

SPORTS BETTING RULES

In these terms and conditions:

- "AEDT" means Australia Eastern Daylight Time.
- "AEST" means Australia Eastern Standard Time.
- "Official Result" shall be the result as determined by the official governing body for the sport.

1. GENERAL SPORTS RULES

1.1

General sports rules cover all sports and Novelty, but are superseded by any rules specific to individual sports or Novelty.

1.2 Abandoned matches.

If a match is abandoned before full time has been played, bets on the match outcome will be void unless an official result is declared. Bets on all markets which have been unconditionally determined will stand, for example in Soccer, First Goal Scorer bets will stand if a goal has been scored. Full time is determined by the rules of the specific sport.

1.3 Cup/Trophy competitions.

Unless we advertise other terms, we will settle outright betting on the player or team that lifts the trophy.

1.4 Knock out competitions.

Tournament betting will be settled on the player or team that wins the trophy. We will settle bets in knockout competitions, on the competitor who qualifies for the next round. This applies as long as the match has started and is not drawn and replayed. If the match is drawn and replayed, bets will stand on the replayed match.

1.5 Non-Runners.

Sports bets are accepted 'All in compete or not' and if a player or team is withdrawn before they have taken part in the event (in any way), your bet is a loser. If the event is advertised 'Non runner no bet', stakes will be refunded on a player or team withdrawn prior to the start of an event.

1.6 Outright/Tournament & Handicap Betting.

When odds for both Outright/tournament and handicap betting are advertised, the bet will be settled on the Outright/tournament result unless the handicap price is specifically selected at the time the bet was placed. Where only handicap betting is available the bet will be settled as a handicap bet whether selected or not.

1.7 Player/team withdrawn after the official start.

If a player or team has taken any part in the sporting event once it has officially started and then fails to compete for any reason whatsoever, your bet will be a losing bet.

1.8 Related bets.

Multiplied odds do not normally apply for the same selection to win more than one event and the only bets available at the current odds are singles. We may have special prices available that apply to selected doubles, trebles, multis and so on.

Please ask us for the special prices available.

1.8.1

If we accept in error a bet made up of doubles, trebles etc. at the individual event prices, we will settle your bet at the special price available at the time you placed it. If a special price was not available, we will divide your stake equally as singles at the individual event prices available at the time you placed the bet.

1.8.2

If you take a special double price for the same selection in two events and the selection does not take part in one of them, your bet will be settled as follows:

1.8.2.1

If you have placed your bet before the 'day of event' for both events, our normal Ante Post rules apply. This means that if your selection does not take part in one of the events we will settle your bet as a loser. This applies even if your selection has been successful in the other event.

1.8.2.2

If you have placed your bet on the 'day of the event' for one of the events and your 'day of event' selection does not take part, this will be treated as a non-runner and the bet will become a single for the remaining Ante Post event. We will then settle your bet based on the price and place terms available at the time you placed your bet (normal Ante Post bets apply).

1.8.3

When we offer prices on different selections in the same event, these cannot be combined in accumulative bets where the outcome is related. The only exception to this is where special prices are made available, e.g. a Scorecast on a soccer match. If such a bet is accepted in error, we will settle the bet by dividing the stake unit equally where the related outcomes clash.

1.9 Results.

In the case of soccer and other sports, bets are settled on the first result published by the official source/governing body or alternatively the official website of the relevant event, immediately after the match/event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

If the result is not immediately available from the official source/governing body or the official website of the relevant event, or there is significant evidence that the official source/governing body or official website is incorrect, we will use independent sources to decide settlement. In the absence of any consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

Please refer to specific rules for individual events.

1.10 Season Handicap Betting.

Season Handicap bets are settled by adding (or subtracting) the handicap start value to the final points total of all selections in the market at the end of the season. In the event of a tie, dead heat rules apply.

1.11 Venue changes.

If your team is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

1.12 Postpone/Re-arranged Matches/Events.

A postponed match/event is void unless it is rescheduled to commence within 48 hours of the original start time. In such circumstances, where void matches/events are included in an accumulator the bet will be settled on the remaining selections. Individual sports/events rules may override this rule if applicable.

1.13 Season Match Betting.

Season match bets are settled on which of two selections will place highest in the league at the end of the season. If teams finish level on points then the tie breaker used by the league (eg. goal difference or head-to-head records) will decide the winner.

1.14 Top League/Tournament Scorer.

Bets placed on a player to be the top scorer in a given league are based on regular season games only. Any scores in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, bets will stand. Bets placed on a player to be the top scorer in a given tournament will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same score, then dead heat rules apply. Bets stand irrespective of whether a player transfers to another team(s) within the same league.

2. AMERICAN FOOTBALL

2.1

Bets will be settled on the official result. If a game ends in a tie after overtime has been played dead heat rule applies to all money line wagers. Overtime counts except for bets on Double Result.

2.2

At least 55 minutes of play must be completed from the start of the first quarter for bets to have action (to be valid), unless otherwise stated.

2.3

If a match is postponed and rescheduled to take place within 12 hours of the original start time, your bet on that match will stand unless cancelled by mutual consent. If the match does not take place within 12 hours your bet will be void. In the event of Venue changes, the event will be void irrespective of the 12 hour rule. Bets will remain valid if they have been determined at the time of abandonment or postponement. However, bets struck in-play, on an abandoned match, will be void unless the result has already been determined.

2.4 Change of Venue.

The following rules apply:

1. If a team is designated to play at home and the game is moved to a venue outside of the state, where they reside, then bets will be made void;
2. If the venue is changed from an indoor stadium to an outdoor stadium, or vice versa, all bets are void.

2.5 Governing Bodies

All results will be as per the following official governing bodies:

- the official game book provided at www.nfl.com,
- at www.ncaa.org
- at www.cfl.ca

2.6 Money Line (Match Betting)

In this market both teams are priced match with no handicaps applied. When betting on the money line (match bet) your team must win the game, on the field regardless of any subsequent review. For settlement purposes, overtime counts. If 55 minutes of play do not take place at the time the match is completed, all bets on that match will be void, unless an official result is 'called by the American Football governing body.

2.7 Point Spread (Handicap Betting)

The following rules apply:

1. At the completion of the match, the relevant handicap is added to or subtracted from the selected team's score, to confirm the point spread result;
2. If there is a tie on the handicap, all bets on this market will be made void. For settlement purposes overtime will count.

2.8 Total Points.

Total points are settled on the combination of both team's scores, inclusive of any overtime played. In the event of the total score being equal to the Total Points market a "Push" rule applies. Overtime does not count for Half or Quarter specific Total Points markets.

2.9 Quarter/Half Betting

The following rules apply:

1. For bets on a specific period the period must be played in its entirety for bets to stand. Otherwise, all bets are void.
2. Overtime will not count for any of these markets.

2.10 Highest Scoring Quarter

For the purposes of highest scoring quarter betting, overtime does not count as part of the fourth quarter.

2.11 Touchdown Scorers

The following rules apply:

1. All players in uniform for the match are considered "runners";
2. If the match is abandoned having started then all bets will be void. Unless result is already determined.

2.12 Position to Score a Touchdown

Market will be settled according to the position the player is officially occupying in the team, irrespective of whether he is temporarily playing out of position

2.13 Double Result

Predict the result at half time and at the end of the 4th Quarter. Overtime will not count for the settlement of this market.

2.14 1st Team / Last Team to Score and 1st Team Touchdown Scorer

In the event of an abandoned game bets stand on scores that have taken place already, overtime counts for these markets. Bets are void on players that are not listed as active by the relevant American Football governing body.

2.15 1st Offensive Play

In the event of an accepted penalty on the 1st offensive play, bets stand for the next offensive play that takes place without an accepted penalty.

2.16 1st Offensive Play Yard Line

The result is determined by where the first offensive play from scrimmage takes place. In the event of the kick off being returned for a touchdown bets stand for the following kick off. In the event of a turnover the result is determined on where the 1st offensive play takes place from with respect to the receiving team's yard line.

2.17 1st Penalty

This is settled on the 1st penalty called, regardless of a team accepting or declining the penalty. If there are offsetting penalties this market will be settled on the next penalty called.

2.18 Divisional/Conference Winner

1. NFL Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record then ties will be broken using the NFLs official rules. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.
2. NCAA division winners will be settled as the team that represents that division in the conference final game. If there isn't a conference final for a particular conference, then that conference's division winners will be settled on regular season record, and any ties will be broken by the NCAA tie-breaking procedures. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.
3. NCAA conference winners will be settled as the winners of the conference championship game. If there isn't a conference final for a particular conference, then the conference winner will be settled on regular season record, and any ties will be broken by the NCAA tie-breaking procedures.

2.19 Grand Salami

In the event of an abandoned game bets stand on scores that have taken place already, overtime counts for these markets. Bets are void on players that are not listed as active by the relevant American Football governing body.

2.20 Live Betting

Prices quoted are for the whole game inclusive of any overtime played. As the markets are in running we reserve the right to close the market at any time.

2.21 Most Regular Season

Applies to:

- Most Regular Season Passing Yards
- Most Regular Season Rushing Yards
- Most Regular Season Receiving Yards
- Most Regular Season Touchdowns
- Most Regular Season Kicking Points
- Most Regular Season Sacks
- Most Regular Season Tackles
- Most Regular Season Interceptions

Bets will be settled according to the statistics published on NFL.com. Most Regular Season Tackles includes assists.

2.22 Prop Bets

In the event of an abandoned game all stakes are returned, unless a result is already determined through the course of play that has taken place. Player prop markets involving Quarterbacks require that the player(s) in question must be the starter(s) for bets to have action. For all other player prop markets the player(s) in question must be listed as active by nfl.com/cfl.ca, for bets to have action. All proposition bets are singles only. Players listed as inactive are void. For NCAA games players must record a stat as per espn.go.com for bets to have action, if players do not record a stat then bets are void.

2.23 Regular Season Wins

This market will be settled on the number of wins a team has in the regular season according to the official American Football governing body. A tie does not count as half a win.

2.24 Regular Season Yardage Match Bets

Available on passing/receiving/rushing yards. Bets will be settled on the first results published by NFL.com, subsequent amendments will be ignored for settlement purposes. Bets are void if one or both players are not listed as active as per NFL.com in Week 1 of the regular season.

2.25 Season Not Completed

If the regular season is not completed, all bets on the Super Bowl/Grey Cup/College Football Championship and Conference winners will be void.

2.26 Winning Margins

Overtime counts unless a Draw is quoted.

2.27 NFL Draft

1. All bets on NFL Draft markets will be settled on the official draft order listed on NFL.com. For the purposes of over/under markets, undrafted players will be assigned a number one above that of the last draft pick. Irrelevant is the term given to the last player selected in the draft. The term 'specialist' refers to kickers, punters and long snappers only, and does not include kickoff or punt returners.
2. The 'Last Player Left in the Green Room' market will be settled based on the last player drafted, from those who were invited to attend the draft in the Green Room, and is not based on the last person to physically leave the room.

2.28 Wincast

1. To win you must successfully forecast a player to score a touchdown during the game and the result of the game. This will include overtime.
2. Bets stand as long as your selected player is active as per nfl.com. If your selected player is inactive, wincast bets are void.

3. ATHLETICS

3.1 Podium Positions

For all athletics' events we use the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reasons, will be disregarded.

3.2 All In Compete Or Not

All bets on athletics' events assume that everyone listed is a runner and that all bets are all in, compete or not, unless otherwise stated.

3.3 Head-to-Head / Match/Group Betting

Both competitors must start for bets to stand; if either competitor does not start all bets are void

3.4 Medal Tables

Betting on the championship medal table will be settled following the final event and according to the published list. Any subsequent disqualifications or alterations will not be included.

3.5 v The Field Betting

All named athletes must start for bets to count. 'The Field' comprises of all other unnamed runners.

3.6 Head to Head Handicaps

Both competitors must start for bets to have action; if either competitor does not start all respective bets are void. Applicable handicaps are applied to the competitor's results prior to settlement.

4. AUSTRALIAN RULES FOOTBALL

4.1

All bets shall be settled on official AFL results only.

4.2

All Australian Rules bets shall be settled at the end of normal time, unless otherwise stated. Regular season Home and Away matches are settled at 'Normal Time' with no extra time played. In the event of a 'draw' where no draw option is offered we will apply the 'dead heat rule' and all wages will be paid at half face value of the ticket. For any AFL Finals matches or any other Competition which includes extra time, markets will be settled on the completion of extra time, unless the draw is offered in the market.

4.3

Where the draw option is offered, the bet is decided on the result at the end of normal time (i.e. extra time - an extension of normal time is not included.) For Margin betting, the draw option is always offered, although in other betting options where the draw option is not offered, The Dead Heat Rule applies. In Quarter by Quarter markets for the purposes of betting the 'Draw at the end of any Quarter' market is one competitor only. Tribets are settled as any team under in the case of a draw when no extra time is played.

4.5

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

4.6

Where a match is abandoned or postponed, and played within 48 hours of the original scheduled date, all bets stand. Once the 48 hours have expired, all single bets are void and wagers will be refunded while affected MultiBets will be recalculated excluding that event or leg.

4.7

If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

4.8

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

4.9

For match winners and goal kicking options, statistics used by the AFL website (www.afl.com.au) will be the statistics used for payout purposes. For 1st Goal Scorer (Game/1st Quarter only), if the selected player is not in the starting 22 all wages on that selection will be refunded. For bets on first goalscorer of the match, the goal doesn't need to be scored in 1st quarter. For quarter first goal scorer markets, if no goal in that quarter then bets refunded.

4.10

AFL Regular Season (23 Rounds) Head to Head. Winners determined by official AFL ladder standings at end of Regular Season (23 rounds).

4.11

Premiership/Minor Premiership/Make Grand Final is All In Betting. Any Team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Awards/Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.

4.12

Top4 / Top8. For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purpose i.e. All In Any decision made by the AFL regarding penalties is final. Any loss of points after the completion of the Grand Final will be deemed null and void and all bets will stand.

4.13

Miss 4/Miss 8. For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purpose i.e. All In Any decision made by the AFL regarding penalties is final. If at the time a breach is announced, the loss of points means only one eventually can occur (ie Miss the 8 must occur) then all bets on that competitor are void and monies refunded. All decisions made by the AFL regarding penalties are final.

4.14

Most Losses (Wooden Spoon) is paid on the team which has the most losses for the season. In the event of more than one team having the same number of losses, dead-heat rules will apply. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In.

4.15

For Brownlow Medal Bets, Outright bets will be paid on official results as presented on the night of the event. Any changes to the winner or the medal at a later date are ignored for betting purposes All-In betting only. For Groups / Head to Heads / Novelty markets, in the event of a tie between two or more players, then the dead-heat rule applies.

4.16

For Coleman Medal markets, win and place will be paid on the player who kicks the most goals in the AFL regular season and is awarded the Coleman Medal by the AFL. In the event of a tie between two or more players, then the dead-heat rule applies. Any changes to the winner or the medal at a later date are ignored for betting purposes.

4.17

For Norm Smith Medal bets, outright bets will be paid on the official result as presented on the day of the Grand Final. Any changes to the winner or the medal at a later date are ignored for betting purposes. All-In betting only.

4.18

Time of first goal - Pay on the time of the first goal. As per official AFL website. Time of goal is resulted on the running clock, time on is included.

