# SPORTS BETTING RULES

In these terms and conditions:

- **"AEDT"** means Australia Eastern Daylight Time.
- **"AEST"** means Australia Eastern Standard Time.
- **"American Football"** includes NFL, College, Canadian (CFL), NFL, Europe and Area Football.
- **"Official Result"** shall be the result as determined by the official governing body for the sport.
- **"Pick games"** means games in which teams are deemed to be evenly matched, and therefore no point spread applied.
- **"Point Spread"** means a wager on a team to win with handicaps applied. To even the match for wagering purposes the favourite (indicated by a negative points handicap) gives the underdog (indicated by a positive points handicap) a points start. At the end of the game/half, the relevant handicap is added to, or subtracted from, the teams' scores in order to determine the point spread result.

# 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General sports rules cover all sports and Novelty, but are superseded by any rules specific to individual sports or Novelty.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, 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 knock out 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**Non-Runners.** Sports bets are accepted 'All in compete or not' and if a player or team is withdrawn before they have taken part in the event (in any way), your bet is a loser. If the event is advertised 'Non runner no bet', stakes will be refunded on a player or team withdrawn prior to the start of an event.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, accumulators 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 official result published by the Press Association (PA), immediately after the match/event is finished. If the PA amends their decision after this period, all bets will stand on their original result. If the result is not immediately available from the PA, the result published by the official governing body immediately the match/event is finished will be used for settling purposes. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

**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**
**Tournament Betting.** Predicting which selection will win a tournament.

## 2. AMERICAN FOOTBALL

We accept singles and upwards bets on all NFL/NCAA/CFL/Arena League games. Bets will be settled on the official result, including overtime, as declared by the American Football governing body.

**2.1**
**Money Line (Match betting).** Where odds for both Outright and Handicap betting are available, all bets are settled on the outright price, unless the handicap or qualifying price has been specifically selected. At least 55 minutes of play must take place for bets on that match to stand. 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'. Overtime counts except for bets on Double Result.

**2.2**
**Point Spread (Handicap Betting).** The result used for settling is the Money Line, adjusted for the Point Spread (handicap) line available at the time of bet placement. For example - Miami +3 @ Green Bay -3. Result Miami 21 Green

Bay 25, Green Bay wins on the point spread. In the event of the scores being level following the point spread being applied, the bet results in a "Push" and stakes are refunded. Push rule does not apply to markets with a point spread tie available.

**2.3**
**Abandoned Matches.** If a match is abandoned before the end of a game (including during overtime) all bets will be void, unless 55 minutes of play has taken place or an official result is 'called by the American Football governing body'. All other markets will be void except for those which have been unconditionally determined (for example First Touchdown Scorer bets will stand if a touchdown has been scored).

**2.4**
**Current / Next Drive Market.** Results are settled on the outcome of the respective offensive drive in progress. Only offensive statistics count. Kick off returns and punt returns for touchdowns do not count as a drive. Only interceptions or fumbles constitute a turnover. Turnovers that are returned by the defense for a touchdown will be settled as a turnover. In the event of a safety, turnover on downs or time expiring, all bets are void for that market. All markets are settled on official stats from nfl.com.

**2.5**
**Division/Conference Winner.** 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. 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. 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.

**2.6**
**Double Result.** This is based on predicting the result at half time and the result at the end of regulation time. This market excludes overtime.

**2.7**
**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.

**2.8**
**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.

**2.9**
**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.

**2.10**
**1st Team / Last Team to Score and 1st Touchdown Scorer / 1st Team Touchdown Scorer / Anytime 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.

**2.11**
**1st Turnover and 1st Team to Commit a Turnover.** For results purposes, only an interception or a fumble counts. A punt or turnover on downs does not qualify as a turnover for settlement purposes. In the event of an abandoned game stakes are returned unless a turnover has already taken place.

**2.12**
**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. For betting in running purposes the above rules apply unless stated otherwise. When scores are displayed in running, every effort is made to ensure the accuracy of the score and game time, however no liability is accepted for incorrect information displayed.

**2.13**
**In Running.** 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.

**2.14**
**Most Regular Season X**
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.

**2.15**
**NFL Specials Rules.** NFL Specials are based on time specific markets. Weekly specials applies to all games played during the NFL Week Schedule. Sunday Early Specials applies only to games that Kick off at 6pm. Sunday Late Specials applies only to games kicking off from 9pm onwards inclusive of any late Sunday night game played. Overtime applies to all markets where played for purposes of settlement unless stated otherwise. All games must be completed for action.

**2.15.1**
**Highest Scoring / Lowest Scoring Team.** Results are based on individual teams total points inclusive of any overtime played. All games must complete for action. In the event of a tie dead heat rules apply.

**2.15.2**
**Highest Scoring / Lowest Scoring Match.** Results are based on total match points inclusive of any overtime played. All Games must complete for action. In the event of a tie dead heat rules apply.

**2.15.3**
**Biggest Margin of Victory.** Results are based on the largest margin of victory based on match results for the relevant time period of the specified specials. All games must complete for action and overtime where played applies. If the margin of victory is not quoted the “Field” is determined as the winner for settlement purposes.

**2.15.4**
**Team to Score Fastest TD.** Results are based on teams scoring the earliest touchdown based on official NFL.com times. In the event of a tie dead heat rules apply.

**2.15.5**
**Highest Team Score Total / Lowest Team Score Total.** The market relates to the total points scored by the team who scores the most / least points for that given market time period. In the event of the total not being quoted for results purposes “Field” will be deemed the winner.

**2.15.6**
**Highest Team Score Total / Lowest Team Score Total (Over / Under).** The market relates to the total points scored by the team who scores the most / least points for that given market time period.

**2.15.7**
**Total Team / Match Touchdowns.** Results are based on total touchdowns scored for the specific match or team, inclusive of any overtime.

**2.15.8**
**To Win Every Quarter / To Win Both Halves.** A team must win each individual quarter / half for bets to have action. In the event of a tie in any quarter or half bets are losers. Overtime does not apply to this market. Games must be completed for action.

**2.15.9**
**Mythical Matches.** Matches involve two teams playing in those relevant weeks NFL fixtures. Results are dependent on team’s individual scores in their respective fixtures against that of the mythical weekends opponent. The official governing body determines scores, in the event of a game not fully completed bets are void for that respective mythical match. All scores include any overtime played, singles only.

**2.15.10**
**NFL Draft.** 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.

Mr 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.

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.

**Player Positions**

Pre-draft players are assigned to one playing position by Ladbrokes based on their probably playing position. The position that players are listed as on nfl.com and the position that they played in College are irrelevant, as these can often change and final positions are not decided until a player reaches their destination team. Once a position assignment has been made by Ladbrokes it is final. Others may be added to the market upon request, as long as they are not already assigned to another position.

**2.15.11**
**NFL Head Coach Markets.** For settlement purposes the Super Bowl will be used to mark the end of the season for all head coach markets. Any coach fired before the Super Bowl will be deemed to have been fired during the season, even if his team's season has ended. Should a head coach resign, retire or be traded to another team, we will consider him fired for settlement purposes.

**2.16**
**Postponed Matches.** 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.

**2.17**
**Proposition 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.

**2.18**
**Quarter and Half Markets.** For bets placed on the specific quarters or halves the entire period of play must be played unless the result is already determined. 2nd half markets and 4th quarter markets do not include overtime.

**2.19**
**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.

**2.20**
**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.

**2.21**
**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.

**2.22**
**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.

**2.22**
**Winning Margins.** This is based on predicting the margin of victory by any given team in a match. Winning margin betting is from scratch.

## 3. ATHLETICS

Bets are settled on the result immediately declared by the official International Association of Athletics Federation (I.A.A.F.), irrespective of any subsequent enquiry. If a track or field event is cancelled for any reason prior to the event, all bets will be void. The total medal tally will be determined by the officially published IAAF results.

**3.1**
**Events/Galas**

**3.1.1**
**Outright.** Bets are settled all in compete or not.

**3.1.2**
Athletes against the Field. All named athletes must start for bets to count. 'The Field' comprises of all other unnamed runners.

**3.1.3**
**Head to Heads.** Both competitors must start for bets to have action; if either competitor does not start all respective bets are void.

**3.1.4**
**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.

**3.1.5**
**Props.** (Final Digit, Order Betting) Named athletes must start for bets to have action.

**3.1.5.1**
Bets on final digit of athlete's performance are settled on official results. E.G. 100m winner 9.98secs 8 would be the winner for settlement purposes. Long Jump winner 7.32m 2 would be declared the winner for settlement purposes.

**3.1.5.2**
Order Betting is settled on the official result of 1st and 2nd in the correct order, any named athletes who do not compete, bets are void.

**3.2**
**Olympics**

**3.2.1**
**General Rules.** If an event is cancelled, all bets are void. 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.

**3.2.2**
**Final medal placings.** The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

**3.2.3**
**Head to Head betting.** 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.

**3.2.4**
**Postponed Events.** In the Olympics, 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.

**3.2.5**
**Results.** All races/events will be settled according to the medal ceremony, any subsequent disqualifications will not count for settlement purposes. Should the result of an event be amended following an enquiry, competitors awarded Gold, Silver and Bronze at the original medal ceremony will be deemed 1st, 2nd and 3rd respectively for settlement purposes. In the event of more than one medal being awarded for the same position, for example there is potential for 2 bronze medals in boxing, dead heat rules apply.

## 4. AUSTRALIAN RULES FOOTBALL

**4.1**
All bets shall be settled on official AFL result only.

**4.2**
All Australian Rules bets shall be settled at the end of normal time, unless otherwise stated.

**4.3**
In the event that extra time is played all head to head betting will be settled inclusive of Extra time.

**4.4**
If the game results in a draw, dead heat rules shall apply.

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

**4.7**
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.

**4.8**
Minor Premier handicap, the team with the most premiership points at the conclusion of the home and away season with the stated point's handicap applied. In the case of two or more teams being equal; dead heat rules will apply (percentage will not be used as a decider). The market will be settled at the conclusion of Round 23.

**4.9**
AFL Regular Season (23 Rounds) Head to Head. Winners determined by official AFL ladder standings at end of Regular Season (23 rounds).

**4.10**
**AFL Fantasy DT**

**4.10.1**
**Matchups.** Pays on official AFL.com.au stats. Dead heat rules apply. Both players must start for bets to stand (Sub = non-starter).

