that leg.

14. Handball

- 14.1. All bets are paid on the result from the official governing body. Match must run to completion for bets to stand otherwise all bets will be refunded.

15. Ice Hockey

- 15.1. For all NHL matches and European Ice Hockey matches, all Match Winner, Line and Totals markets include any overtime and shootout. If a shootout takes place to decide the outcome of a match, only one goal will be awarded to the winning team. The only market to be resulted at the conclusion of normal time is the Regulation Winner market.
- 15.2. All matches must run to the completion of the designated normal time period in order for bets to stand.
- 15.3. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 15.4. Exact Game Result, Exact Winning Margin, First Goal of the Match and First Period/FT Doubles betting includes overtime and shootout.
- 15.5. The Dead-Heat Rule will apply for Highest Scoring Period, over time is excluded.
- 15.6. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 15.7. For US and Canadian NHL matches, Final Score betting includes any overtime and shootout played. In the case of a shootout being required to decide the outcome of a match, only one goal will be awarded to the winning team.
- 15.8. NHL Games are official after 55 minutes of play. All non-NHL matches are official at the end of normal time. If a game is abandoned prior to these times, all single wagers are

void and wagers refunded. Affected multiples will be recalculated excluding that leg.

- 15.9. Totals betting will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match reaches the minimum time allowed for betting purposes.

16. Exact Outcomes

- 16.1. For all Exact Outcomes markets, only bets that select the exact outcome will be winning bets and all other bets will be losing bets.
- 16.2. Betr may, in its sole and absolute discretion, determine what potential markets or contingencies will be offered for any Exact Outcome markets and may elect to accept bets or quote prices on only some potential exact outcomes.
- 16.3. For the avoidance of doubt, where a specific exact outcome is not offered within a market and is the winning outcome, all other bets will stand and result in losing bets.
- 16.4. If a game is abandoned or postponed to another date, the game must resume within 24 hours otherwise single bets on exact outcomes will be void and wagers refunded.

17. Motor Racing

- 17.1. All bets placed on Motor Racing are settled as per podium presentation. Any overturned decisions after the podium presentation are not recognised for betting purposes.
- 17.2. All outright markets are conducted on an "All-In" basis. Therefore no refunds are paid on any competitor who is a non-starter.
- 17.3. For Head to Head matchups:
- both drivers must cross the starting line for bets to stand;
 - both drivers must start the race from their qualifying position (e.g. if one driver qualifies to start from 3rd place on the grid and subsequently has to start the race from the back of the grid or from the pits the bet will not stand and the stake will be refunded).
- 17.4. For bets placed on Leader After The First Lap, all wagers are void and wagers will be refunded in the event that:
- the race starts under a safety car; or
 - any of the top four qualifiers fail to start the race proper (i.e. after warm-up lap) from their qualifying grid position (see above example).
- 17.5. The Dead Heat rule will apply to first retirement bets where more than one competitor retires on the same lap number.

18. Netball

- 18.1. All bets on Match Winner, Line and Totals markets are paid on the official final score which includes any overtime that is played unless otherwise specified.
- 18.2. All matches must run to the completion of the designated normal time period in order for bets to stand.
- 18.3. All Margin Bets and Half Time/Full Time Doubles are paid on the result at the end of

normal time. Extra time is not included.

- 18.4. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

19. Politics

- 19.1. Bets on these markets are available as single bets only. Multi-bets are not permitted.
- 19.2. Bonus bets or free bets cannot be used on these markets. Cashout is not available on election markets.
- 19.3. The below rules for Politics markets apply to betting on any Australian or international election or political betting market.
- 19.4. Generally, markets will be resulted as per the initial officially declared election result. betr may withhold settlement at our absolute discretion. Reasons for withholding settlement may include, amongst others, pending or potential legal or constitutional challenges, recounts and reruns.
- 19.5. Bets on the general election winner will be settled on the political party which provides the Prime Minister, unless otherwise stated.
- 19.6. If we offer a market on a political position, for example next Prime Minister or next Speaker, then bet settlement will be based on the next person to permanently fill the role. Interim / temporary appointments will not count for settlement purposes, unless otherwise stated.
- 19.7. If there is a merger of two or more of the listed parties, or parties / candidates agree to run together prior to an election, then bets on markets involving those parties, which have been struck prior to the announcement, will be void and refunded.
- 19.8. Seat totals for each party will be settled as declared by the relevant electoral authority (e.g. AEC) following the declaration of all seats.
- 19.9. When betting is offered on Next Party Leaders/Next Prime Minister/ Next President or similar, odds are offered on an All-In basis. If a person in the market does not contest for that position they will be resulted as a loser. No bets will be refunded for reasons of ineligibility, failure to stand, withdrawal, or any other eventuality.
- 19.10. Coalition refers to the Liberal Party and National Party.
- 19.11. For markets involving "Most Seats Won" - in the event of a tie, dead heat rules will apply to any affected markets. Unless specified, the Speaker does not count.
- 19.12. Any seat which requires a postponement of the vote to a later date and is not held on general election day, will still count for purposes of seat totals or majority betting. We may delay settlement of any relevant markets until the result of any affected seats are known.