4.19 AFL Fantasy DT

4.19.1 Matchups.

Pays on official AFL.com.au stats. Dead heat rules apply. Both players must be in starting 22 for bets to stand. (Bets will be re-resulted if AFL.com.au stats change).

4.19.2 Total Points Over/Under.

Pays on official AFL.com.au stats. Player must be in starting 22 for bets to stand. (Bets will be re-resulted if AFL.com.au stats change).

4.19.3 Group.

Pays on official AFL.com.au stats. Dead heat rules apply. Bets refunded on players not in the starting 22. (Bets will be re-resulted if AFL.com.au stats change).

4.20 Most Disposals

4.20.1 Group A and B.

Pays on official AFL.com.au stats. Dead heat rules apply. Bets refunded on players not in the starting 22.

4.20.2 Matchups.

Pays on official AFL.com.au stats. Dead heat rules apply. Both players must be in starting 22 for bets to stand.

4.20.3 Over / Under.

Pays on official AFL.com.au stats. Player must be in starting 22 for bets to stand.

4.21 Most Goals.

Pays on most goals for the match. Dead heat rules apply. Bets refunded on players not in the starting 22.

5. BADMINTON

5.1

A match is deemed to have started with the first serve of the match. If the statutory number of games are not completed, all bets placed on the correct game result will be void.

5.2

In the event of a match being awarded to a player before the full number of games have been played, match bets will stand for the official winner.

6. BASEBALL

6.1

All games must start on the scheduled date for bets to stand. If a game has been postponed or cancelled before its due start time then all bets are void.

6.2

All bets stand irrespective of pitchers or pitcher changes. All markets include extra innings.

6.3 Side betting

The following rules apply:

1. if a game is "called" or suspended bets can be settled after at least five innings of play, unless the home team is leading after 4.5 innings of play;
2. if a game is "called" or suspended, the winner is determined by the score after the last full innings. However, if the home team scores to tie, or takes the lead at the bottom half of the innings, then the winner is determined at the time the game is "called";
3. stakes will be refunded if the home team ties the game and it's then suspended;

- all games must start on the scheduled date for bets to have action. If a game has been postponed, or cancelled, before its due start time then all bets will be void. Similarly if a game is carried over to a subsequent day then all bets will be void.

6.4 Total & Runline Betting

When betting on total runs (over/under) or run lines, then the game must go to nine innings (8.5 if the home team is leading) to have action.

6.5 Proposition Bets

8½ innings rule applies unless settlement of bets is already determined. Extra innings count unless specified otherwise.

6.6 First Pitch

You are betting on whether the 1st Pitch in the game is a Strike or a Ball. In the event of the 1st Pitch being neither a "called Strike", or "called Ball" - A foul ball, or any other recorded fair hit (including a Home Run) is considered a Strike for wagering purposes. If a batter is Hit By Pitch, the result for wagering purposes is a Ball.

6.7 Innings Wagering

All bets will be settled on the result after the first 5 innings of a game have been completed. If the 5 full innings are not completed, bets will have no action regardless of the score. Listed pitchers must start for bet to have action.

6.8 Grand Salami

The Baseball Grand Salami will be decided by the total runs scored in all MLB games scheduled for that day. No Listed Pitchers. All scheduled games - 8½ innings rule applies. If any game is cancelled or stopped before the completion of 8½ innings, all wagers on the Grand Salami will be cancelled.

6.9 Individual Innings Betting

Innings betting refers to the specific inning only, the entire inning must be completed for bets to have action.

6.10 Matches not played as listed

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

6.11 MLB Postseason Series Betting

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

6.12 Money Line (Match Betting)

In this market both teams are priced match with no handicaps applied. When betting on the money line (match bet) your team must win the game, on the field regardless of any subsequent review.

6.12.1 NON-MLB Baseball

- Listed pitchers rule does not apply; all bets stand regardless of who pitches for each team.
- 8½ innings rule applies although in the event of a 'Mercy Rule' being called, all bets will stand on the score at the time. Exception: Where games are scheduled for 7 innings when played as part of a doubleheader, 7 innings must be completed (or 6½ innings if the home team is ahead) for bets to stand.

6.13 Outright, pennant and divisional betting

All bets stand regardless of team relocation, team name change, season length or play-off format.

6.14 Pitcher Changes

It is the client's responsibility to ensure they are aware of any relevant pitcher changes.

6.15 Run Line (Handicap Betting)

Homes Teams' runs scored versus Away Teams runs, with Run Line (Handicap) applied after.

6.16 Total Runs

Lines are offered for the combined scores of all scheduled games to be over or under this quote. Push rules apply.

7. BASKETBALL

7.1 US Basketball

7.1.1 The following general rules apply to US Basketball

- if betting on money line, handicap or total points scored, then the winner of the game will be determined at the end of regular time, including any overtime played, unless otherwise stated;
- at least 43 minutes of play (each quarter is 12 minutes) must have been completed for NBA bets to have action, unless otherwise specified;
- at least 35 minutes of play must have been completed for NCAAB bets (they have 2 x 20 mins halves) to have action, unless otherwise specified.

7.1.2 Money Line

The following rules apply:

1. both teams will have prices quoted to win the game, but no handicaps will be applied;
2. over-time will count for settlement purposes, unless a price for a draw is offered.

7.1.3 Point Spread / Handicap

The following rules apply:

1. bet settlement will be adjusted for the handicap line available at the time the bet is struck, for example if the handicaps were Chicago (+7) vs Detroit (-7) and the result was Chicago 76-80 Detroit, then Chicago will win with the handicap;
2. where scores are level, with the handicap taken into account, then a "push" will result, which means the stakes on both teams are refunded unless a draw price has been offered.

7.1.4 Game Totals

For all US basketball games, overtime will be included in the final result to determine bet settlement, unless otherwise specified.

7.1.5 Half/Quarter Betting

The following rules apply:

1. all listed periods must be completed for bets to have action in the relevant markets, for example the quarter with most points;
2. if betting on the 4th quarter (or 2nd half) overtime is not included.

7.1.6 Highest Scoring Half/Quarter

The following rules apply:

1. if both halves have the same amount of points then bets are void;
2. if quarters have the same amount of points then dead heat rules apply;
3. all relevant periods must be completed otherwise bets will be void;
4. extra time is not included.

7.1.7 Team with Highest Scoring Quarter

If both teams are tied and no tie is available then dead heat rules apply.

7.1.8 Double Result

Overtime counts.

7.1.9 3-Way Spreads/Total Points

Where 3-way handicap and Total Points markets are offered overtime will not count for settlement purposes. Bets will be settled in accordance with the result at the end of regular time.

7.1.10 First Player to score/First player to (x) points

Only listed players count. Bets will be refunded on players who don't take the court.

7.1.11 Grand Salami

The 'Grand Salami' will be decided by adding up all the scores by the games scheduled for that particular day. All games must be completed for bets to stand, points scored in overtime are included.

7.1.12 Most Points

Only listed players count. Bets will be refunded on players who don't take the court.

7.1.13 Last Score of the Half / Match

The results of these are based on official stats from NBA.com for last score of the match any overtime played applies for this market.

7.1.14 Conference Winner

Conference Winner markets will be settled on team's performance in the playoffs. Regular season records do not count.

7.1.15 Division Winner

Division Winner markets will be settled on who finishes top of the relevant division after the conclusion of the Regular Season. If 2 or more teams have the same Regular Season win record then ties will be broken using the governing body's official rules to determine an outright winner. All Regular Season games involving teams from that Division must be played for bets to stand unless a result is already known, otherwise bets on the market will be deemed void.

7.1.16 NBA

If an official result is declared then all bets stand.

7.1.17 NCAA

If an official result is declared then all bets stand.

7.1.18 Player Props

1. Player prop markets are inclusive of any overtime played and are settled on official results supplied by NBA.com. Nominated player must play some part of the match for bets to stand, otherwise bets on that individual will be made void.

2. To Record a Double-Double - Player must record 10 or more in TWO of the following 5 statistical categories: Points, Rebounds, Assists, Blocks, Steals.
3. To Record a Triple-Double - Player must record 10 or more in THREE of the following 5 statistical categories: Points, Rebounds, Assists, Blocks, Steals.

7.1.19 Postponed Match

If a match is not played on the scheduled date all bets will be void.

7.1.20 Seasonal Match Bets

Predict which of the two nominated teams will have the better regular season record. Performances in the play-offs do not count. Both teams must play all of their scheduled regular season games for bets to stand

7.1.21 Player Regular Season Specials and Match Bets.

1. A named player must meet the relevant qualifying criteria below for bets to stand, otherwise bets on that player will be made void:
 - Total points/rebounds/assists/steals/blocks/fouls/turnovers/3-point field goals - player must play in at least 41 regular season games
 - Average points/rebounds/assists/steals/blocks/fouls/turnovers per game - player must play in at least 41 regular season games
 - Average field goal percentage - player must play in at least 41 regular season games
 - Average 3-point percentage - player must play in at least 41 regular season games
2. All averages will be rounded to 1 decimal point for settlement purposes.

7.1.22 Player Play-off Specials and Match Bets

A named player must play in at least 1 play-off game, otherwise bets on that player will be made void.

7.1.23 Player-v-Player special bets

Player-v-Player special bets (e.g. to score the most points, to get the most rebounds) are offered without the option of the tie. If the result is a tie then all bets on that market will be resulted under the dead-heat rule.

7.1.24 Player Monthly Specials and Match Bets

Both names players must play some part in at least 1 game within the stated calendar month, otherwise match bets involving those players will be made void, except where bets have been unconditionally determined.

7.1.25 Suspended Matches

In the event of any game being suspended for any reason and resumed within 24 hours of the original tip off, bets will stand and shall be settled on the official result. Should the game not be resumed within 24 hours then the 43 / 35 minute rule shall apply.

7.1.26 WNBA

Regular time is 40 minutes play. At least 35 minutes of play must elapse for WNBA game bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

7.2 European / International Basketball

7.2.1

The following rules apply to the Full time result market:

1. overtime is included for determining the results of European / International basketball markets except where a price for the draw is offered in which case markets will be settled at regular time;
2. at least 35 minutes of play must be completed for Euro / International basketball match results to stand, unless the result of the bet is already determined;
3. If the game is abandoned for any reason before play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

7.2.2

The following rules apply to the Full Time result with Handicap market:

1. you will need to select which team will win the match, by taking into account the handicap;
2. Extra time will be included.

7.2.3 Half Time Handicap

You need to select the team that will be leading on the handicap at half-time.

7.2.4 Over/Under

You need to predict whether the total number of points scored in a match will be over or under the stated number. Overtime will be included unless otherwise stated.

7.2.5 Half-Time Result / Full Time Result (& Draw Price)

The following rules apply:

1. where we offer two way betting on the final result, without a draw price, then bets will be settled on the eventual winner of the match, including any overtime / extra-time played;
2. you need to predict which team will win the first half and which team will win the match, i.e. the full time result

7.2.6 Race to 10, 20 & 50 points

You need to predict which team will get to 10, 20 or 50 points first. If neither team reaches the specified points total then bets are void.

7.2.7 Highest Scoring Quarter / Half

The following rules apply:

1. you need to predict which quarter, or half, will have the highest total points;
2. if both halves have the same amount of points then bets will be void;
3. if quarters have the same amount of points then dead-heat rules will apply All relevant periods must be completed or bets will be void;
4. extra-time is not included.

7.2.8 Player Specials Total Points / Rebounds / Assists / Steal

The following rules apply:

1. for these or similar markets, concerning individual player's match stats, overtime is included;
2. bets will be void if a player takes no part in the match;
3. with match / group bets on players' totals, dead heat rules will apply.

7.2.9 Half / Quarter Betting Prices

The following rules apply:

1. prices are offered on which team will win a specific quarter / half irrespective of the score going into that period;
2. if the score in that period is a tie, then bets on both sides are void except where a price has been offered for a draw;
3. overtime is not included for second half or 4th quarter betting;
4. bets void if specified period is not completed unless result is already determined.

7.2.10 Team with Highest Scoring Quarter

If both teams are tied and no tie is available then dead heat rules apply.

7.2.11

Tournament Winner bets will be settled at the end of the play-offs. Rankings at the end of the regular season do not count.

7.2.12 Player Specials

In European and International basketball - e.g. Euroleague or domestic European leagues - bets are only void if the named player plays absolutely no part in the game. Bets stand as soon as the player takes any part in the game. Unless stated otherwise. Overtime counts for all Player Specials markets.

7.2.13 Postponed Match

If a match is not played on the scheduled date all bets will be void.

7.3 Philippine Basketball.

Regular time is 48 minutes play. Bets will be settled according to the official result. Unless stated otherwise, overtime counts for all markets except Win-Draw-Win Match Betting and those that are quarter or half specific.

7.4 South American Basketball.

Regular time is 40 minutes play. We accept singles on all games. Bets will be settled according to the official result as declared by the basketball governing body. Unless stated otherwise, overtime counts for all markets except Win-Draw-Win Match Betting and those that are quarter or half specific. Any subsequent amendments to the official result will be ignored for settlement purposes. At least 35 minutes of play must elapse for bets to stand. If the game is abandoned for any reason before 35 minutes play is completed, then all bets will be void except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.

7.5 Australian Basketball.

Overtime counts for all markets unless otherwise stated. Should a match be abandoned all markets will be void unless the outcome has been unequivocally decided. In the event of a match being postponed, all bets will be void unless the match commences within 36 hours of the original scheduled starting time.

8. BOWLS

8.1 Outright betting.

All in, complete or not.

8.2 Match Betting.

In the event of a match starting but not being completed the player progressing to the next round will be deemed the winner. In the event of a walkover (e.g. one of the players withdraws before a match) all bets on that match will be void.

8.3 Set Betting.

The full number of sets required to win the match must be completed. If the match is awarded to a player before the full number of sets are completed, set betting will be void.

8.4 Abandoned or Postponed matches.

If a match is abandoned or postponed and rescheduled to take place within 48 hours of the original start time, your bet on that match will stand. If the match does not take place within 48 hours your bet will be void.

9. BOXING

9.1 Fight Result.

All bets will be settled on the result as declared in the ring unless there's a clear and obvious error made by the announcer. This settlement will not be subject to any revisions or amendments after the contestants have left the ring.

9.2 Points Decision (Method Of Victory)

If a fight is decided (by a points decision) before the full number of rounds has been completed then the winner will be considered to have won in the round that the fight was stopped. In this situation bets on the winning fighter, to win on points, will be settled as winners. Bets on the knock-out will be losers though. All bets will be settled on the result as declared in the ring unless there's a clear and obvious error made by the announcer.

9.3 Postponed Fight

If a contest is postponed and rescheduled to take place within 48 hours of the original start time, your bet on that contest will stand unless cancelled by mutual consent. If the contest does not take place within 48 hours your bet will be void

9.4 Drawn Fight

If no Draw price is available then dead-heat rules will apply in the event of a Draw. If a Draw price is available the bets on either fighter to win will be deemed losers.

9.5 Technical Decision (Round Betting)

If a fight is decided by a technical decision before the full number of rounds has been completed then the winner will be considered to have won in the round that the fight was stopped. Bets to win "On Points" will only be deemed winners if the full number of rounds are completed.