**4.10.2**
**Total Points Over/under.** Pays on official AFL.com.au stats. Dead heat rules apply. Player must start for bets to stand (Sub = non-starter).

**4.10.3**
**Group.** Pays on official AFL.com.au stats. Dead heat rules apply. Bets refunded if player non starter.

**4.11**
**Most Disposals**

**4.11.1**
**Group A and B.** Pays on official AFL.com.au disposals. Dead heat rules apply. Bets refunded if player non starter.

**4.12**
**Most Goals.** Pays on most goals for the match. Dead heat rules apply. Bets refunded if player non starter.

## 5. BASEBALL

**5.1**
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 are deemed no action.

**5.1.1**
**Matches not played as listed.** If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

**5.1.2**
**4 ½ innings rule.** If a game is 'called', or suspended, winners and losers for betting are official after at least 5 full innings of play unless the home team is leading after 4 ½ innings. If a game is 'called', or suspended etc, the winner is determined by the score after the last full inning (unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). Please note that suspended games do not carry over.

**5.1.3**
**8 ½ innings rule.** Total and run-line betting (Handicap betting) - The game must go at least 9 full innings (or 8 ½ innings if the home team is ahead) for bets to have action. It is the client's responsibility to ensure they are aware of any relevant pitcher changes.

**5.2**
**Pre Match Rules.** Listed pitchers must start - a wager that specifies both starting pitchers. Any variation constitutes no action. Wagers with 'One specified pitcher' and 'Listed pitchers must start' that were placed when the named pitcher was originally listed are no action if the listed pitcher is changed and is then re-listed back to the original pitcher.

- Pre-game lines - All bets include extra innings unless otherwise stated.
- Side betting (Money line) - Subject to 4 ½ innings rule.
- Game totals/run line - Subject to 8 ½ innings rule.

**5.2.1**
**5 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.

**5.2.2**
**Individual Innings Betting.** Innings betting refers to the specific inning only, the entire inning must be completed for bets to have action.

**5.2.3**
**1st Pitch Result.** 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.

**5.2.4**
**Pre-game props including player props.** 8 ½ innings rule applies unless settlement of bets is already determined. Listed pitchers must start for bet to have action. Extra innings count unless specified otherwise.

**5.2.5**
**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 - 8 ½ innings rule applies. If any game is cancelled or stopped before the completion of 8 ½ innings, all wagers on the Grand Salami will be cancelled. We offer the following Grand Salami markets:

**Money Line (Home Teams vs Away Teams)** - Homes Teams' total runs scored versus Away Teams' total runs scored.

**Run Line Betting (Home Teams vs Away Teams)** - Homes Teams' total runs scored versus Away Teams total runs, with Run Line (Handicap) applied after.

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

**5.2.6**

**Non-MLB Baseball** – Listed pitchers rule does not apply; all bets stand regardless of who pitches for each team. 8 ½ 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 all bets to stand.

**5.3**
**Live Betting Rules**

- MLB - All bets stand irrespective of pitchers or pitcher changes.
- All markets include extra innings.
- Side betting (Money line) - Subject to 4 ½ innings rule.
- Game totals/run line - Subject to 8 ½ innings rule.

**5.3.1**
**Total Home Runs.** A Home Run is scored when the batter is able to circle all the bases, ending at home plate. This will count as one (1) Home Run, potential runs for other runners on base when the Home Run was scored will not be counted.

**5.3.2**
**Next Scoring Play.** The selection 'Any Other' includes a RBI, Error Run, and Sacrifice, when there is no Home Run.

**5.3.3**
**Current/Next At Bat.** The selection 'On Base' includes a RBI, but is void in the event of a Sacrifice or Walk.

**5.4**
**Futures - General rules.**

**5.4.1**
**Regular season wins/match-ups.** Team must complete at least 160 regular season games for bets to have action unless the remaining games during the course of the season do not affect the result.

**5.4.2**
**To win Pennant.** The team that progresses to the World Series will be deemed the winner of the pennant.

**5.4.3**
**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.

**5.4.4**
**MLB Regular Season MLB Series Betting**
Bets on MLB Regular Season Series are placed on the outcome of the first three games played in each Series. Pitchers cannot be listed; all wagers will have action irrespective of starting pitchers. Neither team can play another opponent between scheduled games. Only the first three games played count for betting purposes. Bets stand provided a minimum of two games have been played. If two of the first three games are postponed or cancelled – all bets are void. Called games will count towards grading provided it is officially declared a regulation game (4 ½ innings rule).

**5.4.5**

**Outright, pennant and divisional betting.** All bets stand regardless of team relocation, team name change, season length or play-off format.

## 6. BASKETBALL

**6.1**

Unless otherwise specified, these rules apply to American Basketball. 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 those that are quarter or half specific. Any subsequent amendments to the official result will be ignored for settlement purposes.

**6.2**

**NBA**: Regular time is 48 minutes play. At least 43 minutes of play must elapse for NBA game bets to stand. If the game is abandoned for any reason before 43 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. **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. **NCAA**: Regular time is 40 minutes play. At least 35 minutes of play must elapse for NCAA 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.

**6.3**

**Match betting or "Money Line".** Where odds for both outright and handicap betting are available, all bets are settled on the outright price, unless the handicap or qualifying price has been specifically selected.

**6.4**

**Half Betting**.

- **1st Half Betting -** 1st Half Betting is available In-Play on certain matches. Bets are settled on the result of the match at the end of the first half.
- **2nd Half Betting -** 2nd Half Betting is available In-Play on certain matches. Bets are settled on the result of the match excluding 1st half scores, so only including scores from the second half. Overtime does not count.

**6.5**

**Handicap Betting or "Points Spread".** This is in the form of half-point and full point handicaps (e.g. +/- 3.5 points, +/- 7 points, etc). In the event of a Handicap tie bets are void on that market.

**6.6**

**Suspended Matches.** In the event of a game being suspended for any reason and resumed within 24 hours of the original tip off then 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.

**6.7**

**Seasonal match betting.** 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.

**6.8**

**Division Finishing Position.** Predict what position the named team will finish within their respective division at the end of the regular season. Performances in the play-offs do not count. All teams within that division must play all of their scheduled regular season games for bets to stand.

**6.9**

**Conference Finishing Position.** Predict what position the named team will finish within their respective conference at the end of the regular season. Performances in the play-offs do not count. All teams within that conference must play all of their scheduled regular season games for bets to stand.

**6.10**

**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.

**6.11**

**Conference Winner.**

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

**6.12**
**Player Regular Season Specials and Match Bets.** 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 10 regular season games
- **Average points/rebounds/assists/steals/blocks/fouls/turnovers per game** - player must play in at least 70% of his team's regular season games
- **Average field goal percentage** - player must make at least 300 field goals during the season
- **Average 3-point percentage** - player must make at least 82 3-point field goals during the season

All averages will be rounded to 1 decimal point for settlement purposes.

**6.13**
**Player Play-off Specials and Match Bets.**

A named player must play in at least 4 play-off games, otherwise bets on that player will be made void.**5.14**
**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 refunded.

**6.14**
**Player Monthly Specials and Match Bets.** Both names players must play some part in at least 4 games within the stated calendar month, otherwise match bets involving those players will be made void, except where bets have been unconditionally determined.

**6.15**
**Team Monthly Specials and Match Bets.** A team must play in all of their scheduled games for that calendar month, otherwise bets involving that team will be made void, except where bets have been unconditionally determined.

**6.16**
**Group bets.** (e.g. which of this group of players will score the most points) can finish with two or more players winning in a dead-heat. In this case dead-heat rules will apply, e.g. if you placed an each way bet and the terms quoted are for the first three places, we will treat two Groups tying for third place as having dead heated for third place. We will then settle with 1/2 stake lost and 1/2 stake settled at full place odds for each-way bets on those Groups.

**6.17**
**Postponed Match**
If a match is not played on the scheduled dates all bets will be void.

**6.18**
**Most points.** If any of the players listed in this market fail to start the game, then all bets on the market are void.

**6.19**
**Proposition Markets**

**6.19.1**
**Team Total Points.** These markets include any overtime played and are based only on the relevant teams total. In the event of a tie bets are voided.

**6.19.2**
**Last Score of the Half / Match.** The results of these are based on official stats from NB

**6.19.3**
**First Player to score.** This market is all in play or not. Players not nominated are available upon request.

**6.19.4**
**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.

**6.19.5**
**Player props (assists/points/rebounds).** Player prop markets are inclusive of any overtime played and are settled on official results supplied by NBA.com. Nominated players must be in the starting five for bets to stand.

**6.19.5.1**
**To Record a Double-Double** – Player must record 10 or more in TWO of the following 5 statistical categories: Points, Rebounds, Assists, Blocks, Steals.

**6.19.5.2**
**To Record a Triple-Double** – Player must record 10 ore more in THREE of the following 5 statistical categories: Points, Rebounds, Assists, Blocks, Steals.

**6.20**
**European and International Basketball**

**6.20.1**
**General Rules.** Regular time is 40 minutes play. Bets will be settled according to the official result as declared by the European 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. 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. Any subsequent amendments to the official result will be ignored for settlement purposes.

**6.20.2**
**Match Betting.** Where odds for both outright and handicap betting are available, all bets are settled on the outright price, unless the handicap or qualifying price has been specifically selected. Match betting on the European leagues is in the form of a whole-point handicap (e.g. +/- 3points, +/- 7 points, etc.). Tie prices are also available. Tournament Winner bets will be settled at the end of the play-offs. Rankings at the end of the regular season do not count.

**6.20.2.1**
**Postponed Match.** If a match is not played on the scheduled date all bets will be void.

**6.20.2**
**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.

**6.21**
**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.

**6.22**
**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.

**6.23**
**Australian Basketball.** Overtime counts for all markets unless otherwise stated. Shoulda 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.

## 7. BOXING

**7.1**
The official start of the fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the official governing body immediately after the end of the fight. Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.

**7.2**
**Postponed/cancelled contest.** 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.

**7.3**
**Contestant replaced.** If one of the contestants is replaced by a substitute, bets on the original bout will be void.

**7.4**
**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.

**7.5**
**Change to scheduled number of rounds.** All outright bets on the match will stand. However round by round bets will be void.

**7.6**
**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.

**7.7**
**Fight Outcomes**

**7.7.1**
**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).

**7.7.2**
**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.

**7.7.3**
**Decision or technical decision.** Decision is on scorecard points between the 3 judges.

**7.7.3.1**
**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.

**7.7.3.2**
**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.

**7.7.3.3**
**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).

**7.7.3.4**
**Unanimous Decision.** When all 3 judges have the same fighter as the winner.

**7.8**
**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.

**7.9**
**Tournament Betting.** Any fighter starting the tournament, who has to withdraw from the event due to injury will be deemed a loser.