- 19.13. US Politics:

2028 Presidential Election:

This market will be settled according to the candidate that has the most projected Electoral College votes won at the 2028 presidential election. In the event that no Presidential candidate receives a majority of the projected Electoral College votes, this market will be settled on the person chosen as President in accordance with the procedures set out by the Twelfth Amendment to the United States Constitution.

Faithless electors will not count.

This market will be settled once both the projected winner is announced by the Associated Press and the losing candidate concedes. If the losing candidate does not concede, or if there is any uncertainty around the result (for instance, caused by recounts and/or potential legal challenges), then the market will be settled on the winner decided by Congress, on the date on which the Electoral College votes are counted in a joint session of Congress.

This market will be void if an election does not take place in 2028. If more than one election takes place in 2028, then this market will apply to the first election that is held.

If there is any material change to the established role or any ambiguity as to who occupies the position, then betr may determine, using its reasonable discretion, how to settle the market based on all the information available to it at the relevant time.

betr reserves the right to wait for further official announcements before the market is settled.

Additional candidates may be added to this market on request. If any candidate withdraws for any reason, including death, all bets on the market will stand.

20. Rugby League

- 20.1. Payouts are based on the official declared result, including the end of any additional extra time. If the result of a match is a Draw after extra time, Dead Heat rules apply for Head to Head markets. Conditions do apply to some specific markets, namely with a Draw as any option. If the result of a match after extra time is a draw, all margin bets will be deemed unsuccessful bets as neither team has won the match.
- 20.2. When a match is abandoned or postponed, and played within 3 days of the original scheduled date, all bets stand. Once the 3 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any multi bet will be recalculated to exclude that leg.
- 20.3. In Handicap and Totals betting where the line or total is a flat (whole) number, if the result lands on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 20.4. For First and Last Scoring Plays and First and Last Points markets, if the match remains scoreless, then single wagers will be void and stakes refunded whilst affected multiples will be recalculated excluding that leg. The exception will be any market where no score is one of the betting options, where no score will be paid out as the winning option and all other options will be considered to be losing bets. These bets include any extra time.
- 20.5. For Time of First Try betting, payouts are based on the official clock. Specifically the 8th minute ends at 08:00 (8 minutes and zero seconds) and the 9th minute begins at 08:01 (8 minutes and 1 second).
- 20.6. For First to Score a Try involving between 2 and 5 players, all players must be in the starting 13 for bets to stand. If any listed player does not play or starts the match on the bench, all single wagers will be void and stakes refunded whilst affected multiples will be recalculated excluding that leg. These bets include any extra time.
- 20.7. For First Try Scorer, Last Try Scorer to score a try and First Team Try Scorer markets, all

bets stand regardless of any non-starters and for any players not in the game day 19, the stakes will be refunded for single bets, whilst multiples will be recalculated excluding that leg. These bets include any extra time.