9.6 Total Rounds

Bets will be settled on the exact time that the fight is completed. Where a half is stated this is defined by the halfway point of the round. For example, 1 minute 30 seconds into a 3 minute round. For settlement purposes this halfway point will define the half for over/under betting.

9.7 Unconfirmed Bouts

Where we offer prices on fights that have not been announced or had a date set, bets will stand until the fight does take place or can be voided on request once we are reasonably satisfied the fight will not take place.

9.8 Method of Victory

The official method of victory, given in the ring, will be used to settle this market. For clarification, a fight decided in one fighter's favour by the score cards (i.e. win on points) will be a decision or a technical decision and a victory awarded by the referee, following a stoppage, will generally be a KO, TKO or disqualification.

9.9 Change to scheduled number of rounds

All outright bets on the match will stand. However round by round bets will be void.

9.10 Failure to come out for a round

If a boxer fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.

9.11 Contestant Replaced

If one of the contestants is replaced by a substitute, bets on the original bout will be void.

9.12 Fight Outcomes

1. Draw or technical draw
 - Draw is scorecard draw.
 - Technical draw is if the referee stops the fight due to an accidental injury or foul, before the required number of rounds have been completed for the fight to be decided on the judges scorecards (otherwise known as a technical decision).
2. KO or TKO
 - Knockout (KO) is when the boxer does not stand up after a 10 count.
 - Technical knockout (TKO) is the 3 knockdown rule or if the referee steps in to stop the fight.
3. Decision or technical decision
 - Decision is on scorecard points between the 3 judges.
 - Technical decision is when the fight can't continue for any reason other than a KO/TKO or Disqualification (e.g. a clash of heads causing a cut), but the required number of rounds have been fought for the fight to be decided upon the judges scorecards.

- Split Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third judges scores the other fighter as the winner.
- Majority Decision: Where 2 of the 3 judges score the same fighter as the winner, while the third indicates neither fighter won (i.e draw).
- Unanimous Decision: When all 3 judges have the same fighter as the winner.

9.13 Round Betting

Betting on the round in which the fight result will be determined.

If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

9.14 Total Rounds

If a fight is stopped before the full number of rounds have been completed, or if a boxer is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the 'half' to determine under or over.

9.15 Knockdown

A knockdown constitutes either fighter to receive a standing 8 count or KO/TKO.

9.16 Future Fights

The one exception to the 48 hour rule, is fights that have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. These fights will only be voided if either fighter is scheduled to fight another opponent instead. Once a fight has been reclassified, it is then subject to the 48 hour rule as normal.

10. CRICKET

10.1 Match Betting - Who will win the match?

1. All match betting will be settled in accordance with official competition rules.
2. In matches affected by adverse weather, bets will be settled according to the official result. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD).
3. If there is no official result, all bets will be void.
4. In the case of a tie, if the official competition rules do not determine a winner then dead-heat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.
5. In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers.
6. If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.
7. If a match is cancelled then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.

10.2 Match Betting: Double Chance - Will the match result be either of the three options given?

1. A tie will be settled as a dead heat.
2. All match betting will be settled in accordance with official competition rules.
3. If there is no official result, all bets will be void.

10.3 Match Betting: Draw No Bet - Who will win the match given that all bets will be void if the match is a draw?

1. A tie will be settled as a dead heat.
2. All match betting will be settled in accordance with official competition rules.
3. If there is no official result, all bets will be void.

10.4 Tied Match - Will the match be tied?

1. All bets will be settled according to the official result.
2. If the match is abandoned or there is no official result, all bets will be void.
3. For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

10.5 Most Fours - Which team will hit the most fours?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.
4. Fours scored in a super over do not count.

10.6 Most Sixes - Which team will hit the most sixes?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

3. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.
4. Sixes scored in a super over do not count.

10.7 Most Extras - Which team will have the most extras added to their batting score?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.
4. Extras in a super over do not count.

10.8 Most Run Outs Conceded - Which team will concede the most run outs in the match?

1. A run out “conceded” means that a member of that team will be run out while batting.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
3. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. Run Outs in a super over do not count.

10.9 Highest First Over Runs - Which team will score the most runs in the first over of their innings?

1. The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined.
2. In First Class matches the market refers only to each team’s first innings.
3. Extras and penalty runs in the particular over count towards settlement.

10.10 Highest First Group of Overs - Which team will score the most runs after the first specified number overs of their innings?

1. If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.
2. In First Class matches the market refers only to each team’s first innings.

10.11 Highest First Wicket Partnership - Which team will score the most runs before losing their first wicket?

1. If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed.
2. For settlement purposes, a batsman retiring hurt does not count as a wicket.
3. In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined.
4. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
5. In First Class matches the market refers only to each team’s first innings.

MATCH MARKETS

10.12 Match Fours - How many fours will be in hit in the match?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.
4. Fours scored in a super over do not count.

10.13 Match Sixes - How many sixes will be hit in the match?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.
4. Sixes scored in a super over do not count.

10.14 Match Extras - How many extras will be scored in the match?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.
4. Extras in a super over do not count.

10.15 Match Run Outs Conceded - How many run outs will there be in the match?

1. A run out "conceded" means that a member of that team will be run out while batting.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
3. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. Run Outs in a super over do not count.

10.16 Maximum Over in Match - How many runs will be scored in the highest scoring over of the match?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. All runs, including extras, count towards settlement.
4. Super overs do not count.

10.17 Match Top Batsman - Which batsman will score the most runs in the match?

1. The result of this market is determined on the batsman with the highest individual score in the match.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
3. Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. When two or more players score the same number of runs, dead-heat rules will apply.
5. Runs scored in a super over do not count.

10.18 Match Top Bowler - Which bowler will take the most wickets in the match?

1. The result of this market is determined on the bowler with the most wickets in the match.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
3. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. When two or more players take the same number of wickets, dead-heat rules will apply.
5. Wickets taken in a super over don't count.

10.19 Man of the Match - Who will be named man of the match?

1. Will be settled on the officially declared man of the match.
2. Dead-heat rules apply.
3. no man of the match is officially declared then all bets will be void.
4. **10.20 Runs off Delivery - How many runs will be scored off the specified delivery?**
5. The result will be determined by the number of runs added to the team total, off the specified delivery.
6. For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.
7. If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.
8. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

OVER MARKETS**10.21 Runs in Over - How many runs will be scored in the specified over?**

1. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
2. If the over does not commence for any reason, all bets will be void.
3. Extras and penalty runs in the particular over count towards settlement.

10.22 Boundary in Over - Will there be a boundary scored in the specified over?

1. Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.
2. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
3. If the over does not commence for any reason, all bets will be void.
4. Extras and penalty runs in the particular over count towards settlement.

10.23 Wicket in Over - Will a wicket fall in the specified over?

1. For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

2. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
3. If the over does not commence for any reason, all bets will be void.
4. Extras and penalty runs in the particular over count towards settlement.

10.24 Over Odd/Even - Will the number of runs scored in the specified over be odd or even?

1. Zero will be deemed to be an even number.
2. The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
3. If the over does not commence for any reason, all bets will be void.
4. Extras and penalty runs in the particular over count towards settlement.

10.25 Runs in Groups of Overs - How many runs will be scored in the specified number of overs?

If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

10.26 Wickets in Groups of Overs - How many wickets will fall in the specified number of overs?

1. If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.
2. For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

10.27 Runs in Session - How many runs will be scored in the specified session?

1. The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them.
2. If less than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

10.28 Innings Runs - How many runs will the batting team score in the current innings?

1. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

10.29 Innings Wickets - How many wickets will the batting team lose in the current innings?

1. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. Retired hurt does not count as a dismissal.

10.30 Innings Fours - How many fours will the batting team hit in their current innings?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.
4. Fours scored in a super over do not count.

10.31 Innings Sixes - How many sixes will the batting team hit in their current innings?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.
4. Sixes scored in a super over do not count.

10.32 Innings Extras - How many extras will be added to the named team's batting innings?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.
4. Extras in a super over do not count.

10.33 Innings Run Outs - How many run outs will be conceded in the innings?

1. A run out "conceded" means that a member of that team will be run out while batting.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
3. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. Run Outs in a super over do not count.

10.34 Maximum Over in Innings - How many runs will be scored off the highest scoring over of the current innings?

1. In 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 due to external factors, including bad weather, unless settlement of the bet has already been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. All runs, including extras, count towards settlement.
4. Super overs do not count.

10.35 Exact Runs in Innings - How many runs exactly will the team batting in the final innings score?

1. Bets will be settled according to the official result.
2. If the match is abandoned or there is no official result, all bets will be void.

10.36 Top Batsman in Innings - Which batsman will score the most runs for the named team?

1. The result of this market is determined on the batsman with the highest individual score in a team's innings.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
3. Top batsman bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. When two or more players score the same number of runs, in the innings dead-heat rules will apply.
5. Runs scored in a super over do not count.

10.37 Top Bowler in Innings - Which bowler will take the most wickets for the named team?

1. The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
3. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. When two or more players take the same number of wickets, in the innings dead-heat rules will apply.
5. If no bowlers take a wicket in an innings then all bets will be void.
6. Wickets taken in a super over do not count.

10.38 Last Man Standing - Which batsman will be not out upon completion of the innings?

1. If there are two or more batsmen who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batsman to face a delivery (legal or not).
2. Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat.
3. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

10.39 Exact Runs in Innings - How many runs exactly will the team batting in the final innings score?

1. Bets will be settled according to the official result.
2. If the match is abandoned or there is no official result, all bets will be void.

10.40 Batsman Runs - How many runs will the named batsman score?

1. If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
2. If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
3. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings is reduced in any way due to external factors, including bad weather, unless settlement has already been determined.
4. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.
5. Runs scored in a super over do not count.

10.41 Batsman Fours - How many fours will the named batsman hit?

1. If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
2. If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
3. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings is reduced in any way due to external factors, including bad weather, unless settlement has already been determined.

4. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.
5. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.
6. Fours scored in a super over do not count.

10.42 Batsman Sixes - How many sixes will the named batsman hit?

1. If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
2. If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
3. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings is reduced in any way due to external factors, including bad weather, unless settlement has already been determined.
4. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.
5. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.
6. Sixes scored in a super over do not count.

10.43 Batsman Milestones - Will the named batsman reach the specified milestone?

1. If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
2. If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
3. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings is reduced in any way due to external factors, including bad weather, unless settlement has already been determined.
4. drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.
5. Runs scored in a super over do not count.

10.44 Method of Dismissal - How will the named batsman be out?

1. If the specified batsman is not out, all bets will be void.
2. If the specified batsman retires hurt, and does not return to bat later, all bets will be void.
3. If that batsman does return to bat later and is out, bets will stand.
4. Partnership Market.

10.45 Fall of Next Wicket - How many runs will the batting team have scored when the next wicket falls?

1. If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket.
2. In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined.
3. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

10.46 Next Man Out - Which batsman will be the next to be dismissed?

1. If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void.
2. If no more wickets fall, all bets will be void.

PLAYER MARKETS

10.47 Batsman Match Bet - Which batsman in the current partnership will score the most runs in this innings?

1. Bets will settle based on the official scores for the specified batsmen in the innings, as detailed in the "Batsman Runs" section above.
2. In limited overs matches, bets will be void if the innings has been reduced in any way due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

10.48 Method of Next Wicket Dismissal - How will the next batsman be out?

1. The result will be determined by the dismissal method of the next wicket that falls.
2. For settlement purposes, a batsman retiring hurt does not count as a wicket.
3. If the specified wicket does not fall, all bets will be void.

10.49 Batsman Matchbet - Which of the named players will score the most runs?

1. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. Both players must be named in the starting eleven. If either does not then subsequently bat all bets are still settled.
4. Runs scored in a super over do not count.

10.50 Bowler Matchbet - Which of the named players will take the most wickets?

1. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
2. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
3. Both players must be named in the starting eleven. If either does not then subsequently bowl all bets are still settled.
4. Wickets taken in a super over do not count.

10.51 All-Rounder Matchbet - Which of the named players will score the most points in the player performance scoring system?

1. Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
3. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. Both players must be named in the starting eleven. If either player does not then subsequently bat or bowl then all bets are still settled.
5. Points scored in a super over do not count.

10.52 Keeper Matchbet - Which of the named wicket keepers score more points in the player performance scoring system?

1. Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.
2. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
3. drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
4. Both named players must start the match as a wicket keeper but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.
5. Points scored in a super over do not count.

10.53 Free Hit - How many team runs will be scored off the free hit delivery?

1. The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count.
2. Extras and penalty runs will count towards settlement.
3. For example, if a wide is bowled on the free hit delivery specified, the result will be 1. Then another free hit market may be offered.

10.54 Race to 'X' Runs - Which batsman will reach the specified number of runs first?

1. All bets stand, regardless of any curtailment.
2. If neither batsman reaches the specified number of runs the markets will be settled as 'Neither'.

10.55 Next to Hit Six - Which batsman will hit the next six?

1. All bets stand, regardless of any curtailment.
2. If neither batsman scores a six after the bet is offered, then the market will be settled as 'Neither'.
3. Overthrows and extras do not count.

10.56 Next to Take a Wicket - Which bowler will take the next wicket in this innings?

1. All bets stand, regardless of any curtailment.
2. If none of the named bowlers take a wicket the market will be settled as 'None of the above'.
3. For settlement purposes, a batsman retiring hurt does not count as a wicket.
4. Run outs, timed out, retired out and any other method of dismissal not awarded to a particular bowler will be settled as 'None of the above'.

10.57 Winning Over - In which over of the named team's innings will the match be completed?

1. All bets will be void if there is no official result.
2. In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

10.58 Series Betting

Outright bets on a series will stand so long as at least one match has been completed; if there is a reduction in the number of matches in a series, either during or prior to its commencement, then bets on series result, top run-scorer and other markets not directly involving the series score will stand; if there is no further action after a bet has been placed, for example the series is abandoned, then all bets will be void; bets on the correct score for a series will be void if the number of scheduled games are not played.

10.59 Top Batsman in a Series

Top series batsman bets will stand regardless of whether a player bats or not, unless otherwise stated; at least one test match must be completed for bets to stand; every effort will be made to quote prices for all players, but other batsmen will count as winners if they score the most runs.

10.60 Top Bowler in a Series

Top series bowler bets will stand regardless of whether a player bowls or not, unless otherwise stated; at least one test match must be completed for bets to stand; every effort will be made to quote prices for all players, but other bowlers will count as winners if they take the most wickets.

10.61 Batsman Match Bets in a Series

Over a series or tournament, if there is no further action after a bet has been placed, for example one batsman withdraws due to an injury, then bets will be void; one match must be completed otherwise bets are void; tournament totals apply for settlement purposes.

10.62 Bowler Match Bets in a Series

Over a series or tournament, if there is no further action after a bet has been placed, for example one bowler withdraws due to an injury, then bets will be void; one match must be completed otherwise bets are void; tournament totals apply for settlement purposes.

10.63 Innings of Winnings

Bets will be void if the selected Batsman is not named in the final XI to play, If a match is abandoned due to weather before a ball has been bowled then all bets will be void. If a match is abandoned for any reason other than weather then bets will be void.

10.64 Player performance

1. These markets use a points based scoring system. The point schedule is as follows for all forms of cricket: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. Stakes refunded on non-selected players.
2. In one-day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined.
3. In Test and First Class matches, the whole match counts. In drawn games, a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined.
4. In T20 matches all bets shall be void should there be any reduction to either sides innings before or after the commencement of play unless settlement of bets is already determined.