## 8. CRICKET

**8.1**
**Match betting.** We accept singles and upwards on all cricket matches. Bets will be settled on the official result. If a match is officially declared a 'no result', all bets on that match will be void. If a match is affected by external factors (such as bad weather), we will settle your bet based on the official competition rule (this includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)*). If your team is no longer playing at the venue advertised, your bet will 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). If a match is abandoned due to outside interfernace, all bets on that match will be void. If a math is postponed and rescheduled to take place within 48 hours from the original start time bets on that match will stand unless cancelled by mutual consent. If the match does not take place within 48 hours, your bet will be void. If a County Championship match ends in a draw, the match betting market will be settled as void unless the draw is quoted. If a Sheffield Shield match ends in a draw, the match betting market will be settled in favour of the team that has the most runs awarded to them in the match. Should the number of runs awarded to both teams be equal, the match betting market will be settled as void.

**8.2**
**Tied Matches.** If a Test match ends in a tie, dead heat rules will apply and all bets on the draw will be deemed losers. For limited overs matches (domestic and international), if we have not quoted a price for a tie and the official competition rules do not declare a winner, then dead heat rules apply. Where the official competition rules do declar a winner, bets will be settled accordingly. For matches in knockout tournaments, the team progressing to the next round will be deemed the winner, eg. via a bowl-out.

**8.3**
***Duckworth Lewis method/Jayadevan system.** These are systems used to adjust the scores in the event of a rain delay during one-day matches, in order to leave the balance of the match unaltered. The systems use the number of overs each team have still to receive and the number of wickets they have in hand in order to reach an official result.

**8.4**
**Series/Tournament Betting.** If a series is postponed for any reason before the scheduled number of games have taken place, for settlement purposes, the team that is ahead at the time will be deemed the winner. This rule also applies for the settlement of top series/tournament runscorer and top series/tournament wicket taker bets. If a series ends in a tie and no price for the tie is quoted dead heat rules will apply. Bets on the series correct score will be settled

as void if the final series score was not originally quoted, for example, if a match is tied or incomplete due to weather. Series/torunament top batsman or top bowler markets are settled on an 'all in play or not' basis.

**8.5**
**In Play General Rule.** If a match is curtailed through external factors and there is no further play any bets placed on any in-play market once play has been curtailed will be void. Any bets placed prior to this will be settled in accordance to our normal rules.

**8.6**
**Top Runscorer.** For test matches, unless stated, all bets will apply for the first innings only. If a batsman retires and does not resume his innings, his score will stand. Bets placed on any player not in the starting eleven will be void. Bets placed on a player in the starting eleven stand whether they bat or not. If two players tie as top batsman, dead heat rules apply. Dead Heat rules apply in the event of a tie. Top Runscorer bets will be void if fewer than 20 overs (10 overs in the case of T20 matches) are completed because of external factors (such as bad weather). This applies unless a team is all out, or wins the match in fewer than the stipulated overs.

**8.7**
**Top Runscorer Handicap.** All players must be named in the starting line-up for bets to stand. Bets will be void if there is any reduction of the scheduled number of overs (eg. 50 overs for One Day matches, 20 overs for T20 matches) in the match. Dead heat rules apply in the event of a tie.

**8.8**
**Top Wicket-Taker.** For Test matches, unless stated, all bets will apply for the first innings only. Bets placed on a player in the starting eleven stand whether they bowl or not. Bets placed on any player not in the starting eleven will be void. Dead Heat rules apply in the event of a tie. If no wickets are taken it will be a dead heat between all the quoted bowlers in the starting eleven. Top Wicket-Taker bets will be void if fewer than 20 overs (10 overs in the case of T20 matches) are completed because of external factors (such as bad weather). This applies unless a team is all out, or wins the match in fewer than the stipulated overs.

**8.9**
**Fall of Next Wicket.** The total innings runs scored by a team before the fall of the named wicket determines the result of the market. If either batsman retires hurt or ill then the bet is settled on the total at the fall of the next wicket. If a team declares or reaches their target then the total amassed will be the result of the market. In one day and T20 matches if, after a bet is placed, the total number of match overs to be played is reduced to less than 80% of those scheduled at the time of bet placement due to external factors (such as bad weather), that bet will be void; unless settlement of bet is already determined.

**8.10**
**Four/Six/Boundary in Next Over.** Only boundaries off the bat and attributed to a player count (i.e. extras or overthrows do not count).

**8.11**
**Method of Next Dismissal.** Team Next Dismissal will be determined by the method of the next dismissal of the team batting. If either batsman retires hurt or ill after your bet is placed then the bet is settled on the next dismissal. If neither batsman is dismissed through the course of the innings then bets will be void. Batsman Next Dismissal will be determined by the method of the dismissal of the named batsman. If the batsman is not out bets will be void. If the batsman retires hurt and fails to return the market will be void. If the batsman retires out the market will be void.

**8.12**
**Most Team Sixes.** Bets will be void if there is any reduction of the scheduled number of overs (eg.. 50 overs for One Day matches, 20 overs for T20 matches) in the match unless settlement of the bet is already determined. Dead heat rules apply in the event of a tie.

**8.13**
**Number of Runs in the First X Overs.** The result of this market is determined by the total number of runs scored by a team in the selected number of overs. If the selected number of overs is not complete due to external factors then bets will be void, unless settlement of bet is already determined. If the natural length of the innings is less than the selected number of overs (e.g. a team is all out in less than the selected overs or reaches their target) then bets will stand.

**8.14**
**Number of Runs per Batsman.** The result of this market is determined by the total number of runs scored by a named batsman in the course of an innings. Only runs attributed to the named batsman count. Extras (wides, no-balls, etc.) that occur whilst that batsman is batting do not count as runs accrued by that batsman. If a batsman retires hurt but returns to bat later then the total number of runs scored by the batsman during the innings is the final result. If a batsman retires hurt and does not re-emerge to bat during that innings then the score amassed before injury is the final result. Players must take the crease for bets to stand.

**8.14.1**
**Test Matches.** If a batsman remains not out at the innings conclusion through a declaration or a team reaching their target then his score amassed is the final result. If a batsman's innings is curtailed due to external factors, such as bad weather, his final 'not out' score will count for settlement purposes.

**8.14.2**

**One Day/Twenty20 Matches.** Bets on player runs will be void if, after a bet is placed, the total number of innings overs to be played is reduced to less than 80% of those scheduled at the time of bet placement due to external factors (such as bad weather); unless settlement of the bet is already determined.

**8.15**
**Number of Runs per Innings.** The result of this market is determined by the total number of runs scored by a team in the course of an innings.

**8.15.1**
**Test Matches.** If an innings lasts less than 50 overs due to external factors (such as bad weather) then bets on the number of runs scored in that innings will be void. If the natural length of an innings is less than 50 overs (e.g. a team is all out in less than 50 overs or declares or reaches their target) then bets on the number of runs scored in that innings will stand. Extras (wides, no-balls, etc.) count as runs in the innings.

**8.15.2**
**One Day/Twenty Matches.** Bets on innings runs will be void if, after a bet is placed, the total number of innings overs to be played is reduced to less than 80% of those scheduled at the time of bet placement due to external factors (such as bad weather); unless settlement of the bet is already determined. Extras (wides, no-balls, etc.) count as runs in the innings. Penalty runs will also count to the total.

**8.16**
**Number of Wickets per Bowler.** The result of this market is determined by the total number of wickets taken by a named bowler in the course of an innings. Bets stand for players in the starting XI regardless whether they bowl a delivery or not.

**8.16.1**
**One Day/Twenty20 Matches.** Bets on player wickets will be void if, after a bet is placed, the total number of innings overs to be played is reduced to less than 80% of those scheduled at the time of bet placement due to external factors (such as bad weather); unless settlement of the bet is already determined.

**8.17**
**Odd/Even Markets.** For the purpose of this market 'zero' will be deemed as an even number.

**8.18**
**Player vs Player Markets.** Both players must be in the starting line-ups for bets to stand. Any bet which is on an event which does not take place, or on a market which has begun but in which there is no further activity after the bet is placed will be void. In the event that after a bet is placed no further requisite action occurs, the bet will be void. For example, if a player pulls out of the tournament due to injury before commencing his next match, any bets placed after the completion of his last match and before the announcement of his withdrawal will be void.

**8.19**
**Runs in Over.** The result of this market is determined by the total number of runs scored in the named over. If the over is not complete due a natural conclusion of the match (i.e. a team reaches their target) then bets will stand. If the named over does not start or is incomplete due to external factors (such as bad weather) then bets will be void. Extras count as runs for this market.

**8.20**
**Runs Scored off a Particular Delivery.** When betting in play on cricket games, we may offer bets such as 'A four to be scored off the 6th ball of the over'. For the purposes of such bets, every ball is counted, including wides and no balls. For example, if an over starts: Wide - No Ball - No Ball - Six, then the 'Six' is deemed to be the fourth ball of the over. No balls and wides, for settlement purposes, are "awarded" and therefore not "scored".

**8.21**
**Scoring Specials.** Bets on the following markets will be void if, after a bet is placed, the total number of match overs (or 'innings overs' for player or team specials) to be played is reduced to less than 80% of those scheduled at the time of bet placement due to external factors (such as bad weather); unless settlement of the bet is already determined.

- **Player Fours/Sixes** – How many Fours/Sixes will a player score? Only runs scored from boundaries, off the bat will count for player fours and sixes, extras or overthrows do not count. Players must take the crease for bets to stand.
- **Player to score 50/100** – Will a player score a 50/100? Players must take the crease for bets to stand.
- **Team or Match Extras** - Bets settled on number of extras awarded to the batting team.
- **Team or Match Fours/Sixes** – How many Fours/Sixes will be scored in the match/by a team? Only runs scored from boundaries, off the bat will count for team fours and sixes, extras or overthrows do not count.

**8.22**
**Session Runs.** The total number of runs scored in the selected session determines the result of this market. A minimum of 20 overs must be bowled for bets to stand.

**8.23**

**Split-Innings.** For split innings format (for example Australia National One Day Cup) we will settle bets as normal in accordance to our rules. Please note that each 45 over 'innings', despite being split into 2 sections, is considered as ONE innings.