- 20.8. The First Try Scorer & Margin Double market will be settled as Any Other Result in the case of a match that is a draw at the end of normal time or an unlisted player scoring the first try.
- 20.9. Second Half wagers relate solely to the score in the second half and include any extra time played (Scores start from 0-0 at half time).
- 20.10. Salami betting refers to the total number of points scored across all games set down for a day's or round's play. All games set down for the day's or round's play must run to full completion, or single wagers are void and stakes refunded. Multiple bets will be recalculated excluding that leg. The exception will be, that if the total points nominated for the day's or round's play are exceeded without all games being played to full completion, then all wagers will stand.
- 20.11. First/Both Team to 10, 20, 30 & 40 Points all include extra time if required.
- 20.12. First Try Scorer & Match Winner includes extra time if required; the event will be settled as Any Other Result should the first try scorer be unlisted and/or if the match remains a draw after extra time.
- 20.13. Six Point Splits excludes extra time.
- 20.14. The Half Dozen excludes extra time; Under 6.5 Points scored includes a draw.
- 20.15. Total Match Points Bands includes extra time if required.
- 20.16. Total Match Tries Over / Under includes extra time if required.
- 20.17. Individual Team Totals include extra time if required.
- 20.18. Exact 80 Minute Margin excludes extra time.
- 20.19. Exact Game Total Includes extra time if required.
- 20.20. Jersey of First Try Scorer includes extra time if required.
- 20.21. Man of Match/Player of the Match for NRL & NRLW and State of Origin Matches are awarded by the TV station covering the Event. NRL matches are covered by both Channel Nine and Foxtel. Internationals and World Cup events are as awarded by the governing body.
- 20.22. First Points & Win Match includes extra time if required.
- 20.23. Individual Team Completion Rates include extra time and is expressed as a percentage, pays as per www.nrl.com.au.
- 20.24. Most Tries match ups between 2 or more players include extra time if required, both players must start the game for bets to stand.
- 20.25. Any bet on a player is refunded if they are not in the squad of 19.
- 20.26. Individual Player Totals include extra time if required. Player must attempt at least one penalty or a conversion kick for bets to stand.
- 20.27. Highest Scoring Half includes extra time if required.
- 20.28. Team leading after the 20th minute pays on team leading at a commencement of 20th minute, bets void if scores are level.
- 20.29. Team leading after the 60th minute pays on team leading at a commencement of 60thminute, bets void if scores are level.
- 20.30. First Try Converted in First Half. Bets are void should a Try not be scored.
- 20.31. First Try Converted in Second Half. Bets are void should a Try not be scored.

- 20.32. Total Match Try Bands include extra time if required.
- 20.33. Total Match Goals Bands include extra time if required. Field Goals do not count.
- 20.34. Team Leading After Ten Minutes bets are void should scores be level.
- 20.35. Individual Team Time in Possession markets include extra time, markets are expressed as a percentage and include extra time if required. Bets are paid as per www.nrl.com.au.
- 20.36. Either Team Wins By Under 12.5 includes extra time.
- 20.37. Either Wins By Over 12.5 Points includes extra time.
- 20.38. Alternate Total Match Points Includes extra time if required.
- 20.39. Individual Team Total Tries Over / Under markets include extra time if required.
- 20.40. Individual Total Team Points Over / Under markets include extra time if required.
- 20.41. Alternate Total Match Tries Over / Under markets include over time if required.
- 20.42. Individual Total Team Points Over / Under markets include extra time if required.
- 20.43. Alternate 2nd Half Tries markets include overtime if required.
- 20.44. Individual Player Total Match Points Over/Under markets include extra time if required. Named player must attempt 1+ try conversion or penalty goal for bets to stand.
- 20.45. All bets stand regardless of venue change.
- 20.46. Any bets placed on the 'Most Losses' market, are paid on the team which loses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses the position will be determined by worst "For and Against" as published by the governing body.

21. Rugby Union

- 21.1. Payouts are based on the official declared result, including the end of any additional extra time (excluding Rugby 7s). If the result of a match is a Draw after extra time, Dead Heat rules apply for Head to Head markets. Conditions do apply to some specific markets, namely with a Draw as any option. HT/FT Doubles and all Margin Bet types are resulted at the end of normal time, excluding any extra time played. A price for the Draw will always be included in Margin Betting.
- 21.2. When a match is abandoned or postponed, and played within 3 calendar days of the original scheduled date, all bets stand. Once the 3 calendar days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any Multi Bet will be recalculated to exclude that leg.
- 21.3. Any bets placed on the 'Most Losses' market, are paid on the team which loses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses the position will be determined by worst "For and Against" as published by the governing body.
- 21.4. For Time of First/Last Try Markets, payouts are based on the official clock.
- 21.5. Any bet on a player is refunded if they are not in the squad of 22.
- 21.6. All bets stand regardless of venue change.
- 21.7. For Six Nations betting, the grand slam refers to a victory against all other teams in the competition. The Triple Crown refers to one of England, Scotland, Ireland or Wales

defeating the three other teams in the market. Draws are not considered victories.