10.65 Test Matches and County Championship Matches

1. If a match is abandoned due to weather before a ball has been bowled then all bets will be void.
2. If a match is abandoned for any reason other than weather then bets on the outright result will be void.
3. If a match where we didn't offer a price for the draw ends in a draw then bets on the match result will be void.
4. If a match ends in a tie, the draw would be deemed a loser and dead heat rules will apply to bets on the other selections for the outright result.

10.66 Sheffield Shield Matches

If a match ends in a draw then bets will be settled on the team that has the most points awarded to them in the match. Should the number of points awarded to each team be equal, bets will be void.

11. CYCLING

11.1 Podium positions count

Official results (provided by the UCI) of all outright or individual stage bets will be settled as per the prize or podium presentation. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

11.2 Race & Stage Winner

All outright winner or stage winner bets on an individual rider will be void if that rider fails to start the competition or stage. However bets will stand if the rider withdraws once the competition or stage has started.

11.2.1 King of the Mountains, Green Jersey, Young Rider & other categories.

Bets on these competitions will be settled as per the official final result on the last day of the tour. Subsequent alterations to results, for example after an appeal, relegation or disqualification will not count.

11.3 Match betting - Stage and General Classification

At least one of the riders or teams must complete the stage or race for match bets to stand. Furthermore, all of the riders or teams must start the stage or race for bets to stand. If all riders fail to finish the race or stage, then bets are void.

12. DARTS

12.1 Match Betting.

In match bets, the player progressing to the next round will be considered the winner, so long as one of the players has thrown a dart at the start of the first leg. However, if the dart is not thrown, all bets will be void.

In matches where a draw is possible, in the event of a draw, bets on players to win will be treated as losing selections.

12.2 Correct scores.

When betting on the correct score for a leg or set of darts then the required number of legs or sets to win the match, must be completed, otherwise bets will be void.

12.3 Next leg betting.

The player who wins the next specified leg will be deemed the winner. If the leg does not take place then all bets on markets for that leg will be void.

12.4 Next set betting.

The player who wins the next specified set will be deemed the winner. If the set does not take place then all bets on markets for that set will be void.

12.5 Handicap betting.

If a match is not completed then all bets will be void.

12.6 Winning double.

The bull counts as red when betting on colour. The specified leg/match must be completed for bets to stand.

12.7 Highest Checkout. (for the set, match)

If there is no tie price offered then dead-heat rules will apply, unless otherwise stated. Bets will be void if the match is not completed,

12.8 Highest Checkout for the Tournament

Dead heat rules apply if two or more players have the same highest checkout. Bets will be void if the tournament is not completed.

12.9 Total/Most 180s for the match

If there is no tie price offered then dead-heat rules will apply. Bets will be void if the match is not completed, unless settlement of bets is already determined.

12.10 Total/Most 180's for the tournament

Dead heat rules apply if two or more players have thrown an equal number of 180's. Bet will be void if the tournament is not completed.

12.11 King of the Oche

This market applies to the same player winning the match, scoring the most 180's and achieving the highest checkout in the same match. If any of these markets finish in a tie then all bets will be settled as losers.

12.12 League Competition

Should a player withdraw from a league competition before its conclusion, for example the Premier League, then bets on that player will be void unless settlement has already been determined and any "finish bottom" market will be voided.

12.13 Tournament Betting

Predicting which player will win a tournament. If a player has started the tournament and subsequently withdraws all bets will be deemed losers.

12.14 Popular markets

All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined:

- Handicap Markets - Predict the winner once the handicap spread has been applied to the actual scores. In the event of the statutory number of legs/sets not being completed, changed, or differing from those offered for betting purposes, then all bets will be void.
- Leg/Set Betting - Predict the correct leg/set score.
- Total Legs/Sets - Predict whether the total number of legs/sets in a match will be over or under a specified figure.
- Total Legs Odd/Even - Predict whether the total number of legs in the match will be an odd or even number.

12.15 Next Leg/Set Betting

All markets below will be void if the next leg/set is not completed:

- Next Leg/Set Winner - Predict which player will win the next leg/set. If the leg/set does not take place all bets will be void, except in the event of the award of a leg/set for any reason in which case bets will stand.
- Next Leg Checkout Score - Predict whether the winning checkout will be over or under a specified figure.
- Next Leg Double - Predict the winning double of the next leg.
- Next Leg Winning Double Colour - Predict the colour of the winning double in the next leg. The Bull counts as red.
- Next Leg 180 - Predict whether or not a 180 will be scored in the next leg.
- Player Next leg 180 - Predict whether or not the specified player will score a 180 in the next leg.

12.16 Specials

All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined:

- Number of 180s in Match - Predict whether the total number of 180s in the match will be over or under a specified figure.
- Player Total 180s - Predict whether the total number of 180s for a specified player in a match will be over or under a specified figure.
- Who Will Score the Most 180s? - Predict which player will score the most 180s in the match. Odds are quoted for the tie and in the event of a tie bets on either player are lost.
- Who Will Score the First 180? - Predict the player to score the first 180 in the match. If a 180 is not scored during the match, then all bets will be void.
- First Leg 180 - Predict whether or not a 180 will be scored in the first leg.
- 180s Handicap Matchbet - Predict the player who will throw the most 180s once the stated handicap has been applied. There is no tie possible.

- Highest Checkout - Predict which player will make the highest checkout in the match. Odds are quoted for the tie and in the event of a tie bets on either player are lost.
- Highest Match Checkout - Predict whether the highest match checkout will be over or under a specified figure.
- 170 Checkout - Predict whether or not there will be a 170 checkout in the match.
- 9 Dart Finish - Predict whether or not there will be a 9 dart finish in the match.

12.17 Premier League

Where a player withdraws from a Premier League session, all bets on that match will be made void. Any bets placed on special session markets on either of the players in a match where a player withdraws will also be void. Any bets on other players on special session markets will be settled based on the originally scheduled matches that actually take place, ignoring the match where a player was withdrawn.

13. E-SPORTS

13.1 General Rules

1. Where an event involves the same two players or teams playing multiple games or maps, for example "best of 3", and one or more games or maps are not played because the result of the event has already been determined, bets on un-played games or maps are void and stakes refunded.
2. A map is deemed to have started as soon as the game clock starts or either team or player takes a game action relating to that map, including picks, bans and weapon purchases. In the event that a map has to be remade due to a technical glitch or bug bets placed after the start of the map will be made void. If maps are subject to a pause but restart as planned bets will stand.
3. Dates and start times are shown for information purposes only and may not be accurate. Where an event is cancelled, postponed or interrupted and not completed within 48 hours of the originally scheduled start time, bets on that event are void and stakes refunded. However, games or maps that are completed within 48 hours are settled normally even if additional games or maps that were supposed to be part of the same matchup are cancelled or further postponed.
4. Bets are settled based on the official broadcast of the game by the publisher or event organiser. The rules below may apply to different games, e.g. Team to Score the Next Kill applies to both LoL and Dota2. Specific rules that apply to only one type of game will be highlighted where appropriate.

13.2 Match

Who will win the match up

1. If there is a change in the number of maps or games played bets placed on this market will stand
2. If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map and on the matchup as a whole are void

13.3 Map Winner

Who will win the map

1. If any map is not played or is awarded to one player or team by walkover or default without play having commenced, all bets on that map are void.
2. For maps where one team surrenders, the winning team is the team that did not surrender.

13.4 Team to Draw First Blood

Which team will Score the first kill on the Map

The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.5 Team to Score the Next Kill

Which team will score the next kill on the map

The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.6 Team to Score the Most Kills

Which team will score the most kills on the map

The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.7 Total Kills Scored Over/Under

The Total number of kills scored on the map

The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.8 Team to Destroy the Next Tower

Which team will destroy the Next Tower

For bets involving towers, all destroyed towers count as having been destroyed by the opposing team even if the last hit was from a minion.

13.9 CS:GO

13.9.1 Team to Win the Next Round

Which team will win the next round

In the event that a round is abandoned all bets on this market will be void.

13.9.2 Map Rounds Handicap

The result of the map after the stated handicap has been applied.

In the event of an abandoned map or disqualification bets will be void unless the result of the handicap has already been determined.

13.10 League of Legends

13.10.1 Team to Score a Quadra Kill

Will a player on a team register a Quadra Kill

1. For a multi-kill to register as a Quadra Kill it must be announced as such during the match up or listed in the official match history.
2. The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.10.2 Team to Score a Penta Kill

Will a player on a team register a Penta Kill

1. For a multi-kill to register as a Penta Kill it must be announced as such during the match up or listed in the official match history.
2. The official broadcast, or game API if available, is definitive in determining whether the death of a Champion counts as a kill. For example, where a Champion is killed by tower or minion damage without the involvement of an enemy Champion this may not be registered as a kill on the broadcast, in which case it does not count as a kill for bet settlement purposes.

13.10.3 Team to Slay the Rift Herald

Which Team will Slay the Rift Herald

1. Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
2. Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

13.10.4 Team to Slay the Next Baron

Which Team will Slay the Next Baron

1. Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
2. Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

13.10.5 Team to Slay the Next Dragon

Which Team will Slay the Next Dragon

1. Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
2. Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

13.10.6 Team to Destroy the Next Inhibitor

Which Team will Destroy the Next Inhibitor

1. Inhibitors count as having been destroyed by the opposing team even if the last hit was from a minion
2. Each destruction of an inhibitor counts separately, even where it has respawned and is destroyed for a second or subsequent time.
3. Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void

13.10.7 Team to Destroy the Next Tower

Which Team will Destroy the Next Tower

1. Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
2. Champion created Structures do not count as Towers
3. Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void

13.10.8 Total Barons Slain Over/Under

The Total Number of Barons Slain on the Map

Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available

13.10.9 Total Dragons Slain Over/Under

The Total Number of Dragons Slain on the Map

Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available

13.10.10 Total Inhibitors Destroyed Over/Under

The Total Number of Inhibitors Destroyed on the Map

Each of the six inhibitors counts only once, even if it is destroyed, respawns and is destroyed again.

13.10.11 Total Towers Destroyed Over/Under

The Total Number of Towers Destroyed on the Map

1. Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
2. Champion created 'Structures' do not count as Towers for settlement purposes.
3. In the event of a surrender this market will be settled as the total number of towers destroyed at the time of surrender PLUS the minimum number of extra towers needed for the victorious team to secure the win.

13.10.12 Both Teams to Destroy an Inhibitor

Will Both Teams Destroy an Inhibitor?

Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available

13.10.13 Both Teams to Slay a Baron

Will Both Teams Slay a Baron?

Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available

13.11 Dota 2

13.11.1 Team To Slay the Next Roshan

Which Team will Slay the Next Roshan

1. Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
2. Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

13.12 Heroes of The Storm

13.12.1 Team to Destroy the Next Fort

Which Team will Destroy the Next Fort

1. Results will be settled on the official broadcast of the game by the publisher or event organiser, or game API if available.
2. Where there is no 'neither' or 'draw' selection available and this selection is the winner all bets on the relevant index are void.

14. FUTSAL

14.1 General Rules

1. All match markets will be settled on regulation time (specific to competition governing body) inclusive of time added by the referee but excluding Overtime/Extra-Time and Penalties, unless stated otherwise. This includes Match Odd/Even, which in the event of no score will be settled as Even.
2. Regulation time must be completed for bets to stand unless settlement is already determined.
3. Should a match be abandoned before the end of regulation time then all bets will be declared void unless a definitive result for that market has already been determined prior to abandonment.
4. Half bets will be settled at the end of the specified half (including any time added by the referee but excluding any extra-time played). In the event of a specific half not being completed bets will be void, unless settlement is already determined.

14.2 Timed Markets

For settlement purposes the 1st minute of the game is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on. For example, if a bet is placed on a goal being scored between 1 and 10 minutes and a goal is scored at 10 minutes 49 seconds, the bet is a loser as this falls within the 11 to 20 minutes time frame.

14.3 Tournament Betting

1. Predicting which selection will win a tournament. All in compete or not.
2. Bets are settled on the official result immediately after the last match in the tournament has taken place and any subsequent amendments or inquiries will not affect bets.
3. To Qualify/Lift Trophy/Win Shootout bets include overtime and penalties.

15. GAELIC FOOTBALL AND HURLING (GAA)

15.1 The following general rules apply to this market:

1. All bets are settled on the official result at the end of normal time (including any injury time). Extra time does not count unless specifically stated otherwise.
2. If a game is postponed all bets will be void unless the game is played within 24 hours of the original start time.
3. If, having started, a game is abandoned or postponed then any bets on markets for which the result has not already been determined will be void.

15.2 Match betting

1. All bets are settled on the official result at the end of normal time (including any injury time). Extra time does not count unless specifically stated otherwise.

2. If a game is postponed all bets will be void unless the game is played within 24 hours of the original start time.
3. If a match is no longer being played at the venue advertised, bets will stand as long as it takes place within the original county. This applies as long as the venue is not switched to the opponents ground or to a venue outside of the original county.
4. Should a match be abandoned prior to completion, all markets on that match will be void, unless a definitive result for that market has already been determined prior to abandonment (e.g. First Goalscorer and First Score in Game).

15.3 Half-time/Full-time betting

Bets on this market settled on the result at half time and the result at the end of normal time (including injury time).

15.4 Goalscorer betting

1. Bets on this market are settled on the first player to score a goal in the game within normal time.
2. Stakes are refunded on any player who takes no part in the match or who comes on as substitute after the first goal has been scored. Own goals do not count for First Goalscorer purposes and are ignored.
3. If the only goal scored within normal time is an Own Goal, then No Goalscorer will be deemed to have been the successful outcome.
4. If a match is abandoned before the first goal is scored, all bets are void. This includes "No Goalscorer" bets as these are offered on the basis of the entire game being completed. If a match is abandoned after the first goal is scored, all bets stand.
5. Where there is a dispute concerning who scored the goals in a match, bets will be settled based on the result published by the official governing body immediately the match is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.
6. We try to offer a price on every player taking part in a particular game to score the first goal. If you wish to bet on a player who is not displayed our list, please contact our Customer Support department

15.5 Winning Margins betting

1. All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count.
2. The result of this market is determined by the winning team's points superiority. (1 goal = 3 points). For example, if the result of a game is Kerry 2 goals and 6 points (total points = 12) beat Dublin 1 goal and 7 points (total points = 10) then Kerry have won by 2 points.

15.6 Total Score in Game

1. All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count.
2. The result of this market is determined by the final points total of the game. (1 goal = 3 points) For example, if the result of a game is Kerry 1 goal and 14 points (total points = 17) lose to Dublin 3 goals and 10 points (total points = 19) then the total score in game is 36 points.

15.7 Handicap betting

GAA Handicap betting is in the form of a whole-point handicap (e.g. +/- 3points, +/- 7 points, etc.). Tie prices are also available. The winning selection is determined by adding the handicap to final points score.

15.8 First/Last Scoring Play

1. This market is based on selecting the first or final scoring play and the team that will score it. For the purpose of this market, 'Dead Ball' will count as frees, penalties, sideline kicks/cuts, 45's/65's.
2. If a match is abandoned before there is a score, all bets are void.
3. If a match is abandoned after the first score has been registered, bets on the First Scoring Play will stand, as there will be a definitive result for the market. However in any scenario where a game is not completed the Last Scoring Play market will be void.