## 9. CYCLING

All bets will be settled on the result of the podium presentation. If there is no podium presentation, we will settle bets on the result immediately declared by the official governing body, irrespective of any subsequent enquiry.

**9.1**
**Race & Stage winner.** All outright winner or stage winner bets on individual riders will be void if a rider fails to start the competition or stage. However bets will stand if the rider withdraws once the competition or stage has started. 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. Any subsequent disqualifications will be ignored for settlement purposes.

**9.2**
**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.

## 10. DARTS

**10.1**
**Match Betting.** Predict the winner of the match. 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 a 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.

**10.2**
**Tournament Betting.** Predicting which player will win a tournament.

**10.3**
**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.

**10.4**
**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.

**10.5**
**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.

**10.6**

**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, and Reduction Rules may apply.

## 11. GAELIC FOOTBALL AND HURLING (GAA)

**11.1**
**Match betting.** 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. If a game is postponed all bets will be void unless the game is played within 24 hours of the original start time. 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. 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).

**11.2**
**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).

**11.3**
**Goalscorer betting.** Bets on this market are settled on the first player to score a goal in the game within normal time. 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. If the only goal scored within normal time is an Own Goal, then No Goalscorer will be deemed to have been the successful outcome. 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. 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. 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.

**11.4**
**Winning Margins betting.** All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count. 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.

**11.5**
**Total Score in Game.** All bets are settled on the final result at the end of normal time (including any injury time). Extra time does not count. 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.

**11.6**
**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. A typical market will be:

**11.6.1**
Kerry (+3pts) 5/6

**11.6.2**
Dublin (-3pts) 5/6

If the final score in this fixture was Kerry 1 goal and 10 points (total points = 13) lose to Dublin 1 goal and 12 points (total points = 15) then to determine the handicap result simply add 3pts to Kerry's final score. This leaves the handicap result as Kerry 16 points, Dublin 15 points so "Kerry (+3pts)" would be the winning selection.

**11.7**
**First/Last Scoring Play.** 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. If a match is abandoned before there is a score, all bets are void. 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.

**11.8**
**Player Total Points.** 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. The player must start the match for which the price is offered or all bets on that player will be void.

**11.9**
**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.

## 12. GOLF

**12.1**
**Official result.** In tournaments affected by bad weather, bets will be settled on the official result regardless of the number of rounds played. If the tournament is abandoned, any bets placed after the last completed round will be void.

**12.2**
**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.

**12.3**
**Withdrawn/Disqualified player.** 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.

**12.4**
**Tournaments.**

**12.4.1**
**Outright.** All tournament bets are settled on the player winning the trophy. If a tournament is reduced from the scheduled number of holes, we will settle any outright bets placed after the final completed round as void. 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.

**12.4.2**
**Other.** 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'. 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.

**12.4.2.1**
**Tournament Match betting.** 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. 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.

**12.4.2.2**
**Tournament Group betting.** All players must start for bets to stand.

**12.4.2.3**

**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.

**12.5**
**2 & 3 Ball betting.** In 2 Ball betting a price will be offered for a tie. In 3 Ball betting if players have an identical score in the round, the result will be a tie and dead heat rules will apply. 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.

**12.6**
**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.

**12.7**
**Top 5/Top 10 Finish.** A bet on a player to finish within the Top 5 or Top 10 places of a specific tournament. In tournaments where these markets are offered, dead heat rules apply.

## 13. HANDBALL

**13.1**
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.

**13.2**
**Postponed match.** If a match is not played on the scheduled date all bets will be void.

**13.3**
**Head2head betting Handball Individual Players**

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

## 14. HOCKEY

We accept singles and upwards on all hockey matches. All hockey bets will be settled on 70 minutes play unless specifically stated otherwise. Overtime does not count. 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. If a match is not played on the scheduled date all bets will be void.

## 15. ICE HOCKEY

**15.1**
**NHL rules.** All settlements are based on results and statistics provided by the relevant league's governing body and are sourced fromhttp://www.nhl.com In the NHL, the winner of the Eastern or Western Conference is the team that represents that conference in the Stanley Cup - not the team that has the best regular season record. 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.

**15.1.1**
**Money Line.** At least 15 minutes of official time must elapse in the 3rd period for bets to stand. 60 minute markets are settled on 60 minutes of play, overtime and shootout goals are not included. 65 minute markets are inclusive of all overtime and shootout goals where applicable, and the one goal rule applies to these markets.

**15.1.2**
**First Goalscorer.** In the event of an abandoned game bets stand on scores that have taken place already. Overtime counts for these markets. First Goalscorers are all in play or not. Goalscorer markets are offered with the option "others on request".

**15.1.3**

**Game Totals/Period Totals/Team Totals.** The game total result is the combined goals for both teams inclusive of overtime. At least 15 minutes of official time must elapse in the 3rd period for bets to stand, unless the total is already over. In the event of the totals goals being the exact quote where no exact price is offered, all stakes are refunded. Period goals only apply to that specific period and the entire period must be played. For 3rd period lines, overtime does not count.

**15.1.4**
**Prop markets:.** Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd period for bets to stand.

**15.1.4.1**
**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. For example, Tampa Bay +1.5 v Calgary -1.5, result: Tampa Bay 2-3 Calgary. Tampa Bay wins on the handicap. Overtime counts for all puck lines. All above rules apply.

**15.1.4.2**
**Player(s) props.** The respective player(s) must start for bets to stand. Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd period for bets to stand.

**15.1.5**
**Betting In Play.** All markets are subject to their respective rules for purposes of in running. When scores are displayed in running, every effort is made to ensure the accuracy of the score and game situation. However no liability is accepted for incorrect information displayed.

**15.1.6**
**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.

**15.2**
**Non-NHL rules.** All ice hockey bets will be settled on 60 minutes play unless specifically stated otherwise. Overtime does not count. 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. If a match is not played on the scheduled date all bets will be void.

**15.2.1**
**'Period Betting - 20 mins only'.** Each 20 minute period is treated as a separate 'mini-match' and therefore your selection must score more goals than the other team within the chosen period to win. Any existing score in the match is not carried forward, and so for the purposes of Period Betting, every period is considered as starting 0-0, as no goals have yet been scored in the period. For example, if your selected team wins a match 2-0, scoring in the 1st and 3rd periods, the period scores would be 1-0, 0-0 and 1-0. If you had bet on the team to win "2nd Period Betting - 20 mins only", although your team won the match, the winning selection for Period 2 would actually be "Draw".

## 16. MIXED MARTIAL ARTS (MMA)

**16.1**
The result as declared at the end of a fight by the official announcer will be used for settlement purposes. 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. If a fight results in a draw, the Fight Result will be deemed void and all stakes returned.

**16.2**
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. Fights deemed to be "No Contest" or "No Decision" will have all markets settled as void.

**16.3**
**Future Fights.** The one exception to the 48 hour rule above, is fights set up under the Future Fights sub-type. These fights 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.

**16.4**
**Change to scheduled number of rounds.** All outright bets on the match will stand. However round by round bets will be void.

**16.5**
**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.

**16.6**

**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 2 minutes 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.

**16.7**
**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.

**16.8**
**UFC Card Specials.** 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.

This information will be available in the market descriptions for the event in question.

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.

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.

## 17. MOTOR CYCLING

The start of any race is defined as the signal to start the warm-up lap. We will settle individual Grand Prix betting on the result of the podium presentation, regardless of any subsequent disqualifications. If a race is abandoned and no official result is declared, all bets on that race will be void. Ride offs do not count for settlement purposes.

**17.1**
**Outright Championship betting.** This will be settled based on the points tally immediately after the podium presentation of the final event of the championship. This will not be affected by any enquiries which then take place.

**17.2**
**Qualifying Betting Markets.** Markets on the qualifying performance will be settled according to the positions and times set during the final qualifying session. For the purposes of the qualifying markets, any subsequent adjustments of grid positions shall be ignored.

**17.3**
**Match (Head to Head) betting.** If one of the riders does not finish the race, the other rider is considered the winner. If neither rider finishes the race, then the rider who completed the most laps is the winner. If both riders complete the same number of laps but do not finish the race, all bets are void.

**17.4**
**Group betting.** If one or more of the riders do not finish the race in a group bet, the winner will be the rider who has completed the most laps or finished the first out of the group.

## 18. MOTOR RACING

The start of any motor race is the signal to start the warm-up lap. If your driver is not on the grid for the warm-up lap, or ready to start from the pit lane, we will settle your bet as void and refund your stake. We will settle individual Grand Prix betting on the result of the podium presentation, regardless of any subsequent disqualifications.
If a race is abandoned and no official result is declared, all bets on that race will be void.

**18.1**
**Tournament (Drivers' and Constructors').** Championship betting This will be settled based on the points tally immediately after the podium presentation of the final Grand Prix of the season. This will not be affected by any subsequent enquiries which then take place.

**18.2**
**Match (Head to Head) betting.** If one of the drivers does not finish the race, the other driver is considered the winner. If neither driver finishes the race, then the driver who completed the most laps is the winner. If both drivers complete the same number of laps but do not finish the race, all bets are void.

**18.3**
**Group betting.** If one or more of the drivers do not finish the race in a Group bet, the winner will be the driver who has completed the most laps or finished the first out of the Group.

**18.4**

**Qualifying Betting.** Markets on the qualifying performance will be settled according to the positions and times set during the final qualifying session. For the purposes of the Qualifying markets, any subsequent adjustments of grid positions shall be ignored.

**18.5 For V8 Supercars.** 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.

## 19. NETBALL

**19.1**
**Match winner.** Extra time and extended extra time count.

**19.2**
**Handicap betting.** Extra time and extended extra time count.

**19.3**
**Total goals.** Extra time and extended extra time count.

## 20. NOVELTY

**20.1**

**Novelty** is our description for bets on, normally, non-sporting events such as politics, current affairs, entertainment or financial matters. 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.

**20.2**
**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.

**20.3**
**Australian Federal or State Politics. Party Leader.** 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.

**20.4**

**UK General Election. 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 and N.Ireland seats do not count. **Postponed/Re-run Seats.** Any seat which requires a re-run for legal or other reasons: The original declared result will stand for betting purposes. 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.

**20.5**
**US Presidential Election. Winning Party.** Pays on which party provides the President in the relevant election. We may delay settlement of any relevant markets until the final result is known.