- 21.8. Rugby 7s match winner bets are resulted at the end of normal time. In the event of a draw at the end of normal time, all match winner bets will be refunded.
- 21.9. Stat based markets will be resulted using the official Super Rugby website. These include Metres Gained, Tackle Attempts, Offloads, Try Assists, Line Breaks. To avoid any confusion bettr's Tackle Attempts markets are the 'Tackle Attempts' listed on the Super Rugby website team and player stats page. If a player is not selected in the Starting XV then all bets on that specific player will be void. Bets will still stand if the listed player changes position post team announcement. These wagers include an extra time. Markets that are Most Tackles/Metres Gained/Line Breaks/Offloads for the match will be the players listed only in the market.

22. Snooker

- 22.1. For bets to stand both players must start the match and the match must run to completion.

23. Soccer

- 23.1. All bets are paid on the result at the end of normal time. This includes any injury time added by the referee.
- 23.2. Extra time and penalty shootouts do not count in determining the final result of any match where a Draw price is quoted.
- 23.3. For some matches, a 'To Qualify/Progress or Tournament Winner' market may be available. For these markets, no Draw price is quoted therefore the result is paid at the conclusion of the match whether that be in normal time, extra time or after a shootout.
- 23.4. To avoid any doubt, all exotic markets unless specified are always paid at the conclusion of normal time (including injury time). Examples of exotic markets include, amongst others, the following bet types:
- Total goals;
 - Under/over goals;
 - Time of first goal;
 - Number of goals scored in a half or other specified time period;
 - Total corners;
 - Most corners by one team;
 - Number of corners in a half or other specified time period;
 - First corner;
 - Last corner;
 - Total number of cards;
 - First card;
 - Last card;
 - Number of cards in a half or other specified time period;
 - Number of cards conceded by a particular player or team.
- 23.5. An exception to section 21.4 above may occur any time where the total has been exceeded prior to the end of normal time the wager shall be considered complete. This includes matches that are abandoned prior to the end of normal time.
- 23.6. When a match is abandoned or postponed, and played within 2 days of the original scheduled date, all bets stand. Once the 2 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any Multi Bet will be recalculated to exclude that leg.

- 23.7. For all "First Goal Scorer" markets, "To Score A Goal" markets, etc. - if no goals are scored all bets are deemed losers.
- 23.8. For First Goalscorer markets, wagers on players not on field before the first goal is scored will be void. For Anytime Goalscorer and Will/Will Not Score markets, all wagers on players who do not enter the field at any stage will be void. For Last Goalscorer, all wagers on players who do not take part in the match will be void.
- 23.9. When betting on First Goalscorer, own goals (goals accidentally scored by the opposition for the other team) do not count unless otherwise specified. The wager will be determined on the first goal that is not an own goal. Postponed or Abandoned Matches.
- 23.10. With the exception of situations in paragraphs 21.11, 21.12 and 21.13 below, an unplayed, postponed or abandoned match that is played on a different day to that originally scheduled will be made void for settling purposes. The only exception to this will be if the game is subsequently played within two days (local time) of the originally scheduled kick off time. For example, if the game was postponed at 20:00 on Tuesday bets will stand provided the match starts prior to midnight on Thursday (local time). If void matches reduce an accumulator, the bet will be settled on the remaining selections. Under no circumstances will the judgement of any 'Pools Panel' be accepted as a result.
- 23.11. Should a match be abandoned prior to the completion of 90 minutes of play, all markets will be void, unless a winning market has already been established prior to the abandonment e.g. first goal scorer, time of first goal, half time result etc.
- 23.12. If a match is suspended or abandoned after the start and the remaining minutes are played at a later time on the same day or at a later time on either of the following two days (local time), settlement will be based on the score at full time, once the remaining minutes have been completed, otherwise bets will be void.
- 23.13. A match that is moved to accommodate TV schedules will not be treated as a postponed match for the purposes of this rule and all bets will stand.
- 23.14. Bets on 'Booking Points' are settled as follows: Yellow card = 10 points; Red card = 25 Points. If a scenario arises with a second yellow card and then a send-off (red card) this will equate to 35 points. Normal time only.
- 23.15. Total Cards or over/under cards betting . Only cards issued to players count. Cards issued to coaching staff do not apply.