15.9 Player Total Points

1. This market is based on selecting Over or Under a given line for a player's contribution to his team's total points. Goals count as 3 points towards the player's total.
2. The player must start the match for which the price is offered or all bets on that player will be void.

15.10 Added Time

The market is settled on the announcement of the minimum number of minutes of added time. This will be announced at the stadium over the public address system and repeated by the match commentator on the live broadcast. The amount of time actually played is irrelevant to this market, all bets are on the announcement.

16. GOLF

16.1 Outright Betting

The following rules apply to outright betting:

1. All bets on a player who fails to tee off in the first round will be void;
2. All bets will be considered losers on players who fail to qualify for a tournament
3. All bets will be considered losers on any player who withdraws or is disqualified in any round.
4. If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the 2 or 3 Ball they were due to take part in are void. If a round is abandoned, bets on that round are void.

5. For settlement purposes, if a tournament has its scheduled number of holes reduced we will consider the player who receives the trophy (and finishes with the lowest score, including play-off, where applicable) as the winner. The only exception to this is as follows:
 - all outright bets will be made void, on tournaments which are played in their entirety on different courses to the ones they were originally scheduled to play on;
6. Bets placed after the completion of the final completed round will be void.
7. Any bets placed before the final completed round, will be settled on the result published by the official governing body immediately the match/competition is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

16.2 Other

1. Tournament, match and group betting will be settled on the player achieving the highest placing at the end of the tournament including play-off holes if played. This will apply, even if both (or all) players 'miss the cut'.
2. All bets relating to an individual's specific round(s) will be settled on the number of strokes registered on the score-card as signed by that competitor upon the completion of play.

16.3 18 Hole Betting (Strokeplay Events)

1. Following the completion of 18 holes the player with the lowest score will be deemed the winner;
2. A price for a tie will be offered for 2 Ball betting. In 3 Ball betting, if two or more players finish with the same score, dead heat rules will apply.
3. If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the 2 or 3 Ball they were due to take part in are void. If a round is abandoned, bets on that round are void.
4. If there are any changes to the 2/3 ball pairings for that round, bets will be settled on the original pairings/groups.
5. Play-offs will not count for any final round 18 hole match bet.

16.4 Tournament Match Betting

1. If one player is disqualified or withdraws, prior to the completion of two rounds, their opponent is deemed the winner, even if they fail to make the cut. If both players make the cut and a player is disqualified or withdraws during the 3rd or 4th rounds, we treat the other player as the winner for settlement purposes. If the other player in the Match bet has already missed the cut, the player who has been disqualified or withdrawn, but makes the cut will be the winner. If both players are disqualified then the Match bet is void, regardless of when the player is disqualified.
2. In Match betting we will always quote a price for the tie. Your bet is successful if both players finish tied for the same position.

16.5 Tournament Group Betting

If one of the players in a Group does not tee off in the tournament, then all bets placed on that group will be void and stakes refunded.

16.6 First Round Leader

Bets will be settled based only on the actual first round scores recorded.

16.7 18/36 Hole Match Bets (Matchplay Events)

The following rules apply to this bet type:

- If a player is withdrawn before the start of the tournament, we will settle your bet as void and refund your stake. If the player has already teed off, they are considered to have taken part in the tournament and your bet will be settled as a loser. Bets stand once the players have teed off on their first hole. If a player does not tee off, then bets on the match they were due to take part in are void. If a round is abandoned, bets on that round are void.

16.8 Team Based Events, eg: The Ryder Cup

If there is a change to the length, format or playing order of the tournament, the following rules may apply to the Ryder Cup or any other form of team based golf:

1. If a tournament is played over a shorter format than previously scheduled, bets on the tournament outright winner or outright player markets will be settled on the officially declared result except where no more play takes place after the bet has been struck. However, the following bets will be declared void bets on correct scores;
 - handicaps;
 - individual player points; or
 - winning margins will be void.
2. Irrespective of any changes to the order of play or format and so long as a result can be determined all bets on correct scores, winning margins, top players, and other markets, based on the conclusion of the tournament, will stand. However, there are the following exceptions to this rule where the bet will be voided:
 - no more play takes place after the bet has been struck,
 - bets on total player points .
3. Bets on a specified session of play, for example Day 1 winner or Saturday fourballs winner will be settled as those ties are played regardless of change in the day, time or order in which play takes place.

16.9 Official Result

In tournaments affected by bad weather, bets will be settled on the official result regardless of the number of rounds played.

16.10 Tied/Dead Heat result

If a price for a tie is not available, dead heat rules will apply e.g. if you placed an each way bet and the terms quoted for the tournament are for the first five places, we will treat three players tying for fourth place as having dead heated for fourth, fifth and sixth place. We will then settle with 1/3 stake lost and 2/3 stake settled at full place odds for each-way bets on those players.

16.11 Tournament Handicap Betting

If a player misses the cut, is disqualified, or withdraws during the tournament, then bets on that player will be settled as losers. Only the scheduled 72 holes count. Play-off holes do not count. If the tournament is shortened to less than 72 holes then all bets on the Handicap betting market are void. Only the players listed on the Handicap list count for betting purposes. Dead heat rules apply.

16.12 Race To Dubai / US Money List

Bets placed on the Race To Dubai / US Money List, are bets to predict which golfer tops the official money list at the end of the season, all in compete or not. In Europe it is called the 'Race To Dubai', and in the United States it is called the 'US Money List'. Bets will be determined by the overall winner following the last relevant tournament and will not be affected by any subsequent enquiries or alterations.

16.13 Top 5/Top 10/Top 20 Finish

A bet on a player to finish within the Top 5, Top 10 or Top 20 places of a specific tournament. In tournaments where these markets are offered, dead heat rules apply.

17. HANDBALL

17.1 General Rules

All handball bets will be settled on 60 minutes play unless specifically stated otherwise. Extra time does not count. If 60 minutes play is not completed for any reason then all bets will be void, except those that have been unconditionally determined. If an official result is declared then all bets stand.

17.2 Postponed match

If a match is not played on the scheduled date all bets will be void.

17.3 Head2head betting Handball Individual Players

1. Both players must take part in the match for bets to stand
2. Bets valid for normal time only (60min)
3. If both players score the same amount of goals. then bets are void

18. HOCKEY

18.1 General Rules

1. Overtime does not count unless specifically stated otherwise.
2. If a match is abandoned all bets will be void, except for those markets which have been unconditionally determined. If an official result is declared then all bets stand.
3. If a match is not played on the scheduled date all bets will be void.

19. ICE HOCKEY

19.1 NHL rules.

All settlements are based on results and statistics provided by the relevant league's governing body and are sourced from <http://www.nhl.com> Overtime (including any subsequent shootout), counts for all markets unless stated otherwise. In the event of a shoot out, the winning team are credited with one goal and this counts for all markets where applicable.

19.1.1 Money Line.

At least 15 minutes of official time must elapse in the 3rd period for bets to stand.

19.1.2 Puck Line.

A puck line is a bet where a handicap is given to a selection. The result used for settling is the match result adjusted for the handicap line available at the time the bet is struck. Overtime counts for all puck lines.

19.1.3 Total Goals/Team Totals.

The game total result is the combined goals for both teams inclusive of overtime. At least 15 minutes of official time must elapse in the 3rd period for bets to stand, unless the total is already over. In the event of the totals goals being the exact quote where no exact price is offered, all stakes are refunded.

19.1.4 Period Markets.

Markets only apply to that specific period and the entire period must be played. For 3rd period lines, overtime does not count. Dead heat rules apply to the Highest Scoring Period market.

19.1.5 Race to x Goals.

The winner will be the team to achieve the number of specified goals first. This market includes Overtime and any subsequent shootout. In the event of a shootout, the winning team are credited with one goal.

19.1.6 First Goalscorer/First Team Goalscorer/Anytime Goalscorer.

A player must dress for bets to stand; any player that does not dress will be void. Only goals scored in regulation or overtime count; Shootout goals do not apply. In the event of an abandoned game bets stand on scores that have taken place already. Goalscorer markets are offered with the option "others on request".

19.1.7 Player(s) props.

The respective player(s) must dress for bets to stand. Overtime counts for all prop markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd period for bets to stand.

19.1.8 Grand Salami/Highest Scoring Match/Highest Scoring Team.

The 'Grand Salami' will be decided by adding up all the scores by the games scheduled for that particular day. All games must be completed for bets to stand. Goals scored in overtime are included. In the event of a shootout, the winning team are credited with one goal. Dead heat rules apply to the Highest Scoring Match/Team markets.

19.1.9 All Star Game.

Each game is 20 minutes, the entire game must be played for bets to stand; overtime counts for all markets. All Star winner is the team which wins the final.

19.1.10 Conference Betting.

Conference winner is the team that represents that conference in the Stanley Cup – not the team that has the best regular season record.

19.1.11 Division Betting.

Division winner is based on the regular season; this will be the number 1 seed for the division in the Stanley Cup playoffs. Playoff winner is based on the Playoffs; this will be the team that represents the division in the conference final.

19.2 Non NHL Ice Hockey

19.2.1 Match Time

The following rules apply

1. For bets on a specific period the period must be played in its entirety for bets to stand. Otherwise, all bets are void.
2. If a game is decided by penalty shoot-out, one goal will be added to the winning team's score.
3. If a match is abandoned all bets will be void. If a match is not played on the scheduled date all bets will be void.

19.2.2 Money Line

1. Both teams will have prices quoted to win the game, but no handicaps will be applied;
2. The team you bet on must win the game in order for you to win the bet;
3. All Ice Hockey bets will be settled on 60 minutes play unless specifically stated otherwise. Overtime does not count

19.2.3 Puck Line (handicap betting)

1. If handicap betting odds are quoted, then settlement is based on the match result adjusted for the handicap line, available at the time the bet was struck.
2. If scores are level, once the handicap has been included then stakes on both teams will be refunded, unless a draw price has been offered.

19.2.4 Game Totals and Correct Score

Overtime will be included in the final result to determine bet settlement, unless otherwise specified.

19.2.5 Period Markets.

Markets only apply to that specific period and the entire period must be played. For 3rd period lines, overtime does not count.

20. MIXED MARTIAL ARTS (MMA)

20.1 General Rules

1. The result as declared at the end of a fight by the official announcer will be used for settlement purposes unless there's a clear and obvious error. Any subsequent alterations to that result will not be taken into account. If the official announcer does not declare a result at the end of a fight, the market will be settled on the result displayed on the applicable organisation's official site.
2. If a fight results in a draw and no price for draw is quoted, the Fight Result will be deemed void and all stakes returned. This includes a fight which ends in a "majority draw".
3. If a bout does not take place within 48 hours of the given date and time, it will be deemed void and all stakes will be returned.
4. Fights deemed to be "No Contest" following an early stoppage, will have all markets settled as void.

20.2 Future Fights

The one exception to the 48 hour rule above, is fights that have been set up before the exact date is known and will be reclassified under the correct event and date, once an official announcement has been made. These fights will only be voided if either fighter is scheduled to fight another opponent instead. Once a fight has been reclassified, it is then subject to the 48 hour rule as normal.

20.3 Change to scheduled number of rounds

All outright bets on the match will stand. However round by round bets will be void.

20.4 Round Betting

Betting on the round in which the fight result will be determined.

If a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

20.5 Total Rounds

If a fight is stopped before the full number of rounds have been completed, or if a fighter is disqualified and a points decision is awarded, bets will be settled on the round in which the fight was stopped.

For settlement purposes where a half round is stated then 2 minute 30 seconds of the respective round will define the 'half' to determine under or over. Should the round end exactly on this time then affected bets will be made void.

20.6 Failure to come out for a round

If a fighter fails to come out for the next round, bets will be settled on his opponent having won the bout in the previous round.

20.7 UFC Card Specials

1. Only the main card, and the undercard fights will count. Early preliminaries will not be included. Bets will stand on the number of bouts scheduled to be on the full card, which includes all main card and undercard fights.
2. This information will be available in the market descriptions for the event in question.
3. Bets will stand so long as the exact number of bouts quoted in the market description take place. If any fighter(s) withdraw(s), and all are (is) replaced, bets will stand. If a bout is cancelled without a replacement, changing the number of bouts taking place, then all bets will be void.
4. Dead heat rules will apply to the Fight of The Night, Submission of The Night and Knockout of The Night markets should two or more fights or fighters be awarded the honours.

21. MOTOR CYCLING

21.1 Race Betting

1. the result at the time of the podium presentations (or otherwise announced by the relevant governing body) will count in all markets, unless otherwise stated.
2. all riders in place for the parade lap will be regarded as runners for settlement purposes.
3. if a race is abandoned, without an official result being declared, all bets involving the race result will be void. Ride offs will not count for settlement purposes.

21.2 Qualifying Betting

The winner will be the rider declared by the sport's governing body as having won the qualifying session at the conclusion of qualifying. Any subsequent changes to the grid order will not be taken into account for settlement purposes.

21.3 Match Bets

1. the winner of the race match bet, or group betting, will be the driver with the highest finishing position, or the driver who completed the most laps. If all named drivers retire on the same lap, then bets are void.
2. if any of the listed riders in a race match/group bet fail to start the parade lap, bets on that market are void.
3. if any of the listed riders fail in a qualifying match / group bet and take no part in the qualifying session, bets on that market are void. Bets are settled on the qualifying rules stipulated above.

21.4 Championship Betting

1. bets will stand on riders and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the sport's governing body.
2. season match bets will be void if either the named team or rider fails to take any further part in the season following the bet being placed. Official rankings will determine settlement where points totals are identical.

22. MOTOR RACING

22.1 Formula One

22.1.1 Race Betting

1. unless otherwise stated the result at the time of the podium presentation counts in all markets.
2. all drivers who start either the parade lap or the race are considered as runners for all markets.
3. race or other markets will be settled according to official FIA results at the time of the podium presentation regardless of any changes to the times, format and dates of practice, qualifying and/or race sessions. This is provided the session in question takes place within 30 days of the scheduled date/time.

22.1.2 Championship Betting

1. bets will stand on all drivers and constructors, whether they compete or not. Bets will be settled in accordance with the official result given by the FIA.

2. season match bets will be void if either named team/driver fails to take any further part in the season following the bet being placed. Official FIA rankings will determine settlement where points totals are identical.

22.1.3 Match Bets

1. the winner of a race head to head will be the driver with the higher finishing position, or the driver who completes most laps. If all named drivers retire on the same lap then bets are void.
2. if any of the listed drivers fail to start either the parade lap or the race, then all the bets on that market are void.

22.1.4 Fastest Qualifier

1. the driver achieving the fastest official qualifying time, in the specified qualifying session, is the winner.
2. any subsequent demotions do not count for settlement purposes.
3. official FIA placings count if times are identical.

22.1.5 Qualifying Match Bets

1. the driver with the faster official qualifying time is considered the winner.
2. if either driver fails to start a lap in the official race qualifying session, then all bets on that match are void.

22.1.6 To Be Classified

1. the official FIA classification will be used when settling this market.
2. drivers who complete 90% of the number of laps completed by the race winner will be classified by FIA, and will be classified as winners in "to be classified" betting.

22.1.7 Number of Race Leaders

1. the driver who is in the car occupying the forward most grid position, normally pole position, at the start of the race counts as a race leader.
2. after the race has started, any other driver who completes a lap in first place counts as a race leader.