**20.6**
**Reality TV Shows.** This section explains the main rules and conditions for bets placed on TV shows including, but not limited to: X-Factor, Big Brother and Australia's Got Talent. Bets will be settled on the official results declared by the television broadcaster. Evictees, Eliminations, Disqualifications and Walk-outs will be considered losers in the Outright betting markets. If a series is cancelled, and no official winner is declared, bets will be settled as a dead heat between the remaining contestants (Those that have not yet been evicted/eliminated). Outright bets on contestants already evicted/eliminated will stand as losers. If an act/group changes their name, bets stand. We reserve the right to void any bets should any markets be affected by late additions or subtractions of contestants, or other external factors, which have an unfair affect on the outcome of the markets. **Big Brother Specific Rules.** Evictees, and those leaving the house of their own accord, will be settled as losers in the Outright market. Should any such contestant be re-admitted at a later date, they will be considered an original contestant and existing bets on them in the Outright market will stand. If a contestant leaves by means other than an eviction prior to a declaration of those up for eviction, they will be considered a non-runner in that week's Eviction market. Additional contestants may be added to the market at any time. Fake evictions will not be considered as winners in the Next Eviction market, the housemate must leave the house permanently. Should the relevant broadcaster not confirm which housemates are nominated or are up for eviction, a market may still be formed. Bets on this market will stand 'all-in'. Additional housemates may be added to the market at any time. **X Factor Specific Rules.** Where a contestant enters the competition as a solo artist, and that artist subsequently joins a group, bets on the original solo artist will be settled as losers. Where a group of contestants entered into the competition entirely disband and form individual solo acts or other named groups, bets on the original

group will be settled as losers. If a group changes it's members, or alters the number of members, bets stand on the original named group.

**20.7**
**Royal Baby Specials.** Refers to the next baby born to the Duke and Duchess of Cambridge of the British Royal Family. Markets may be offered on the gender of the royal baby, the 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. Day of birth refers to the day of the week in Britain that the royal baby is born. The name of the royal baby refers to the first name officially given to the royal baby.

## 21. OLYMPICS (SUMMER AND WINTER)

**21.1**
**General Rules.** If an event is cancelled, all bets are void. 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.

**21.2**
**Final medal placings.** The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

**21.3**
**Head to Head betting.** 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.

**21.4**
**Postponed Events.** In the Olympics, if any event/match is postponed bets will stand providing the event is rescheduled to take place before the closing ceremony. This rule supersedes any of the individual sports' postponement rules.

**21.5**
**Results.** All races/events will be settled according to the medal ceremony, any subsequent disqualifications will not count for settlement purposes. Should the result of an event be amended following an enquiry, competitors awarded Gold, Silver and Bronze at the original medal ceremony will be deemed 1st, 2nd and 3rd respectively for settlement purposes. In the event of more than one medal being awarded for the same position, for example there is potential for 2 bronze medals in boxing, dead heat rules apply.

## 22. RUGBY LEAGUE

**22.1**
Dead heat rules apply.

**22.2**
Match betting includes Golden Point overtime. If no score occurs during this overtime, the result shall be settled as a draw and dead heat rules shall apply.

**22.3**
Payouts are based on the official declared result including the end of any extra time.

**22.4**
Unless otherwise specified, points margin betting (i.e. 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.

**22.5**
In the event of a 2-way hcap line being a solid line eg. +7, +8 bets will be refunded if the match results in a hcap tie.

**22.6**
**Try scorer 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 probably players. However, prices for unquoted players will always be available on request and those players will count as winners in the event that they score. **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. **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. **Next Tryscorer.** Requires you to predict the player that will score the next try in the match. Only available In-Play. 80 minutes only, 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. **Time of 1st Try.** If no try is

scored in the match then the result will be deemed to be 80mins. Therefore if the selections on offer are, for example, '19 minutes and under' and '20 minutes and over', then the latter will be settled as the winner.

**22.7**
In the event that a match commences but is subsequently officially abandoned without full time (normal time plus injury time) being called by the match 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.

## 23. RUGBY UNION

**23.1**
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 extra time is included and the dead heat rule applies.

**23.2**
In the event of a hcap line being a solid line eg. +7, +8 bets will be refunded if the match results in a hcap tie.

**23.3**
**Try scorer 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 probably players. However, prices for unquoted players will always be available on request and those players will count as winners in the event that they score. **First Tryscorer.** Bets are all-in if your player is in the squad of 23 regardless if they have taken the pitch before the first try has been scored.

**23.4**
**Anytime/Last Tryscorer.** Bets are all in if your player is in the squad of 23 regardless if they have taken the pitch during the match. **Next Tryscorer.** Requires you to predict the player that will score the next try in the match. Only available In-Play. 80 minutes only, 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. **Time of 1st Try.** If no try is scored in the match then the result will be deemed to be 80mins. Therefore if the selections on offer are, for example, '19 minutes and under' and '20 minutes and over', then the latter will be settled as the winner.

## 24. SNOOKER

**24.1**
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. If a player fails to start a tournament or match, all bets on that player, or individual match, will be void.

**24.2**
The following rules shall apply:

**24.2.1**
**Match Bets.** Who will win 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.

**24.2.2**
**Tournament Betting** - Predicting which player will win a tournament.

**24.2.3**
**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.

**24.3**
**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?

**24.4**
**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?

## 25. SOCCER

**25.1**
**Abandoned Matches.** If a match is abandoned after it has commenced, all bets on that match will be made void except where settlement has already been determined. For example, where the first goal has been scored by a named player the First Goalscorer and Time of First Goal markets, amongst others, will stand.

**25.2**
**Acceptance of bets.** All soccer bets will be settled on 90 minutes play (also referred to as Full-time and 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.

**25.2.1**
In matches where penalty shoot outs or extra time are due to take place, all bets are settled on 90 minutes unless an outright price is specifically requested and confirmed at the time the bet is placed.

**25.2.2**
For matches played at neutral venues, the team listed on the left are still classed as the 'home' team for settlement purposes.

A club team playing a European 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.

**25.2.3**
If a match is no longer played at the venue advertised, bets will stand as long as the venue remains in the same country and is not switched to the opponent's ground. Should this occur, all bets will be void.

**25.2.4**
Where we have not quoted prices on a match, any single bet on that match will be void and treated as a non-runner in multiple bets. If any team starts a 90 minute competitive game with less than 11 players, all bets on that match will be made void.

**25.3**
**Anytime Correct Score.** This market offers betting on the chosen selection being the score at any time within 90 minutes of the match. Where a match finishes 0-0 after 90 minutes, all selections will be losers. Extra time does not count.

**25.4**
**Asian Line betting.** Asian Line bets are placed on either the favoured team to overcome a handicap (-goals) or on the opposing team receiving a handicap on top of their actual score (+goals). This betting market is made up of the Handicap Line and the Money Line.

**25.5**
**Assist Markets.** Assist markets in Premier League matches will be settled in line with the first results published by fantasy.premierleague.com, any subsequent amendments to their initial decision will not apply. In any other matches, Assist markets will be settled following these rules and on the first decision made, any subsequent amendments to the initial decision will not apply:

**25.5.1**
**Assists - Definition (in line with fantasy.premierleague.com).**

**25.5.1.1**
Assists are awarded to the player from the goal scoring team, who makes the final pass before a goal is scored. An assist is awarded whether the pass was intentional (that it actually creates the chance) or unintentional (that the player had to dribble the ball or an inadvertent touch or shot created the chance).

**25.5.1.2**
If an opposing player touches the ball after the final pass before a goal is scored, significantly altering the intended destination of the ball, then no assist is awarded.

**25.5.1.3**
**Rebounds.** If a shot on goal is blocked by an opposition player, is saved by a goalkeeper or hits the woodwork, and a goal is scored from the rebound, then an assist is awarded.

**25.5.1.4**
**Own Goals.** If a player shoots or passes the ball and forces an opposing player to put the ball in his own net, then an assist is awarded.

**25.5.1.5**
**Penalties and Free-Kicks.** In the event of a penalty or free-kick, the player earning the penalty or free-kick is awarded an assist if a goal is directly scored, but not if he takes it himself, in which case no assist is given.

In the event of a 0-0, or the match resulting in any scoreline that doesn't involve an assist, "No Assist" will be deemed the winner.

If a match is abandoned before an assist is awarded, all bets are void. This includes 'No Assist' bets as these are offered on the basis of 90 minutes being played in the game. If the match is abandoned after an assist is awarded, all bets will stand.

Other selections are available on request.

All bets are 90 minutes only.

**25.5.2**
**Pre-Match.**

**25.5.2.1**
**First Assist.** The winner of the First Assist will be the player who is credited with the first assist of the game, and not who assists the first goal of the game. e.g. In the event that no assist is awarded for the first goal, then the bet will roll over onto the assist for the goal after this and so on, until a goal is scored with an assist which is officially awarded. Stakes are refunded on any player who takes no part in the match or who comes on as substitute after the first assist has been awarded.

**25.5.2.2**

**Anytime Assist.** Stakes are refunded on any player who takes no part in the match. All players taking part at any point of the match are deemed to have played for the purposes of Anytime Assist bets.

**25.5.3**
**Betting In Play.**

**25.5.3.1**
**Next Assist.** Bets struck apply to the next assist awarded in the match. All bets apply to assists awarded in 90 minutes only. Extra-time does not count.

**25.5.3.2**
In the event no assist is awarded for the goal after the bet has been placed, then the bet will roll over onto the assist for the goal after this and so on, until a goal is scored with an assist which is officially awarded.

**25.5.3.3**
In the event of there being no more assists awarded after the bet has been struck, in 90 minutes, "No Assist" will be deemed to have been the outcome.

**25.5.3.4**
Where there is a dispute concerning who assisted a goal in a match, settlement will be based upon the first result declared by the official website of the governing body of the competition (For example, PremierLeague.com for Premier League matches, or UEFA.com for European World Cup Qualifiers, European Championships, Champions League and Europa League matches). Any subsequent amendments made by the official website to their initial decision will not apply.

**25.6**
**Both Teams To Score (Goal Crazy)**

A prediction on both teams to score a goal in the match.

This market is also known as "Goal Crazy".

If a match is abandoned after it has commenced, all bets on this market will be made void except where settlement has already been determined. For example, if both teams have already scored at the point the match is abandoned then "Yes" will be settled as the winner.

**25.6.1**
**1st Goalscorer and Both Teams To Score**

For the bet to win, the selected player must score the 1st goal in the game and both teams must score. Example: If Costa scores first in the Chelsea v Everton match, and the final score is 2-1, then "Costa and Both Teams to Score" will be the winning selection.