24. Stat Wars

- 24.1. Stat Wars allows you to make a selection on various head-to-head player props between two nominated players. Once you have made your selections, they will be combined in a multi-bet.
- 24.2. The player props offered may include:
- For AFL: Most Goals, Most Handballs, Most Kicks, Most Marks, Most Tackles, Most Score Involvements, Most Metres Gained, Most Clangers, Most One Percenters, Most Frees For and Most Frees Against.
 - For NBA/NBL: Most Points, Most Rebounds, Highest Field Goal Percentage, Most Point Field Goals Made, Most Assists, Most Steals, Most Turnovers, Most Blocks, Least Fouls, Least Turnovers.

The final markets offered will be at bettr's sole discretion and may vary from match to match.

- 24.3. Stat Wars is a three-way market, involving a selection of either Player A, Player B, or a Draw. In the event of a Draw, only the customers who have selected the Draw contingency will be declared the winner. If the result ends in a Draw and you have selected either Player A or Player B, the Dead-Heat Rule will not apply.
- 24.4. Stat Wars is not available for single bets. You must make a minimum selection of three legs, which will then be combined to make a multi-bet.
- 24.5. NBA/NBL: Both nominated players must start the match. If either Player A or Player B does not start (including where either player enters the game from the reserves bench) all bets will be declared void.
AFL: Both nominated players must be in the final 22. Any either Player A or Player B are declared the 'sub' bets will be made void.
- 24.6. All Stat Wars bets require the relevant match to run to its full completion. If, for any reason, the match ends prematurely, all Stat Wars bets will be declared void.
- 24.7. If a match is delayed and does not commence within 48 hours of its expected start time, all Stat Wars bets on that event will be declared void.
- 24.8. All Stat Wars bets will stand in the event of a venue change.
- 24.9. All Stat Wars bets will be resulted in accordance with the official statistics sourced from www.AFL.com.au, www.NBA.com and www.NBL.com.au.

25. Surfing

- 25.1. All bets stand regardless of the length of any delay or change of venue.
- 25.2. All outright markets are based on an 'All-In' basis. No refunds will be given for non-starters.
- 25.3. For tournament match up betting, dead heat rules apply for surfers knocked out in the same round of the tournament. As an example, and for the avoidance of doubt, if both competitors are eliminated at the semi-final stage the result will be deemed a dead heat and the wager will be paid out at half the face value of the ticket.
- 25.4. For Heat Betting, all surfers in that heat must enter the water for bets to stand.

26. Swimming

- 26.1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.
- 26.2. All bets will be paid on the official result as per the podium presentation. However, if a protest occurs and the official results change inside of 24 hours, then the event will be re-settled. No doping cases will be considered and as such, the result available 24 hours after the event will be deemed binding regardless of further protests or changes to the official result.
- 26.3. A participant that is disqualified due to an infringement (e.g. False Start) will be deemed to have taken part in the event.

27. Table Tennis

- 27.1. A match will be deemed to have begun once the first serve has been struck.
- 27.2. Abandoned/Cancellations/Change of Venues: In the event of a match not taking place, or taking place at a different venue, bets on that match will be void.

- 27.3. Walkovers: If a player is given a walkover, bets on match are void.
- 27.4. Delayed/Postponed Matches: In the event of a match being cancelled or not taking place within 48 hours of a scheduled start time or if a player is given a walkover, bets on this match are deemed void. Affected Multi Bets will be recalculated excluding that match.
- 27.5. Player Changes: In the event any of the named players in a match change before the match starts all bets on that match will be void.
- 27.6. In the event of a match starting but not being completed (including as a result of disqualification or retirement) all markets will be void unless result of the market has already been unequivocally decided.
- 27.7. Official Results: All results will be settled in accordance with the official result from the official website for each tournament or the tournaments' or competitions' governing body.
- 27.8. Non-runners: Stakes will be refunded on players or teams withdrawn prior to the start of an event.