22.1.8 Finish In The Points / On The Podium

Settlement is based on the result at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets.

22.1.9 Fastest Lap

Resulted on the fastest lap during the actual race. Practice and Qualifying times do not count unless otherwise stated.

22.1.10 Finishing Position

1. Bets on a driver finishing position in a race will be settled according to the official classifications, or order of retirement if appropriate.
2. If the named driver fails to start either the parade lap or the race, then all bets on that market are void.

22.1.11 King of the Road

This market applies to the same driver achieving the following in the same race but if the qualifying session or race doesn't take place then all bets are void:

- winning the qualifying session.
- winning the actual race, and
- completing the fastest lap during the race.

22.1.12 Will there be a safety car?

This market will be settled on the appearance of the safety car on track at any point in the race. (The 'virtual safety car' will not count for settlement purposes). If it is used at any point in the race but the safety car does not make an appearance on track then this will be settled as no safety car appearance.

22.2 V8 Supercars / NASCAR

22.2.1 Race Betting

Unless otherwise stated the result at the time of the podium presentation counts in all markets. Any drivers who fail to qualify for the race will be deemed non-runners. The race must take place within 48 hours of the scheduled off time for bets to stand. The official V8's / NASCAR winner of the race will be settled as the winner for betting purposes, this includes all races which are halted prematurely.

22.2.2 Match Bets

All match bets will be settled as per the official result. If one driver fails to complete the race, the other driver will be deemed the winner. Where both drivers fail to complete the race, the number of laps completed will determine the winner. If both drivers fail to complete on the same lap, the official placings as assigned by the controlling authority will determine the result. Both drivers must start the race for bets to stand. In the event of a replacement driver all bets are void.

22.2.3 V8's Race Qualification

The market will be settled on the fastest times according to www.v8supercars.com.au. If qualification leads to a (top ten) shootout, then the winner of the shootout will be deemed the winner of the qualification market with any subsequent disqualifications/penalties disregarded.

23. NETBALL

23.1 Match winner

Extra time and extended extra time count. Dead heat rules apply if there's no extra time played.

23.2 Handicap betting

Extra time and extended extra time count.

23.3 Total goals

Extra time and extended extra time count.

24. NOVELTY

24.1 General

Novelty is our description for bets on, normally, non-sporting events such as Politics, Current Affairs, Entertainment, Awards or Financial betting. Bets on "Novelty" markets are available as singles only, unless otherwise stated on our site. Specific rules and conditions relating to each individual "Novelty" market will be displayed on site as these markets become available online. The win limit or maximum payout on any bet which includes a selection, or selections, from a "Novelty" market is \$10,000, unless otherwise stated for a particular event. This maximum applies to the payout to any one customer, in any one day.

24.2 Politics

1. Politics rules equivalent to those below apply to betting on any international election or political betting market. Initial officially declared election results will stand and any subsequent legal or constitutional challenges will not affect settlement or markets. We may with-hold settlement at our discretion until any recounts and reruns have been finalised.
2. Politics bets, combining any election results from the same country will not be allowed.
3. Bets on the general election winner will be settled on the political party which gains the most seats in parliament, unless otherwise stated.
4. 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.
5. 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.
6. Seat totals for each party will be settled as declared by the agency in charge of organising, conducting and supervising the election, following the declaration of all seats.
7. When betting is offered on Next Party Leaders/Next Prime Minister/ Next President or similar, odds are offered on the basis of "all in, run or not" unless otherwise stated. No stakes will be refunded for reasons of ineligibility, failure to stand, withdrawal, or any other eventuality

24.2.1 Australian Politics

1. **Australian Federal or State Politics. Winning Party.** Pays on which party provides the Prime Minister or Premier in the relevant election. We may delay settlement of any relevant markets until the final result is known. Coalition refers to the Liberal Party and National Party.
2. **Australian Federal or State Politics. Next Party Leader.** 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. Coalition refers to the Liberal Party and National Party.

24.2.2 UK Politics - General Election

1. **Voter Turnout**
Will be settled on UK wide turnout on polling day. Any subsequent delayed votes or re-runs will not count.
2. **Most Seats Betting**
In the event of a tie, dead heat rules will apply to any affected markets. Unless specified, the Speaker does not count.
3. **Vote Share Betting**
Will apply to GB seats only (i.e. excluding N.Ireland) unless otherwise specified.
4. **Postponed/Re-run Seats**
 - a. Any seat which requires a re-run for legal or other reasons: The original declared result will stand for betting purposes.
 - b. 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.
5. **Majority Betting**
 - a. For a party to win an overall majority, they are required to win over half of the UK constituencies contested i.e. if 650 seats are contested, 326 are required for a majority.
 - b. The Speaker will not count for any party totals. Any seats won in Northern Ireland will not count for either Labour, Conservatives or Lib Dem party totals. Candidates running under Labour Co-Op or similar affiliations will count for the respective parties.

- c. If the next general election is run under a significantly different electoral system (e.g. not single member FPTP constituencies) seat total bets, majority bets and individual constituency markets will be void. Most Seats markets will stand.

6. Party Leader Markets & Leadership Elections

Unless otherwise specified, temporary or "caretaker" leaders will not count.

When betting is offered on Next Party Leaders/Next Prime Minister/ Next President or similar, odds are offered on the basis of "all in, run or not" unless otherwise stated. No stakes will be refunded for reasons of ineligibility, failure to stand, withdrawal, or any other eventuality.

7. Constituency Markets

- a. All markets are for the next General Election, unless otherwise stated.
- b. Other runners may be added at any time as they declare, or on request.
- c. Bets on parties or candidates who do not stand will be losers.
- d. Constituency betting is available as singles only.

8. Next Cabinet Member to Leave markets

Requires cabinet member to leave the cabinet - moving to another cabinet position does not count as leaving. Dead Heat rules will apply if more than one person leaves the cabinet on the same day, irrespective of the time of announcement.

9. Post Election Government Betting

- a. A coalition is defined as any arrangement which results in representatives of the all of the parties named having cabinet seats in the first reformed cabinet after the election (and no other parties having cabinet representation).
- b. A minority government is defined as the party named having less than 326 seats, but having all cabinet seats in the first reformed cabinet after the election.
- c. A majority government is defined as the party named having over 325 seats and all of the cabinet seats in the first reformed cabinet after the election.

10. Debate Betting

Unless otherwise stated, the "winner" of any UK debate will be determined by the first YouGov poll on the debate winner (or similar). If YouGov do not release a poll within 24 hours, we will settle the winner as declared by a majority of any polls released by companies who are members of the British Polling Council within 24 hours of the debate. We will settle on the headline, rounded percentages and dead heat rules may apply.

24.2.3 US Presidential Markets

1. Next President

- a. This will be settled on the winner as declared after the General Election for President, allowing for any relevant legal or constitutional challenges. If a different individual is inaugurated as President, that will not count for settlement purposes.
- b. Electoral College vote shares will be settled on the results declared by individual states rather than the votes cast by electors at the subsequent college.

2. Party nominees & Vice-Presidential nominees

These will be settled on the nominees as declared at the Party Conventions in election year.

3. Primaries & Caucuses

All markets will be settled on vote share, unless otherwise specified. Results as declared by the individual state parties. Subsequent corrections or alterations will not be taken into account.

4. US Presidential State Betting

Will be settled on statewide vote share, allowing for any relevant recounts or legal challenges.

24.3 Reality TV Shows

The following rules apply:

1. If contestants voluntarily or otherwise withdraw 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.
2. 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.
3. 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". We will try to add new contestants to the market as soon as possible after they are known.
4. 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. 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
5. Bets will be settled on the official results declared by the television broadcaster.
6. Evictees, Eliminations, Disqualifications and Walk-Outs will be considered losers in the outright betting markets.
7. If an act/group changes their name, bets stand.

24.3.1 Evictions/Eliminations

1. We reserve the right to void all bets placed on an Eviction Market should the eviction method, or initial line up for eviction be changed. Others may be added to the market at any time.
2. 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).
3. If two or more contestants are evicted/eliminated in a specific eviction/elimination market, and the order of the eviction/elimination is clear then bets will be settled accordingly.
4. 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.

24.3.2 Other Markets

1. Match Betting - The contestant progressing furthest in the competition is deemed the winner. In the event that two or more contestants are evicted/eliminated in the same week/show, the first named contestant will be deemed the loser.
2. Bottom 3/ Bottom 2 - The specified number of contestants must be named in a given week/show for bets to stand. Contestants named in the bottom 3 or 2 (depending on the market offered) for a specific week/show are deemed winners. In the event of the bottom 3 or 2 not being clear, bets will be void.
3. First Act Announced Safe - Bets are settled on the first contestant announced as safe in a specified week/show. If it is unclear which act is declared safe first then bets will be void. Bets on contestants not performing will be void, and any contestant not performing will not be considered in the market.
4. Top 3 Finish (Outright) - Settlement is based on results of the whole series/competition. Contestants placed in the top three of the competition are deemed winners. If the top three results are unclear then dead-heat rules may apply.

24.4 Music

24.4.1 Eurovision Song Contest

1. All Countries taking part in any qualifying stages are runners for settlement purposes.
2. Match bets or group bets will be settled only according to the total points achieved by the listed competing nations, and dead heat rules may apply. If any listed country does not take part, then bets on that match will be void.

24.4.2 Triple J Hottest 100

1. All songs quoted are all in for settlement purposes.
2. Match and group bets will be settled only according to the vote count by the Triple J Hottest 100 Countdown.

24.5 Awards Betting

Only the result announced during the relevant awards show will count for settlement purposes. Any subsequent change to the result will not be taken into account.

24.6 Royal Baby Specials

Markets may be offered on the gender of the royal baby, the time and day of birth of the royal baby and the name of the royal baby amongst others. Bets will be void if placed within 24 hours before the official announcement by the British Monarchy of the birth. Time and day of birth refers to the time and day of the week in the location that the royal baby is born. The name of the royal baby refers to the first name officially given to the royal baby.

25. OLYMPICS (SUMMER AND WINTER)

25.1 General Rules

1. Games rules apply to both the Summer and Winter Olympics. They can also be applied to other multi-event championships, such as the Commonwealth Games.
2. Bet settlement is based on the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded.
3. All bets will be "all in", compete or not, unless otherwise stated.
4. If an event is cancelled, all bets are void.
5. If any event/match is postponed bets will stand providing the event is rescheduled to take place before the closing ceremony. This rule overwrites any of the individual sports' postponement rules.

25.2 Medal Tables

1. Betting on the medal table will be settled according to the published list declared by the governing body following the final event.
2. Any subsequent disqualifications or alterations, for whatever reason, will be disregarded.

25.3 Head to Head betting

1. Where both competitors reach the final, settlement will be based on their finishing positions in the final. If both competitors are eliminated in the same round of a competition before the final, bets will be made void.

- Where competitors are eliminated in different rounds of a competition, the competitor progressing furthest will be the winner for settlement purposes. For example, where one competitor is eliminated in a heat, and the other competitor is eliminated in the semi-final, the competitor reaching the semi-final will be deemed the winner.

26. POKER

26.1 General Rules

- Tournament Winner - Bets are accepted 'all in, play or not'.
- To Make The Final Table - Bets are accepted 'all in, play or not'. Market will be settled on which players reach the official Final Table, as determined by the Tournament organisers.
- Winning Hand - The best 5-card poker hand from the final hand of the winner of the tournament.
- Last Flop/Turn/River Card - Refers to the final hand of the tournament which determines the tournament winner. If the tournament is cancelled, or shortened for any reason, with a winner being determined without them having won all of the chips in play, e.g. other remaining player(s) being disqualified, then this market will be made void.

27. POOL

27.1 Match Betting

For this market, the winner will be deemed the player who progresses through to the next round, so long as one of the players has broken off at the start of the first rack. If there is no break off then all bets are void.

27.2 Handicap Betting

The required number of racks to win have to be played, otherwise all bets will be void.

27.3 Rack Winner

A player to win a specified rack. The winner will be resulted as the player awarded the rack on the official scoreboard. Bets will be void if the rack is not completed.

27.4 Total Racks

If the specified number of racks, in a match, are not completed then this market will be void, unless the result has already been determined.

27.5 Team Based Events

Bets on tournament outright winner will stand where an official result is declared regardless of any change to the competition format. However, all subsidiary markets (e.g. correct score, margin of victory, etc.) will be void unless a result has already been determined. Similarly, bets on player-based markets will be settled where a result is declared, except where no more play takes place due to abandonment or curtailment of tournament.

28. ROWING

28.1

All bets will stand, irrespective of whether a crew, or individual competes or not.

If a regatta is cancelled for any reason all bets will be void, except for those markets which have been unconditionally determined. Podium positions will count as the official result, regardless of any subsequent disqualifications. If there is no podium ceremony, results will be determined in accordance with the officially published result.

29. RUGBY LEAGUE

29.1 Match Betting (Non NRL)

All Rugby League bets are resulted on 80 minutes play unless Golden Point overtime or extra time is played. If there is no draw price available dead heat rule will apply in the event of a draw at the end of the game.

29.2 Match Betting (NRL)

All bets on NRL matches will be resulted on the official declared result including any Golden Point overtime or extra time. If the match ends in a draw after Golden Point overtime then the dead heat rule will apply. The same rule applies for State of Origin and any other Rugby League match where Golden Point overtime or extra time is played.

29.3 Handicap / line betting

Where no tie option is offered, in the event of a handicap line being a solid line eg. +6, bets will be refunded if the match results in a handicap tie.

29.4 NRL markets excluding Match Betting

All bets on NRL matches will be resulted on the official declared result including any Golden Point overtime or extra time excluding the following markets "Will there be extra time?", "Highest Scoring Half" and "Half with most tries". "5 point winning margin" and "10 point winning margin" don't include Golden Point overtime or extra time if a Draw price is quoted. The same rule applies for State of Origin and any other Rugby League match where Golden Point overtime or extra time is played.

29.5 Points Margin Betting

Unless otherwise specified, points margin betting (eg. 1-12, and 13+) and half time/full time doubles are paid at the end of normal time, and do not include Golden Point overtime or extra time.

29.6 NRL Winning Margin market

This rule applies to the 1-12, 13+ Winning Margin market. If no Draw price is quoted then Golden Point overtime or extra time is included. All bets will be refunded in the event of a draw at the end of Golden Point overtime or extra time.

29.7 Abandoned / Postponed matches

In the event that a match commences but is subsequently officially abandoned without full time being called by the referee, all bets on that match shall be void, with the exception of bets whose outcome has already been decided at the time of abandonment. Where a Rugby League match is postponed to a later day, all bets on the match shall be void.

29.8 Venue Change

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country)

29.9 Tryscorer Betting

All bets are refunded on players not in the official starting 17. In the event of a Penalty Try being the first / last try scored we pay on the Penalty Try option if offered. If the Penalty Try option is not offered, the player who would have scored the Try if not for foul play, will be deemed to have scored the try for resulting purposes.

We will make every effort to quote prices for all probable players. Prices for unquoted players will always be available on request and those players will count as winners in the event that they score.

29.9.1 First Tryscorer

Bets are all in if your player is in the squad of 17 regardless if they have taken the pitch before the first try has been scored.