If the selected player does not start the match, or comes on after the first goal is scored, the bet will go onto the "Both teams to Score" market.

If a match is abandoned after it has commenced, all bets on this market will be made void except where settlement has already been determined. For example, if both teams have already scored at the point the match is abandoned then the first scoring player and "Yes" will be settled as the winner. Where a match is abandoned after the first goal has been scored and accredited to a player (an own goal does not count), but both teams have not scored, the bet will be settled on the first player to score market.

**25.6.2**
**Match Result With Both Teams To Score**

A prediction on the result at the end of normal time and both teams to score a goal in the match.

This market is also known as "Result Rush" in our shops.

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.

**25.6.3**
**Both Teams To Score - 1st Half (1st Half Goal Crazy)**
A prediction on both teams to score a goal in the 1st Half.

This market is also known as "1st Half Goal Crazy".

If a match is abandoned after it has commenced, all bets on this market will be made void except where settlement has already been determined. For example, if both teams have already scored at the point the match is abandoned then "Yes" will be settled as the winner.

**25.6.4**
**Both Teams To Score - 2nd Half (2nd Half Goal Crazy)**

A prediction on both teams to score a goal in the 2nd Half.

This market is also known as "2nd Half Goal Crazy".

If a match is abandoned after it has commenced, all bets on this market will be made void except where settlement has already been determined. For example, if both teams have already scored at the point the match is abandoned then "Yes" will be settled as the winner.

**25.7**
**Cards/Bookings Markets.**

**25.7.1**
**Tournaments.** The total number of bookings that occur within a specified UEFA or FIFA tournament. The official result from the UEFA or FIFA website will be used for settlement.

**25.7.2**
**Matches.** All Cards and Bookings markets below are for 90 minutes only, so any bookings that take place in extra time do not count for betting purposes. Cards cancelled by the referee during the course of the match, cards shown to non-active players and cards shown before kick off or after the final whistle do not count.

These bets cannot be combined with any other bets on the same match. Should this bet be accepted in error, it will be settled by equally dividing the stake unit where the related outcomes clash.

**25.7.3**
**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

Typical starting values might be:.

- 20 points or under
- Between 21 and 40 points
- Over 40 points

These values may fluctuate as the match progresses.

**25.7.4**
**Number of Cards.** Total number of cards shown to active players on the field of play during a match. Two yellow cards resulting in a red will be counted as a total of two cards - i.e. one yellow and one red card.

**25.7.5**
**Team to receive most cards.** Bets are settled on the team who receive the highest cumulative amount of yellow and red cards (i.e. colour of the cards shown is irrelevant for settlement). Two yellow cards resulting in a red will be counted as a total of two cards - i.e. one yellow and one red card.

**25.7.6**
**To receive first card.** Where the selection does not take part or comes on after the first card is received, the bet will be void. Where more than one player is booked within the same break of play, the first player to actually be shown the card by the referee will be settled as the winner.

**25.7.7**
**Total yellow cards in game.** If a player is awarded 2 yellow cards and a resultant red, only the first yellow card will be counted for settlement purposes.

**25.8**
**Corners Double Result.** This market offers betting on which team is awarded the most corners in the first half, and then which team is awarded the most corners in the second half.

**25.9**
**Correct score betting.** Bets are settled on the final score of a particular match, or on a number of matches, at the end of 90 minutes play.

**25.10**

**Divisional betting.** Bets are settled on the final League positions at the end of the scheduled season, irrespective of what happens in the Divisional play-offs, with bets on 'who will win' a League being settled on the team who lift the trophy. Bets will stand on any team that does not complete all of its fixtures.

**25.11**
**Double chance.** Bets are settled on the following possible outcomes in a specified soccer match - e.g. Celtic versus Rangers would appear as:

- Home/Draw - Celtic to win/Match to end in a draw
- Away/Draw - Rangers to win/Match to end in a draw
- Home/Away - Celtic to win/Rangers to win
- Normal 90 minutes betting rules apply.

**25.12**
**Draw No Bet.** Which team will win the match? If the game finishes in a draw then stakes will be refunded.

**25.13**
**Extra Time betting.** Extra time is defined as any scheduled period of play between the end of normal time (i.e. 90 minutes play plus any time added on for stoppages) and the end of the game. Extra time does not include penalty shoot outs. All extra time betting markets, such as 'correct score', or 'time of first goal', will start from the beginning of extra time and not include normal time. For example, if the game finishes 2-2 at the end of normal time and there are no goals scored in extra time, the 'extra time correct score' market will be settled as '0-0'.

**25.14**
**1st Goalscorer - Odd/Even Goal Minute.**

1. The bet is made up of two separate selections. The first player to score and the time of goal as an odd or an even number.
2. Both parts of the selection need to be correct for the bet to be deemed a winner.
3. If the first player to score selection has taken no part in the game at the time of the first goal the bet will be void.
4. If the game finishes goalless the bet will be deemed a loser unless your selection has taken no part in the game in which case the bet will be made void.
5. Bets will be settled on the original result announced by the Press Association.
6. If the first goal is scored in injury time at the end of either half the bet will be settled on the official Press Association result that is announced. For example, if the first goal is scored in the 3rd minute of first half injury time and the PA announce the time of goal as the 45th minute, then for settlement purposes the goal will be deemed to have been scored in an 'Odd' minute.

**25.15**
**1st Half Result/2nd Half Result.** Customers are asked to predict the result for each separate half in one 90-minute game. For example if Lincoln play Dagenham and lead 1-0 at half time and the game then finishes 1-0 after 90 mins, the result will be settled as Lincoln winning the first half and the draw as the result in the second half.

**25.16**
**First Match to X (Tournament).** Where "First Match to X" lists only limited selections, others will be available on request. Where no match in the tournament meets the requirement all bets will be void. Where matches are scheduled to kick-off simultaneously, if these are the first matches to meet the requirement, dead heat rules apply regardless of time of final whistle (0-0) or times of goals scored (4/5 goals).

**25.17**
**First player to be substituted.** The player whose shirt number is displayed by the official first will be settled as the winner. If two or more players are substituted at half-time, dead heat rules will apply.

**25.18**
**Goal Bands.** *(Previously "Goal Crazy")*. Bets are settled on the total number of goals to be scored during 90 minutes play from the following 3 options:

- 0 or 1
- 2 or 3
- 4 or more

This bet can be placed on individual matches or can be combined with other selections in an accumulator.

**25.19**
**Goal Line.** Bets are settled on whether there will be more or less total goals scored in a particular match than the number stated. The line is either a single line (e.g. 30.5) or split line (e.g. 2/30.5) Bets can be placed either Over or Under the goal-line.

If the total number of goals equals the goal-line, stakes are refunded. Normal 90 minutes match betting rules apply.

**25.20**
**Goal Time Quatro.** All bets on this market are void if the games ends scoreless. The selection "27 minutes and under" covers the period from the start of the game to 26 minutes, 59 seconds - The selection "28 minutes over" covers the period from 27 minutes 00 seconds after.

**25.21**
**Goalscorer bets.** All goalscorer bets are offered on selected major games as advertised. Bets are settled on the player to score in the match within 90 minutes. We will make every effort to quote prices for all probable players. However, prices for unquoted players will always be available on request and those players will count as winners in the event that they score. If the only goal scored within 90 minutes is an own goal, then 'no goalscorer' will be deemed to have been the outcome. 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 90 minutes being played in the game. If the match is abandoned after the first goal is scored, all bets will stand. Where there is a dispute concerning who scored the goals in a match, settlement will be based upon the first result declared by the Press Association (PA). Any subsequent amendments made by the PA to their initial decision will not apply. If the result is not immediately available from the PA, then the first results published by the official governing body will be used for settlement purposes. Any subsequent corrections or amendments to the initial result will not apply.

**25.21.1**
**First goalscorer.** 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 for settlement purposes. On some matches the first goalscorer betting may be limited to one specific team.

**25.21.2**
**Last goalscorer.** All players taking part at any point of the match are deemed to have played for the purposes of Last goalscorer bets, irrespective of whether they were on the pitch at the time the last goal is scored. Own goals do not count.

**25.21.3**
**Score at any time/Score a hat-trick.** All players taking part at any point of the match are deemed to have played for settling purposes. Own goals do not count.

**25.22**
**Next Goalscorer (In-Play).** Requires you to predict the player that will score the next goal in the match. Only available In-Play. 90 minutes only, unless otherwise stated. All players that have taken some part in the game before the next goal is scored will be deemed runners. Bets on players that do not take any part in the game before the next goal is scored will be void. If there are no further goals scored "No Goalscorer" will be the winning selection. If no price is offered for "No Goalscorer" and no further goals are scored then all bets on the market will be void. Own goals do not count. If the next goal is an own goal the market will be settled on the next goal following the own goal. If odds are quoted for an own goal, where the next goal is an own goal bets on named players to score the next goal will be settled as losers.

**25.23**
**Goalscorer match bets.** When we have a match bet for two players in the same game, both players must start the match for bets to stand. If either player fails to start, all bets are void.

**25.23.1**
**Tournament Goalscorer Match Bets.** Bets stand if at least one player plays and scores. Bets are void if neither player takes part in the tournament or if both players finish on equal goals.

**25.24**
**Half-time betting.** Half-time betting is available on certain matches. Bets are settled on the result of the match at the end of the first half (i.e. at the end of 45 minutes, including injury time). Bets will be void if the match is abandoned. Singles and upwards are available.

**25.25**
**Half-time/Full-time (Double result forecast betting).** Half-time/Full-time (Double result forecast) betting is available on most matches where Home/Away/Draw prices are quoted. 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. Singles and upwards are available.

**25.26**
**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.

**25.27**
**Highest Scoring Team/Match.** Bet on which team/match will produce the most goals on a given match day. In the event of a tie, dead heat rules apply unless the price for a tie is quoted. Only the names games count for betting purposes. If five or more games are offered and two or more of the games are postponed, then all bets are void. If fewer than five games are offered and one or more of the games are postponed, then all bets are void.

**25.28**

**How many times will the woodwork be hit?** For the settlement of this bet we will count every instance in which the ball hits the woodwork - i.e. the posts or crossbar - during active play. If the ball hits the woodwork after the referee has stopped play it will not count. Instances where the ball hits the woodwork twice or more in succession will count separately. Extra time and penalty shoot-outs do not count for the purposes of this bet.