28. Tennis

- 28.1. Matches must run to completion for bets to stand. The only exception being for Totals Bets, if the total has already been exceeded the wager shall be considered complete.
- 28.2. All bets on the 'Set Betting' market are void if the match does not run to completion.
- 28.3. 1st Set Score and 1st Set Winner bets are finalised upon completion of the first set regardless if the remainder of the match runs to completion.
- 28.4. Any bets on the Tournament Winner are placed on an 'All-In' basis. No refunds will be given for non-starters. If a retirement occurs before the completion of the 2nd set in a best of 3 set match, or before the completion of the 4th set in a best of 5 set match,

bets on the 'Number of Sets' market are void. If a retirement occurs after the completion of the 2nd set in a best of 3 set match, the 'Number of Sets' market will be resulted as a 3 set match. If a retirement occurs after the completion of the 4th set in a best of 5 set match, the 'Number of Sets' market will be resulted as a 5 set match.

29. UFC / MMA

- 29.1. Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void and stakes returned. Unless a draw is an option in an individual market, this includes a fight which ends in a 'majority draw.' Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result.)
- 29.2. Should a contest be postponed, bets will stand for 48 hours, inclusive of the original date for the contest.
- 29.3. Method of Victory/How fight will End: For the purposes of this market a KO includes the following:
- Referee stoppage while fighter is standing;
 - Referee stoppage while fighter is on the canvas
 - Stoppage by doctor

- Stoppage by corner
 - Fighter retires due to injury
- 29.4. Submission: For the purposes of this market a submission includes the following:
- Referee stoppage due to tap out
 - Referee stoppage due to technical submission
 - Fighter verbal submission (includes verbal submission due to strikes)
- 29.5. In the event of a draw, disqualification or no contest the market will be void. Unless a draw is an option in an individual market.
- 29.6. Round Betting/What Round Will Fight End:
- If a fighter withdraws in the period between rounds the fight is deemed to have ended in the previous round for the purpose of “Round Betting” settlement;
 - Should the scheduled number of rounds be changed before the fight all “Round Betting” bets will be made void;
 - Bets are deemed losers in both markets if the fight ends in a judge’s decision.
- 29.7. Total Rounds: For the purposes of settlement where a half round is stated then 2 minutes 30 seconds of the respective round will define the 'half' to determine under or over.
- 29.8. Fight of the Night/Performance of the Night: Dead Heat rules will apply if three or more of the named fighters are awarded Performance of the Night or if two or more of the named fights are awarded Fight of the Night.
- 29.9. Quickest Fight of the Night: This market is settled on the official times from www.ufc.com and the winner is settled as whichever fight finishes in the least amount of time. Dead Heat rules apply if two fights finish after the same amount of time.
- 29.10. Most Significant Strikes: Most significant strikes refer to all strikes at distance and power strikes in the clinch and on the ground. Results for the Most Significant strikes is determined and officially calculated by www.fightmetric.com. In the event of a draw all bets will be void and stakes returned.
- 29.11. Most Takedowns: The Most Takedowns is determined by the fighter with most number of takedowns per fight. Results for the Most Takedowns is officially calculated by www.fightmetric.com.
- 29.12. Most Takedowns: The Most Takedowns is determined by the fighter with most number of takedowns per fight. Results for the Most Takedowns is officially calculated by www.fightmetric.com.
- 29.13. Points Handicap: Any fighter who wins before the fight goes its scheduled distance is declared the winner. If the fight goes to a decision, then the cumulative scored of all three judges will be used to determine the winner. If the fight is a no contest, the market will be void.
- 29.14. Round & Method Combo: The winning selection will be determined based on what Round the Fight ends and the Method of Victory. Bets will be deemed losers if the fight ends in a decision.

30. Volleyball

- 30.1. All bets paid on the official result as per the governing body.

- 30.2. Match must run to completion for bets to stand.
- 30.3. Any points tallied during the so called 'Golden Set' (aka 6th Set) will not count for settlement of that particular match.

31. Yacht Racing

- 31.1. Outright markets (including Handicap Betting) are conducted on an "All-In" basis.
- 31.2. All bets are settled as per podium placing. Post-podium, bettr does not recognise overturned decisions for betting purposes.