29.9.2 Anytime/Last Tryscorer

Bets are all-in if your player is in the squad of 17 regardless if they have taken the pitch during the match.

29.9.3 Next Tryscorer

Requires you to predict the player that will score the next try in the match. 80 minutes only (or the scheduled minutes in "7s" or "9's" matches), unless otherwise stated. All players that have taken part in the game before the next try is scored will be deemed runners. Bets on players that do not take any part in the game before the next try is scored will be void. If there are no further tries scored "No Tryscorer" will be the winning selection. If no price is offered for "No Tryscorer" and no further tries are scored then all bets on the market will be void.

29.9.4 Time of 1st Try

If no try is scored in the match then the result will be deemed to be 80mins (or the scheduled minutes in "7s" or "9's" matches). Results on the time will be determined by the official governing body.

29.9.5 Wincast (Anytime Tryscorer and Match Result)

A player to score a try anytime and also the result of the match after 80 minutes or after Golden Point overtime or extra time if that is played (or the scheduled minutes in "7s" or "9's" matches). Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets are refunded.

29.9.6 Trycast (First Player to Score a Try and Match Result)

A player to score the First Try and also the result of the match after 80 minutes or after Golden Point overtime or extra time if that is played (or the scheduled minutes in "7s" or "9's" matches). Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Trycast bets are refunded.

29.10 Man of the Match

The market will be settled as follows

1. We will settle in accordance with the man of the match announced in commentary during the live broadcasting of the match.
2. If there is no announcement during the match, we will settle in accordance with the man of the match award presented during the live broadcasting of the match.
3. If there is no presentation during the broadcast, we will settle in accordance with the player quoted as man of the match on the broadcasting channel's official website. For example, if the match was shown on Channel 9, the official website would be www.9.com.au.
4. If the broadcaster's official website does not quote a player as being man of the match, we will settle on the player quoted as man of the match on the website of the governing body for that competition. For example NRL.
5. If we are still unable to settle the market via the methods described above, then all bets on the Man of the Match market will be void.
6. Bets placed on players that take any part in the match will stand. A bet on a player that does not take any part in the match will be void.
7. We will also be able to offer a price, upon request, on any player not quoted in the market. Any unquoted player will be deemed the winner should they receive the man of the match award.

29.11 Statistics Markets (NRL)

Bets on tackles or metres based markets on players not in starting 13 will be void. For group betting on tackles and metres markets, if one or more players from the group is not in the starting 13, bets will be void. All statistical based bets will be paid within 24 hours of the match in accordance with official statistics from NRL.com.

29.12 Futures Markets (NRL)

29.12.1 Premiership/Minor Premiership/Make Grand Final

All In Betting. Any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.

29.12.2 Top 4 / Top 8

For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purpose ie. All In Betting. Any decision made by the NRL regarding penalties is final.

29.12.3 Miss 4 / Miss 8

For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If at the time a breach is announced, the loss of points means only one eventuality can occur (ie Miss the 8 must occur) then all bets on that competitor are void and monies refunded. Any decision made by the NRL regarding penalties is final.

29.12.4 Least Wins

Is paid on the team which has the least wins for the season. A draw is not considered as half a win. In the event of more than one team having the same number of wins the dead heat rule will apply. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In.

29.12.5 Top Tryscorer / Top Team Tryscorer / Top Points Scorer

Dead Heat rules apply.

30. RUGBY UNION

30.1 Match Betting

Where the draw option is offered, bets are decided on the result at the end of normal time (i.e. extra time is not included). Where the draw option is not offered and the match finishes after normal time (ie no extra time is played) then dead heat rule applies. If extra time is played then this will be included for settlement purposes. If the match ends in a draw after any extra time, Golden Point or Penalty shootout then dead heat rule applies.

30.2 Handicap / line betting

Where no tie option is offered, in the event of a handicap line being a solid line eg. +7, +8 bets will be refunded if the match results in a handicap tie.

30.3 Tryscorer Betting

Penalty tries do not count. In the event of a penalty try, settlement goes on to the next awarded try.

We will make every effort to quote prices for all probable players. Prices for unquoted players will always be available on request and those players will count as winners in the event that they score.

30.3.1 First Tryscorer

Bets are all in if your player is in the squad regardless if they have taken the pitch before the first try has been scored.

30.3.2 Anytime / Last Tryscorer

Bets will stand if a player takes any part in a game, no matter how long they play for. Money will be refunded only if a player does not enter the field of play at any stage.

30.3.3 Next Tryscorer

Requires you to predict the player that will score the next try in the match. 80 minutes only (or the scheduled minutes in "7s", "9s" or "10s" matches), unless otherwise stated. All players that have taken part in the game before the next try is scored will be deemed runners. Bets on players that do not take any part in the game before the next try is scored will be void. If there are no further tries scored "No Tryscorer" will be the winning selection. If no price is offered for "No Tryscorer" and no further tries are scored then all bets on the market will be void.

30.3.4 Time of 1st Try

If no try is scored in the match then the result will be deemed to be 80mins (or the scheduled minutes in "7s", "9s" or "10s" matches). Results on the time will be determined by the official governing body.

30.3.5 Wincast (Anytime Tryscorer and Match Result)

A player to score a try anytime and also the result of the match after 80 minutes or after Golden Point overtime or extra time if that is played (or the scheduled minutes in "7s", "9s" and "10s" matches). Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets are refunded.

30.3.6 Trycast (First Player to Score a Try and Match Result)

A player to score the First Try and also the result of the match after 80 minutes or after Golden Point overtime or extra time if that is played (or the scheduled minutes in "7s" or "9s" matches). Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Trycast bets are refunded.

30.4 Man of the Match

The market will be settled as follows

1. We will settle in accordance with the man of the match announced in commentary during the live broadcasting of the match.
2. If there is no announcement during the match, we will settle in accordance with the man of the match award presented during the live broadcasting of the match.
3. If there is no presentation during the broadcast, we will settle in accordance with the player quoted as man of the match on the broadcasting channel's official website.
4. If the broadcaster's official website does not quote a player as being man of the match, we will settle on the player quoted as man of the match on the website of the governing body for that competition. For example, the IRB for all International Rugby Union.
5. If we are still unable to settle the market via the methods described above, then all bets on the Man of the Match market will be void.
6. Bets placed on players that take any part in the match will stand. A bet on a player that does not take any part in the match will be void.
7. We will also be able to offer a price, upon request, on any player not quoted in the market. Any unquoted player will be deemed the winner should they receive the man of the match award.

30.5 Extra Time Betting

'Extra Time' is defined as any scheduled period of play between the end of normal time (i.e. 80 minutes play plus any time added on at the end of 80 minutes) and the end of the game. 'Extra Time' does not include penalty shootouts.

All Extra Time betting markets, such as total points, or time of first try will start from the beginning of extra time and not include normal time. For example, if the game finishes 24-24 at the end of normal time, and if there are ten points scored in extra time, then the extra time total points market will be settled as ten points.

30.6 Abandoned / Postponed matches

In the event that a match commences but is subsequently officially abandoned without full time being called by the referee, all bets on that match shall be void, with the exception of bets whose outcome has already been decided at the time of abandonment. Where a Rugby Union match is postponed to a later day, all bets on the match shall be void.

30.7 Venue Change

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country)

30.8 7s, 9's, 10's Rugby

Matches are played over two 7 to 10 minute periods. "Normal Time" is therefore the scheduled length of the match, excluding extra-time, as designated by the competition governing body. Match betting will be resulted as per rule 26.1. All other markets will be resulted excluding any extra time.

30.9 Futures Markets

30.9.1 Premiership/Minor Premiership/Make Grand Final

All In Betting. Any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.

30.9.2 Top 4 / Top 8

For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purpose ie. All In Betting. Any decision made by the governing body regarding penalties is final.

30.9.3 Miss 4 / Miss 8

For betting purposes any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If at the time a breach is announced, the loss of points means only one eventuality can occur (ie Miss the 8 must occur) then all bets on that competitor are void and monies refunded. Any decision made by the governing body regarding penalties is final.

30.9.4 Least Wins

Is paid on the team which has the least wins for the season. A draw is not considered as half a win. In the event of more than one team having the same number of wins the dead heat rule will apply. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In.

30.9.5 Top Tryscorer / Top Team Tryscorer / Top Points Scorer

Dead Heat rules apply.

31. SAILING

31.1 General Rules

All in compete or not. Bets are settled, where applicable, on the podium presentation immediately after the event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

31.2 America's Cup

Bets will be void if the competition does not take place in the stated year.

32. SNOOKER

32.1 General Rules

1. A snooker match is deemed to have started with the break for the first frame. Unless otherwise stated, all bets will stand providing that the initial break has been taken at the beginning of the match. The winner of the match is the player who progresses to the next round or is deemed the winner by the governing body.
2. If a player fails to start a tournament or match, all bets on that player, or individual match, will be void.
3. Once a player has started playing in a tournament, bets will stand on them for outright tournament betting purposes. If they then withdraw for any reason outright bets will be settled as losers.

32.2 Next Frame

Which player will win the next frame? If the frame does not take place all bets will be void, except in the event of the award of a frame for any reason in which case bets will stand.

32.3 Popular Markets

In the event of non completion of a match, all bets on any markets listed below in that match will be void unless unconditionally determined:

- **Handicap Betting** – Who will win the match after the stated handicap is applied?
- **Frame Betting** – What will the correct score of the match be?
- **First Four / Eight Frame Betting** – Which player will be leading after the first 4/8 frames?
- **First Four / Eight Frame Score** – What will the correct score of the match be after the first 4/8 frames?
- **Match Winning Margins** – How many frames will a player win the match by?
- **Total Frames Over / Under** – How many frames will be played in the match?
- **Race to "X" Frames** – Which player will reach "X" amount of frames first?
- **147 in the match** – Will a 147 be scored in the match? A 147 break consists of 15 consecutive reds and blacks, then all the colours. Any breaks of 147 or above that have required the use of free balls will be settled as losers unless the break was a free ball (red and colour) followed by a traditional 147.
- **First Colour Potted** – Which colour will be legally potted first in the next frame? The first colour legally potted scoring its own value (i.e. not taken as a free ball) will be considered the winner, irrespective of whether there are any subsequent re-racks.
- **Next Frame – First Player to Pot a Ball** – The first player to legally pot a ball in the next frame. The first player potting a ball legally will be considered the winner, irrespective of whether there are any subsequent re-racks.
- **Mini Session/Session Winner** - Which player will win the stated mini session or session?
- **Mini Session Score/Session Score** - What will the score of the stated mini session/session be?
- **Mini Session/Session Handicap** - Who will win the stated mini session/session after the relevant handicap is applied?
- **This Frame Winner** - Which player will win the current frame?
- **Next Frame 50 break** - Will there be a 50 break scored in the next frame (by either player)?
- **Next Frame Century Break** - Will there be a century break scored in the next frame? Player A, Player B, either player or neither player.
- **Century Betting**
 - **Century Betting** - How many centuries will be scored in total during the match?
 - **Player Century Betting** - How many centuries will be scored during the match by the named player?
 - **Total Match Centuries** – Will the number of match centuries scored in total during the match be over or under the specified line?
 - **Player Match Centuries** – Will the number of match centuries scored by the named player during the match be over or under the specified line?

32.4 Points Markets.

In the event of any re-racks, for the markets below, points are not carried over from any part-frame played prior to the re-rack. In the event of non completion of a match, all bets on any markets listed below in that match will be void unless unconditionally determined:

- **Next Frame – Race to 30** – Which player will reach 30 points first in the next frame? The first player reaching 30 points will be considered the winner, irrespective of whether there are any subsequent re-racks. Should there be a re-rack prior to either player reaching 30 points then the winner will be the first player to reach 30 points in the re-racked frame
- **Next Frame Total Points** – How many points will be accumulated in total in the next frame? The total points scored in the frame include any re-spotted blacks
- **Next Frame Winning Margins** – The winning margin in points achieved by a player in the next frame
- **Next Frame Highest Break** – The player to score the highest break in the next frame
- **Next Frame Highest Break Bands** – How many points will the highest break consist of in the next frame?
- **Next Frame Odd/Even**– Even - Will there be an odd or even number of points scored in the next frame?

33. SOCCER

33.1 General Rules

1. Unless otherwise specifically stated, all football bets are decided on play completed in "normal time", i.e. bets will be settled on the score at the end of the second half. Extra time and penalties do not count. ("the 90 minute rule").
2. If a match has been completed but the result is later deemed void then all bets will be settled on the original result regardless of any subsequently rearranged fixture.
3. If a match is postponed or cancelled, any bets struck prior to the scheduled start of this match will be deemed void.
4. Unless markets have already been determined all bets will be deemed void if the game is abandoned before the end of the 2nd half. This rule will apply even if the governing body declare that the result of the shortened match will stand for competition purposes (eg: FIFA award a 2-0 victory to one of the teams).
5. Selections which are involved in matches where there is a change made to their scheduled opponent, or if the venue is changed (either reversed so the home team plays away, or changed to a neutral venue) will be deemed void. (see General Betting Rules).
6. If a match takes place but is not completed as advertised (e.g. is not a 90 minute match, or is split into 3 periods rather than 2 halves) then all bets on the match will be void.

33.1.1 Draw No Bet

If the game or half finishes in a draw then stakes will be refunded.

33.1.2 Home No Bet

If the game or half finishes in a home win then stakes will be refunded

33.1.3 Away No Bet

If the game or half finishes in an away win then stakes will be refunded

33.2 Half-time / Full-time

Bets are settled based on the result of the match at both half-time and full-time (i.e. at the end of 45 minutes and 90 minutes, including injury time). Bets will be void if the match is abandoned prior to the completion of 90 minutes play.

33.3 Handicap betting

Handicap bets are settled on the basis that one of the teams is given a goal(s) start. Bets are settled by adding (or subtracting) the goal start to the 90 minutes result (45 minute result for 1st and 2nd Half Handicap markets). Please note this market does include a draw option and in the event of a handicap draw bets on either team will be settled as a loss.

33.4 How will my soccer bet on a cup tie be settled?

All Soccer bets will be settled on 90 minutes play (also referred to as normal time). This denotes the period of play which includes time added by the Referee for injuries and other stoppages. This does not include scheduled extra time, or Penalty shoot-outs, if played. In Cup matches where penalty shoot outs or extra time are due to take place, all bets are settled on 90 minutes unless an Outright (i.e. 'To Qualify' or 'Cup Winner') price is specifically requested and confirmed at the time the bet is placed.

33.5 To Qualify market

This will be settled on who goes through to the next round providing a match(es) have been completed. Any subsequent decisions do not apply.

33.6 First / Last / Anytime player to score

1. Any player who takes the field between kick-off and the final whistle of normal time will be regarded as a participant for first / last / anytime scorer bets, subject to the proviso that players who could not have scored the first goal will be void. However a player who does not take any part in the game will be considered a non-runner.
2. Own goals do not count in these markets, which means if an own goal is scored during the course of the game it will not be counted for settlement purposes.
3. All reasonable efforts will be made to quote prices for all participants. However, other unquoted players will count as winners should they score at some stage during the game.

4. Other related markets where the "anytime player to score" rules will apply are:
 - score one or more goals
 - score two or more goals
 - score three or more goals etc.