**25.29**
**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 Full-time and 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.

**25.30**
**How will the first goal be scored?.** In the 'How will the first goal be scored' markets, customers are betting on whether the first goal in a game will be scored - left leg, right leg, head or any other part of the body. If the goal is credited to a player but deflects off another player before going in to the goal, that deflection is not taken in to account. For example, if a player hits the ball with his left foot but the ball deflects off a defender's knee in to the goal, 'left foot' remains the winning selection. Own goals do not count for this market - if the goal is deemed to be an own goal all bets will be settled on the next goal.

**25.31**
**Injury Time.** Unless the market states otherwise, betting on injury time relates to the second half injury time only.

**25.32**
**Last team to score.** Bets are settled on the team to score the last goal in a match. Own goals DO count for this market - e.g. Chelsea are playing Spurs and the last goal is an own goal by a Chelsea player. Spurs are awarded the goal, so Spurs would be the winner in the 'Last team to score' market. Normal 90 minutes betting rules apply.

**25.33**
**Man Of The Match.** The market will be settled as follows:

**25.33.1**
We will settle in accordance with the man of the match announced in commentary during the live broadcasting of the match.

**25.33.2**
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.

**25.33.3**
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 Sky Sports, the official website would be www.skysports.com.

**25.33.4**
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 FA would be the governing body in relation to matches in the FA Cup.

**25.33.5**
In the event that the match is shown live on two channels we will settle in the following way:

**25.33.5.1**
We will settle on the player quoted as man of the match on the website of the governing body for that competition. For example, UEFA would be the governing body in relation to matches in the Champions League.

**25.33.6**
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.

**25.33.7**
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.

**25.33.8**
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.

**25.34**
**Match Result With Both Teams To Score.** A prediction on the result at the end of normal time and both teams to score a goal in the match. The match must reach a natural conclusion for bets to stand. If the match is abandoned after it has commenced, all bets will be void irrespective of the score at the point of abandonment.

**25.35**

**Mythical Matches.** In our 'mythical match' markets, customers are betting on which of two selected teams will score more goals in their respective games that weekend. For example - a mythical match might be England Vs Argentina, when England are actually playing Scotland, and Argentina are actually playing Brazil. If England beat Scotland 2-0 and Brazil and Argentina draw 1-1, then the Mythical match score is 2-1 to England.

If both teams score the same number of goals, then the 'draw' option is the winner.

**25.36**
**Next Permanent Manager.** Settlement is based on the official team statement that an individual has been appointed as Permanent manager of the First Team. Caretaker managers and temporary managers do not count for settlement purposes.

**25.37**
**Next team to score.** Bets are settled on the team to score the next goal in a match. Own goals do count for this market e.g. If Arsenal are playing Spurs and the first goal is an own goal by an Arsenal player then Spurs would be the winner in the first 'Next team to score' market. Normal 90 minutes betting rules apply.

**25.38**
**Number of corners.** Bets are settled on the total number of corners within 90 minutes. The typical starting values are:

- Under 10
- Between 10 and 12
- Over 12

These values may fluctuate as the match progresses. The market is for 90 minutes only, so any corners that take place in extra time do not count for betting purposes. Corners awarded but not taken will not count for settling purposes. This bet cannot be combined with any other bets on the same match. Should this bet be accepted in error, it will be settled by equally dividing the stake unit where the related outcomes clash.

**25.39**
**Number of offsides.** The result returned by OPTA will be used for settlement of this market. OPTA Sports Data supply official results to a wide range of media outlets, both in print and online.

**25.40**
**Penalty markets.** Markets offering odds on penalties being scored or missed will be settled with all selections as losers in the event of no penalty being awarded.

**25.41**
**Penalty shoot outs.** The in-play markets "Shootout winner", "Outcome of Next Penalty", "Sudden death?" and "Total penalties converted" apply only to the result of a penalty shootout. Penalties scored in normal time and/or extra time will not count for the purposes of this market. A shootout is deemed to have gone to sudden death if both sides have taken 5 penalties each and the score remains level. Sudden death rounds of one kick each are then taken until one team scores and the other team does not.

**25.41.1**
In the event that a match does not go to a penalty shootout, all bets on these four in-play markets will be void.

**25.42**
**Player of the Tournament**
Player of the Tournament bets are settled on the player to receive the 'Golden Ball' award. The winner will be determined by the first announcement made by the website of the official governing body of the tournament, subsequent alterations will be ignored for settlement purposes.

**24.43**
**Player Ratings.**

- Highest Rated Player
- Highest Rated Player W/O X player
- Player to have the most shots
- Player to make the most tackles

**25.43.1**
**The markets "Highest Rated Player", "Highest Rated Player W/O X Player", "Highest Rated Player Outright", "Player to have the most Shots" and "Player to make the most tackles"** will be settled according to the first statistics published at www.Whoscored.com, supplied by Opta. Further alterations will not be considered. Where these results are not published by www.Whoscored.com, the markets will be void. In the event that any match goes into extra time all WhoScored.com related markets will be settled based on the results after 120 minutes, and penalties where applicable. Dead heat rules apply. All players to play a part in the match will be deemed as runners, with those not taking part settled as non-runners. Other players will be available on request and any unquoted player can be deemed the winner. 'Highest Rated player' is independent of any 'Man of the Match' market settlement.

**25.43.2**
**Highest Rated Player.** In the event that more than 1 player receives the same performance rating, the highest rated player market will be settled according to which player receives the green star on the WhoScored.com website.

**25.43.3**
**Highest Rated Player W/O X player.** In the event that the player excluded is awarded the Highest Rating and the green star, and more than 1 other player receives the same 2nd highest performance rating, the highest rated player w/o market will be settled as a dead heat between however many players scored the same performance rating to 2 decimal places.

**25.43.4**
**Highest Rated Player Outright.** Offered on tournaments. This will be settled based on the player with the highest overall average score for the tournament. Only players with total appearances greater than the average number of appearances for the tournament qualify and are displayed on Whoscored.com. Dead heat rules will apply should more than 1 player end on the same average to 2 decimal places.

**25.44**
**Player to Score the Winning Goal**

Bets are settled on the player to score in the match within 90 minutes. If a match is not completed, all bets will be void. We will make every effort to quote prices for all probable players. However, prices for unquoted players will always be available on request and those players will count as winners in the event that they score the winning goal. If a team wins by more than one goal, the separating goal will be deemed as the winning goal - if a match finishes 3-1, the player who scores to make it 2-1 will be settled as the winner. Own goals do not count; if an own goal is deemed the winning goal, settlement carries over to the next goal - if a match finishes 2-0 after an own goal makes it 1-0, the scorer of the goal to make it 2-0 will be deemed the winner. If the winning goal is an own goal with no further goals scored after (i.e. 1-0) all bets will stand. Where there is a dispute concerning who scored the goals in a match, settlement will be based upon the first result declared by the Press Association (PA). Any subsequent amendments made by the PA to their initial decision will not apply. If the result is not immediately available from the PA, then the first results published by the official governing body will be used for settlement purposes. Any subsequent corrections or amendments to the initial result will not apply.

**25.45**
**Player vs player match bets.** For player vs player bets (e.g. which player will be booked first, or which player will score more goals) both players must start the match for bets to stand.

**25.46**
**Postponed/Re-arranged matches.** A postponed match is void unless it is re-scheduled to commence within 36 hours of the original start time and this is confirmed within 12 hours of the original start time. In such circumstances where (a) void match(es) is/are included in an accumulator the bet will be settled on the remaining selections.

**25.47**
**Prices subject to fluctuation.** All prices are subject to fluctuation up to the kick-off. All soccer bets will be settled using our prices at the time the bet is placed.

**25.48**
**Bet leg dependencies in one match.** Where we offer various betting opportunities from the same match (e.g. correct score, first player to score etc) these cannot be combined in accumulative bets where the outcome is related (except where special fixed prices are available for Scorecasts). Where an accumulative bet of this type as been accepted in error it will be settled by equally dividing the stake unit where the related outcomes clash:
For example:
A $10 Double:-
Manchester United to win in 90 minutes play and Manchester United to win 2-1 is settled as 2 x $5 singles.

**25.49**
**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.

**25.50**
**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 such as Press Association 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.

**25.51**
**Scorecasts (first player to score and correct score).** To win you must successfully forecast both the player who will score the first goal in a selected match and also the correct score after 90 minutes play. Scorecasts are available on all matches where correct score and first player to score odds are quoted on this website. The Scorecast 0-0 and no goalscorer is settled as a correct score single. If your selected player joins the match after the first goal has been scored or does not take part in the game, Scorecast bets will revert to a single on the correct score. For first goalscorer purposes, own goals do not count, so in this circumstance, the Scorecast will be settled on the next goalscorer and correct score of the game. If the correct score is 1-0 and the goal is an own goal, Scorecast bets are settled as a correct score single. If a match is abandoned prior to the completion of 90 minutes and a goal has been scored, Scorecast bets are settled as first goalscorer singles. If no goal has been scored, all bets are void.

**25.52**
**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.

**25.53**
**Season Match Betting.** Season match bets are settled on which of two teams 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 (e.g. goal difference or head-to-head records) will decide the winner.

**25.54**
**Team to score first and last.** If the game ends in a goalless draw, all bets on this market are void. Extra time does not count for the purposes of this market.

**25.55**
**The Total Result.** A prediction on the result at the end of normal time and either over or under the stated goal line. The match must reach a natural conclusion for bets to stand. If the match is abandoned after it has commenced, all bets will be void irrespective of the score at the point of abandonment.

**25.56**
**Time of acceptance of soccer bets.** Bets will be accepted up to the advertised kick off time. Bets may also be accepted up to 5 minutes after kick-off time as long as a goal has not been scored, or a player sent off. In some matches we also offer bet in play prices on the result at 90 minutes. Normally bets are accepted up to the 87th minute, although this may change depending on the circumstances of the match. On certain occasions bets may also be taken during extra-time.

**25.57**
**Time of first goal.** 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 the first goal to be 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. If a goal is scored in injury time of the first half, the winning selection will be the 41-50mins bracket. If a goal is scored in injury time of the second half. the winning selection would be the 81-90mins bracket. If the match is abandoned after the first goal has been scored then all bets will stand. If no goal has been scored all bets will be void.

**25.58**
**Time of next home/away goal.** In games played at a neutral venue, the home side will be deemed to be the first named one. For example, if an event is called 'Holland vs Spain', then Holland would be the 'home' team as they are named first and Spain would be the 'away' team. If a goal is scored in injury time of the first half, the winning selection will be the 41-50mins bracket. If a goal is scored in injury time of the second half. the winning selection would be the 81-90mins bracket.

**25.59**
**Time of next match goal.** If a goal is scored in injury time of the first half, the winning selection will be the 41-50mins bracket. If a goal is scored in injury time of the second half, the winning selection would be the 81-90mins bracket.

**25.60**
**Timing of corners and 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.

**25.61**
**To win both halves.** The 90 minute match is treated as two separate 45 minute 'mini-matches' and therefore your selection must score more goals than the other team in each of the two halves. For example, if your selection scores in the first half of a match and the match finishes 1-0, although the first half was won 1-0 , the score in the second 45 minutes was effectively 0-0 and therefore a draw. If this occurs, only the first half is considered to have been 'won' and therefore bets would be losers.

**25.62**
**Top Class Trebles/Top Man Trebles.** If one or more of the selections are non-runners (e.g a match is postponed or a player does not take part) then bets will be settled based on the individual prices for the remaining selections.

All bets are settled using the result at the end of normal time - i.e. extra-time does not count.

This bet cannot be combined with any other bets on the same match. Should this bet be accepted in error, it will be settled by equally dividing the stake unit where the related outcomes clash.

**25.63**
**Top League/Tournament Goalscorer.** 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. 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. Goals scored in Extra-Time will count, but goals scored within Penalty Shootouts will not count.

**25.64**

**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. For example, if Mario Gomez to be Top Scorer and Germany To Win the Tournament is 12/1, and Mario Gomez ties for Top Scorer with another player, the ½ dead heat for Mario Gomez would be applied directly to the full stake of the whole special bet before subsequent settlement at 12/1.

**25.65**
**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.

**25.66**
**Total goals odd or even.** Bets are settled on whether the total number of goals scored within 90 minutes, will be an odd or an even number. Extra-time and penalties do not count. If the total number of goals in a game is zero (i.e. the final score is 0 - 0) then "Even" is considered the winning selection. This bet cannot be combined with any other bets on the same match. Should this bet be accepted in error, it will be settled by equally dividing the stake unit where the related outcomes clash.

**25.67**
**Total league goals (under/over).** In the bet, customers are asked to predict whether the total number of goals scored in that league on a particular date will be over or under a certain number. Only games played on the named date will count. In the event of a postponed match, all bets will be void and a revised market will be created.

**25.68**
**Total shots in game.** Blocked shots do not count for the purposes of this market. The result returned by OPTA will be used for settlement of this market. OPTA Sports Data supply official results to a wide range of media outlets, both in print and online.

**25.69**
**Total throw-ins in match.** The result returned by OPTA will be used for settlement of this market. OPTA Sports Data supply official results to a wide range of media outlets, both in print and online.

**25.70**
**Trialists.** Trialists do not count for first (or last) player to score bets.

**25.71**
**What will happen to a player first?.** Bet on what will happen first to a nominated player during the course of a game, e.g. substituted, sent off etc. "Set up a goal" or "Goal assist" is defined as the last player from the scoring team to touch the ball before the goalscorer. It must be from open play - corners and free-kicks do not count. Players brought down for penalties are not credited with an assist. Own goals cannot be assisted - e.g. if a player crosses the ball in and it is headed in by an opponent, no assist is credited.

If a player does not start the game, then bets are void.

**25.72**
**Wincast.** 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, Wincast bets revert to a single on the match result. If a match is abandoned prior to the completion of 90 minutes, Wincast bets are settled as Anytime Goalscorer singles as long as the player played some part in the match and therefore had an opportunity to score.

**25.73**
**Yes/No.** This bet involves predicting the outcome of 6 set Yes/No scenarios. The odds are 33/1 if all 6 scenarios are predicted correctly. If a scenario result is not declared or is unobtainable, that selection will be excluded and the price for the bet will be reduced to 16/1 for the remaining 5 scenarios. If 2 scenario results are not declared or are unobtainable, those selections will be excluded and the price for the bet will be reduced to 10/1 for the remaining 4 scenarios. If 3 scenario results are not declared or are unobtainable, then the Yes/No bet will be void. In the market "Will (team) make the last substitution?", where multiple substitutions are made within the same break of play, the market will be settled on whichever team's player physically comes onto the pitch last.

## 26. POKER

**26.1**
**Tournament Winner.** Bets are accepted 'all in, play or not'.

**26.2**
**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.

**26.3**
**Winning Hand.** The best 5-card poker hand from the final hand of the winner of the tournament.

**26.4**
**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. SURFING

**27.1**
**Heat betting.** Bets stand once all surfers have started. If a surfer does not start then bets on the heat they were due to take part in are void.

## 28. SWIMMING

Bets will be settled on the podium position result, regardless of any subsequent disqualifications. If there is no podium ceremony, we will settle bets on the result immediately declared by the official governing body, irrespective of any subsequent enquiry. If an event is cancelled for any reason prior to the event, all bets will be void. Bets are accepted 'All in compete or not' and if a swimmer 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 any swimmer withdrawn prior to the start of an event. The total medal tally will be determined by the officially published results.

**28.1**
**Olympics.**

**28.1.1**
**General Rules.** If an event is cancelled, all bets are void. 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.

**28.1.2**
**Final medal placings.** The final medal table declared by the governing body at the end of the event will be used to settle bets on how many medals a competitor or country may win. Any subsequent changes to the medal table will not be taken into consideration.

**28.1.3**
**Head to Head betting.** 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.

**28.1.4**
**Postponed Events.** In the Olympics, 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.

**28.1.5**
**Results.** All races/events will be settled according to the medal ceremony, any subsequent disqualifications will not count for settlement purposes. Should the result of an event be amended following an enquiry, competitors awarded Gold, Silver and Bronze at the original medal ceremony will be deemed 1st, 2nd and 3rd respectively for settlement purposes. In the event of more than one medal being awarded for the same position, for example there is potential for 2 bronze medals in boxing, dead heat rules apply.

## 29. TENNIS

**29.1**
A tennis match is deemed to have started with the first serve of the match. 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.

**29.2**
**Match betting.** If one 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.

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.

**29.3**

**Correct 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 Correct Set betting on that match will be void.

**29.4**
**Bet In Play**

**29.4.1**
**Game by Game betting.** A game is defined as an ordinary game (not a tie break) which is completed on the same day that it commenced. This bet is available as singles only. There are eight possible results for a game:

- Server wins to love
- Server wins to 15
- Server wins to 30
- Server wins to deuce
- Receiver wins to love
- Receiver wins to 15
- Receiver wins to 30
- Receiver wins to deuce

If a game is completed after an interruption for any reason that game shall be deemed to be complete for betting purposes

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.

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.

**29.4.2**
**Set by 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.

**29.5**
**Handicap betting.** This bet is based on the number of games each player wins in a given match. E.g. 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.

**29.6**
**IPTL (International Premier Tennis League)**

**29.6.1**
**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.

**29.6.2**
**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.

**29.7**
**Total games.** Bet on whether the total number of games in a match will be over or under a particular number, e.g. 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.

**29.8**
**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 players awarded the match.

## 30. VOLLEYBALL

**30.1**
If a match is abandoned before regular time is played, 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.

**30.2**
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.

**30.3**
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).

**30.4**
In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

## 31. WINTER SPORTS

These rules cover winter sports such as cross county skiing, alpine skiing, ski jumping and biathlon. 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. 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. 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.

**31.1**
**Postponed or abandoned events.** 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. 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.

**31.2**
**Alpine Skiing.**

**31.2.1**
**Head to head betting.**

**31.2.1.1**
If either competitor fails to start, bets are void.

**31.2.1.2**
If neither competitor finishes the race, bets are void.

**31.2.1.3**
If one competitor fails to finish the race, but the other does (including the second run), then the latter is the winner.

**31.2.1.4**
If one competitor fails to finish the race whilst the other fails to qualify for the second run, then the best placed competitor from the first run is the winner.

**31.2.1.5**
If both competitors fail to qualify for the second run, the best placed competitor in the first run is the winner.

**31.2.2**
**Betting In Running.**

**31.2.2.1**
**Last digit of 1st run time.** Refers to the last digit of the named competitor's first run time. If the competitor does not finish the first run all bets will be void.

**31.2.2.2**
**Last digit - final time.** Refers to the last digit of the named competitor's time. If the competitor does not finish the run (Super G and Downhill) all bets will be void. If the named competitor does not finish the 2nd leg of the competition (Slalom, Giant Slalom and Super Combined) all bets will be void.

**31.2.2.3**
**Head to head.** If both competitors in a head to head fail to finish the competition all bets will be void.

**31.3**
**Ski Jumping.**

**31.3.1**
**Head to head betting.**

**31.3.1.1**
If either competitor fails to start, bets are void.

**31.3.1.2**
If neither competitor finishes the event, bets are void.

**31.3.1.3**
If one competitor fails to finish the event, but the other does (including the second jump), then the latter is the winner.

**31.3.1.4**
If one competitor fails to finish the event whilst the other fails to qualify for the second jump, then the best placed competitor from the first jump is the winner.

**31.3.1.5**
If both competitors fail to qualify for the second jump, the best placed competitor in the first jump is the winner.

**31.3.2**
**Betting In Running.** If, for any reason, the competition is shortened to less than 2 jumps per competitor, all bets will be void. This applies to all betting in running markets.

**31.4**
**Cross Country.**

**31.4.1**
**Head to head betting.**

**31.4.1.2**
If either competitor fails to start, bets are void.

**31.4.1.3**
If neither competitor finishes the event, bets are void.

**31.4.1.4**
If one competitor finishes the race and the other does not, the former is the winner.

**31.4.1.5**
If one competitor fails to finish, whilst the other fails to qualify from the Prologue, the competitor with the best placing in the Prologue is the winner.

**31.4.1.5**
If neither competitor qualifies from the Prologue, the competitor with the best placing in the Prologue is the winner.

**31.4.1.6**
If one competitor fails to finish having got through the Prologue, whilst the other fails to finish the Prologue, the former is the winner.

**31.5**
**Biathlon.**

**31.5.1**
**Head to head betting.**

**31.5.1.1**
If either competitor fails to start, bets are void.

**31.5.1.2**
If neither competitor finishes the event, bets are void.

**31.5.1.3**
If one competitor finishes the race and the other does not, the former is the winner.

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