33.7 Scorecast Bets

1. A Scorecast is a bet on the first or last player to score and the correct score in the same game. You must specify first or last goal scorer at the time of bet placement but if you don't specify first or last the assumption is that it will be on the first. Own goals do not count for this market.
2. If a selected player does not take the field he will be considered a non-runner for a scorecast bet. Also, for a first goal scorer (scorecast) bet if the selected player takes the field after the first goal has been scored then the bet will be void.

33.8 Wincast Bets

1. To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes.
2. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, Wincast bets will be settled as void.
3. If a match is abandoned prior to the completion of 90 minutes all bets will be settled as void.

33.9 First / Anytime Assists

1. Assists are awarded to the player from the goal scoring team who makes the last touch to the goalscorer.
2. In the event of a penalty or free kick, the player earning the penalty or free kick gets an assist if a goal is scored directly.
3. Own goals do count in assist betting.
4. If there is no assist for the first goal, 'First Goal Unassisted' will be deemed the winner. Bets will not roll onto the player who assists the second goal.
5. If the match ends 0-0, 'No Goal' will be deemed the winner.

33.10 Adjudication of results (including first goal scorers & assists)

1. Where there is a dispute concerning who scored the goals in a match, bets are settled on the first result published by the official source/governing body or alternatively the official website of the relevant event, immediately after the match/event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.
2. If the result is not immediately available from the official source/governing body or the official website of the relevant event, or there is significant evidence that the official source/governing body or official website is incorrect, we will use independent sources such as Press Association to decide settlement.
3. In the absence of any consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

33.11 Match Specials

1. Bookings Index - Bets are settled by adding the points per card issued within 90 minutes.

Yellow card is 10 points

Red card is 25 points

A maximum of 35 points can be awarded per player

Two yellow cards resulting in a red card will be counted as a total of two cards - one yellow card and one red card. Card points only count if they are shown to active players during the match. Cards shown to unused substitutes or managers and non-playing staff do not count.

2. Corners
 - It's only the corners actually taken that count in the corners' markets.
3. Highest Scoring Half
 - For this market you need to decide which of the two halves will contain more goals. If a draw isn't included the dead heat rule will apply.
4. Time of the First Goal
 - For this market you need to decide the time that the first goal of the game will be scored, within the stated time period.
5. First/next team to score
 - Includes own goals. If an option for no goal is not included and neither team scores then both selections will be settled as a loss

6. 10-Minute Free-Kick, Corner and Throw-In Betting (can also include bookings, goals and the result at the end of just that 10 minute period)
 - This market is offered for the number of free kicks, corners and throw-ins, in a 10 minute segment, during a match. The 80 minutes to full-time segment will include any stoppage / injury time at the end of the match.
 - For settlement purposes, a penalty is not classed as a free kick and the actual free kick, corner or throw has to be completed to be counted in the total. In other words simply being awarded a free-kick, etc. will not count for settlement purposes.

33.12 Futures Football

These are markets for bets placed over the course of the season.

1. All bets are settled on the final league placings unless, regardless of the results of any play-offs. This is called the Minor Premiership for A-League.
2. Bets on the A-League winner market will be resulted on the team to win the Grand Final. The market specific to the final league placings is called the Minor Premiership.
3. Bets will stand on any team that does not complete all its fixtures.

33.13 Head to head match bets

1. Only official league games will be taken into account and not play-off games.
2. If two teams finish the season on the same number of points, having completed all their games, then final league positions will be confirmed by goal difference. If goal difference is level then the team that has scored the most goals will be the winner. If points, goal difference and goals scored are the same then dead-heat rules apply.

33.14 Season Handicap Betting

Each team will have a handicap applied to their final points total and goal difference will not count in the event of a tie. Dead heat rules will apply.

33.15 Manager Markets

Where Manager Markets are offered (Who will be a named club's next Manager?) bets will be settled as the next permanent manager announced by the club unless otherwise stated. Interim and caretaker appointments will not count for settlement purposes.

33.16.1 Both Teams To Score

If the match is abandoned after it has commenced, bets will be void unless both teams have scored. Where a match is abandoned after both teams have scored, bets will be settled on the Both Teams to Score market. Own goals count in this market.

33.16.2 First Team to Score in the First Half / Second Half

If neither team scores, bets are losers

33.17 Result After XX Minutes

Betting on who is winning a match at specified times throughout the match.

Markets are settled on the score at 14:59 for the 15 minute market; 29:59 for the 30 minute market; 59:59 for the 60 minute market and 74:59 for the 75 minute market.

33.18 Number Of Corners

Bets are settled on the total number of corners within 90 minutes. Corners awarded but not taken will not count for settling purposes.

33.19 Timing of Corner & Penalty Kicks

For settlement purposes, the timing of any corners and penalty kicks will be based upon the time the kick was taken and not the time at which it was awarded.

33.20 Starting With Less Than 11 Players

If any team starts a 90 minute competitive game with less than 11 players, all bets on that match will be made void.

33.21 Team classing another ground as their own In a competition

A club team playing a competition is classed as playing at home if the fixture is moved from the team's usual ground to another ground within their national boundaries, e.g. when Arsenal played their Champions League home ties at Wembley. Bets will also stand if an International fixture is played in another country different to that of the home team.

33.22 Match Result & Both Teams To Score

If the match is abandoned after it has commenced, bets will be void regardless if both teams have scored or not.

33.23 Top League / Tournament / Team Goalscorer

1. Bets placed on a player to be the top scorer in a given league are based on regular season games only. Any goals scored in subsequent play-off games do not count for betting purposes. Once a player is named in the squad and has the opportunity to play in the league that season, bets will stand.
2. Bets placed on a player to be the top scorer in a given tournament, or to be Top Team Goalscorer in a given tournament, will stand as long as the player is named in the squad and has the opportunity to play in the named tournament. If more than one player finishes on the same number of goals, then the dead heat rule applies (any tournament top scorer award, for example

"Golden Boot" is ignored for settlement purposes). Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

33.24 Top Goalscorer and Team To Win

Where there is a special price for a tournament Top Goalscorer and Team To Win, any dead heat occurring in the Top Tournament Goalscorer part of the bet will be applied to the whole special bet.

33.25 Top X Team (Tournament)

Top Team bets will be settled on the stage of elimination. Dead Heat rules apply. For example, in the World Cup, if all market selections go out in the group stage, they will all be settled as winners with dead heat rules irrespective of points scored in the group stage. For the World Cup Semi-Finals, settlement will be based on the result of the third/fourth place play-off match.

33.26 Player Score And Team Win

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

33.27 Player To Score And Team Draw

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

33.28 Player Score And Team Lose

To win you must successfully forecast a player to score anytime during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

33.29 Player Score First And Team Win

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

33.30 Player To Score First And Team Draw

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

33.31 Player To Score First And Team Lose

To win you must successfully forecast a player to score first during 90 minutes and also the result of the match after 90 minutes. Bets stand as long as your selected player plays some part in the match before the first goal is scored. If your selected player does not take any part in the match before the first goal is scored, bets void.

33.32 First Team Home Goalscorer

To win you must successfully select a player to score first for the home team during 90 minutes. Bets stand as long as your selected player plays some part in the match before the first home goal is scored. If your selected player does not take any part in the match before the first home goal is scored, bets void.

33.33 First Team Away Goalscorer

To win you must successfully select a player to score first for the away team during 90 minutes. Bets stand as long as your selected player plays some part in the match before the first away goal is scored. If your selected player does not take any part in the match before the first away goal is scored, bets void.

33.34 Player to Score Exactly 1

To win you must successfully select a player to score exactly 1 goal during 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

33.35 Player to Score Exactly 2

To win you must successfully select a player to score exactly 2 goals during 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

33.36 Player to Score Exactly 3

To win you must successfully select a player to score exactly 3 goals during 90 minutes. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

33.37 Player to Score In Both Halves

To win you must successfully select a player to score at least 1 goal in each of the first and second halves of normal play (90 minutes). Bets stand as long as your selected player plays some part in the first half. If your selected player does not take any part in the first half, bets void.

33.38 Player to Outscore the Opposition

To win you must successfully select a player to score more goals than the entire opposing team during 90 minutes. ie Ronaldo scores 2 for

Real Madrid in a 3-1 win Barcelona - Ronaldo has outscored the opposition 2-1. Bets stand as long as your selected player plays some part in the match. If your selected player does not take any part in the match, bets void.

34. SURFING

34.1 Outright betting

Stakes will be refunded on surfers withdrawn prior to the start of an event. All wagers stand regardless of postponement / lay days and change of venue.

Bets are paid on the official result stated by the governing body. Tournament cancellation will result in all bets being void.

34.2 2 / 3 Board betting

Bets stand once all surfers have started a heat. If a surfer does not start then all bets on the heat will be void. All bets stand regardless of the length of delay / lay days or change of venue.

In the event of a heat being re surfed after it has finished, bets will be resulted on the surfer who is deemed the winner of the re surfed heat according to the official result as declared by the governing body.

35. SWIMMING

35.1 Podium Positions

For all Swimming events we use the result at the time of the podium presentation or medal ceremony. Any subsequent disqualifications or alterations, for whatever reasons, will be disregarded.

35.2 All In Compete or Not

All bets on Swimming events assume that everyone listed is a runner and that all bets are all in, compete or not, unless otherwise stated.

36. TABLE TENNIS

36.1

If a match is abandoned all bets on that match are void, except for those markets (e.g. race to 10 points or winner of a specific game) that have been unconditionally determined. In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

36.2

If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand. If a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.

36.3

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

37. TENNIS

37.1 General rules

1. A tennis match is deemed to have started with the first serve of the match. Tennis outright bets are accepted "all in compete or not" and if a player withdraws before or during the tournament your bet is a loser.
2. In the event of a tennis match not taking place or if a player is given a walkover, bets on this match are void.
3. In the event of a change in the number of sets to be played, match bets, first set market bets will stand, all other markets will be void.

37.2 Match betting

1. If a player withdraws or is disqualified after the first set has been completed, the player progressing to the next round or that is awarded the match by the umpire will be considered the winner. If the first set has not been completed, all match bets will be void.
2. If a match does not reach a natural conclusion, any markets (besides match betting) that are not unconditionally determined will be void. In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all bets stand.

37.3 Set betting

The full number of sets required to win the match must be completed. If a player is awarded the match prior to the full number of sets being completed, all set betting on that match will be void.

37.4 Bet In Play

37.4.1 Game by Game betting

1. A game is defined as an ordinary game (not a tie break) which is completed on the same day that it commenced.
2. If a game is completed after an interruption for any reason that game shall be deemed to be complete for betting purposes
3. If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However if a game is completed by the awarding of a penalty game by the umpire, the game shall be void, and all stakes shall be returned.

4. If a player retires from a match while a game is in progress, but before that game has been completed, that game shall be deemed to be incomplete and all stakes shall be returned. Bets on a game which subsequently becomes a tie break will be settled as void.

37.4.2 Current set betting

If a player retires from a match while a set is in progress, but before that set has been completed, that set shall be deemed to be incomplete and all stakes shall be returned.

37.5 Handicap betting

This bet is based on the number of games each player wins in a given match. eg. a player given a 3.5 game start on the handicap who loses 7-6, 7-6, 7-6, would be the winner for handicap betting purposes. If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all handicap bets on that match will be void unless, at the time of the withdrawal, the result of the handicap betting is already determined.

37.6 Total games

Bet on whether the total number of games in a match will be over or under a particular number, eg. 21 or less / 22 or over. If a player is awarded the match due to a withdrawal prior to the full number of sets being completed, all total games bets on that match will be void unless, at the time of the withdrawal, the result of the total games is already determined.

37.7 To win / lose 1st set and win the match

If either player withdraws from the match before the first set finishes, then bets will be void. If the first set has been completed, then the match part of the bet will be determined by the player awarded the match.

37.8 Match Tiebreaks

1. In some competitions, an extended tie-break (Match Tiebreak – sometimes referred to as a “Super Tiebreak”) is played in place of a final deciding set. For settlement purposes, this Match Tiebreak will be considered as one set (for set-related markets) and one game (for game-related markets). For example, in a ‘Best of three sets’ match, if Team A won the first set 6-0, Team B won the second set 6-0 and then Team B went on to win the Match Tiebreak, then the market Set Betting would be settled as 2-1 in Team B’s favour. The market Total Games would be settled against a total of 13 games.
2. For tennis matches that use the Match Tiebreak (in place of a final set), in the event that the next game turns out to be a Match Tiebreak, bets on the following markets will all be settled as void:
 - Next Game Winner
 - Next Game Score Betting
 - Next Game Points
 - Next Game to go to Deuce
3. If the next game is a regular game (i.e. not a Match Tiebreak) then bets will be settled as usual. Eg, Team A has won the first set 6-0 and Team B is winning the second set 5-0, with the 12th game of the match currently in progress. If Team A win the 12th game, taking the second set score to 5-1, then bets placed on the markets ‘Next Game Winner’, ‘Next Game Score Betting’, ‘Next Game Points’ and ‘Next Game to go to Deuce’ will be settled according to the result of game 13 (which will be the 7th game in set two). If Team B wins the 12th game, taking the match to one set all, the markets will all be settled as void.

37.9 IPTL (International Premier Tennis League)

37.9.1 Substitute Players

If during a set a player is substituted, ALL bets including “bet in play” will stand. If a set doesn’t start with the players indicated, ALL bets on that set will be void.

37.9.2 Set winner

If the Team Match goes to Overtime, the final Set Winner will be settled as the first player to 6 Games; from this point onwards all bets struck In-Play will be on the Team to win the match.

38. VOLLEYBALL / BEACH VOLLEYBALL

38.1

If a match is abandoned before regular time is played, all bets on that match are void, except for those markets that have been unconditionally determined.

38.2

If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand unless cancelled by mutual consent. However if a match in the Olympics or World Championships is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.

38.3

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

38.4

In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

38.5

For Beach Volleyball specifically, in the event that any of the named players in a match change before the match starts then all bets will be void.

39. WATER POLO

39.1

Bets will be settled according to the official result as declared by the Water Polo governing body.

39.2

1. Unless otherwise stated, all bets will be settled on the result at regular time.
2. If a match is abandoned before regular time is played, all bets on that match are void, except for those markets which have been unconditionally determined.
3. If a match is postponed and rescheduled to take place within 48 hours of the original start time, your bet on the match will stand.
4. If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).

40. WINTER SPORTS

40.1 General Rules

1. These rules cover winter sports such as Cross Country Skiing, Alpine Skiing, Ski Jumping, Biathlon, Bobsleigh, Freestyle Skiing, Luge, Nordic Combined, Skeleton and Snowboarding.
2. Podium positions will count as official results, regardless of any subsequent disqualifications. If there is no podium ceremony, settlement will be determined in accordance with the official result declared by the governing body at the end of the event.
3. If a competitor or team does not start a race or tournament then bets placed on that competitor or team are considered to be losing bets. Stakes will not be refunded on selections in this case.
4. The dead heat rule applies to bets on an event where there is more than one winner, or the result is a draw or tie when no draw or tie price has been available.

40.2 Postponed or abandoned events

1. If, for any reason, an event (other than an Olympic or World Championship event) is postponed or abandoned all bets on that event will be void unless the event is completed within 48 hours of the original start time, or an official result is declared within 48 hours by the governing body.
2. If, for any reason, an Olympic or World Championship event is postponed or abandoned then all bets on that event will be void unless the event is completed before the closing ceremony of the games.

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