

## **Duelbits Betting Rules and Policies**

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## **General Rules**

### **Matches not played as listed**

- In situations where the event is played at a venue different to that listed, all bets on the event will stand provided the match is not switched to the opponent's ground and home and away team for a listed match are not reversed, in which Duelbits reserves the right to void betting.
- In the event of a change of opponent from the one listed, all bets for that match are void.
- If a team field their reserve team or an underage team instead of their first team, Duelbits reserves the right to void betting.
- If a match does not adhere to the generally accepted format (e.g., unusual period length, counting procedure, format of a match etc.); Duelbits reserves the right to void betting.
- If the rules or format of a match differ from our accepted norm, Duelbits reserves the right to void betting.

### **Markets Including overtime**

- All match markets DO NOT include overtime unless otherwise stated.

### **Odds/Time Changes**

- Duelbits reserves the right to change the odds-on offer at any time as well as suspend or close betting on events before the scheduled start time.
- In the case of any obviously incorrectly displayed or calculated prices, we reserve the right to void betting.

### **Technical Errors**

- Duelbits reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected.
- Duelbits reserves the right to void bets even subsequently if any such bet was won by the customer because of a technical fault or error, inclusive of but not limited to an error or fault in transmission.

### **Abandonments, cancellations & postponements**

*Unless otherwise stated in the Specific Rules for the specific sport:*

- If a match is postponed or abandoned and is completed within 48 hours of the previous scheduled start time, then all open bets will be settled with the final result. If the match is not completed within 48 hours, then all undecided bets are considered void.
- Please note that games which have their start date altered well in advance to accommodate live TV, or to ease fixture congestion will not be classed as postponed.
- An abandonment is where a match is halted before the completion of the allocated match time and not played out to conclusion on the same day. Markets which have been determined at the time of abandonment (i.e., the outcome has already been decided) such as 'First Team to Score', 'First goalscorer', etc. will stand. The market must be fully determined for bets to stand.
- If live coverage must be halted and the match finishes regularly, all markets will be settled according to the result.
- In the event of an abandoned match, all unestablished markets will be settled as void.

### **Push Rule (2-way Markets)**

- In the event of a Winner market (with just home and away team as outcomes) being offered and the event results in a draw we will settle the market as void.

**Total**

→ When an exact number is quoted as the line for an over/ under market, if the result will be the quoted line, then bets will be made void.

**Handicap**

→ When an exact number is quoted as the line for a home/away market, if the result will be the quoted line, then bets will be made void.

**Race toX (incl. overtime)**

→ If a match ends before the Xth is reached, this market is considered void.

**Half/Quarter/Period Markets**

→ Unless otherwise stated, only goals/points/corners etc. scored in the respective period will count towards settlement of the market.

**Odd/Even Markets**

→ Unless otherwise stated, total counts of zero will be settled as Even.

**Results**

→ If the outcome of a market cannot be verified, we reserve the right to delay the settlement until official confirmation. If the outcome of a market cannot be verified officially, we reserve the right to void them.

→ If markets were offered when the outcome was already known, we reserve the right to void any betting.

→ In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.

**Head-to-Head**

*Unless otherwise stated in the Special Rules for the specific sport:*

→ At least one competitor must finish the event, or all bets are considered void

→ If one or more competitor(s) fail to start all bets are considered void

→ If all competitors are disqualified or otherwise excluded all bets are considered void

→ If both competitors in a head-to-head achieve the same result and no draw odds are offered, then all bets are considered void.

**Outright Markets**

→ Outright markets are considered All in Run or Not and therefore will be settled as a loss if the selection does not take part in the event

→ In cases where the event is cancelled then all bets will be declared void

→ In cases where the venue for an event is changed, we reserve the right to void any betting.

→ Unless stated otherwise, whenever the organizing association deems it fit to include any necessary rounds, matches, or series of matches (e.g. Play-offs, Play-outs, Postseason) following the end of the so-called Regular Season in order to determine the classification, league winners, promotion/relegation, etc., Duelbits will take into account the results and outcomes deriving from these matches for settlement purposes of tickets referring to the final league classification, promotion, relegation, etc. For example, seasonal bets on the team winning the NHL will refer to the Stanley Cup Winners

→ All events are settled based on the award ceremony or the competition's official scoresheet, without taking into consideration the results of any subsequent investigations or disqualifications.

### **Dead Heat Rule**

Dead Heat rules apply for Outright markets. A dead heat is when two or more competitors tie for a position in an event. In these cases, the stake will be divided by the number of participants in the tie multiplied by the odds at which the bet was placed.

### **Cashout**

Cashout is a feature that offers our client's the chance to minimise/maximise their profit/losses without their bet being established. Cashout is only available on selected markets and events across pre-match and Live. If cash out is available it will display within the "my bets" page of your account.

Please also note:

- Duelbits will not be responsible for any bets where cash out is unavailable (All bets will be settled upon the final result).
- Duelbits reserves the right to reverse any cashouts where selections have been incorrectly priced or settled.
- Cashout will not be available if the event and/or market you have placed a bet on is suspended.
- Your Cashout value will differ depending on how your selection is performing and may be higher or lower than your original stake, allowing you to guarantee a profit or minimise a loss.
- Duelbits will not be responsible in the event that Cashout is unavailable due to technical issues. Any bets will be settled as normal based on the final result.
- Duelbits reserves the right to remove the Cashout feature for any customer who misuses it by regularly taking advantage of Pre-Match price movements to close their bets before events have started.
- Duelbits reserves the right to remove the cashout feature for any customer who misuses it by taking advantage of latency to guarantee profit when placing bets then immediately cashing out.

### **Bet Builder**

Should any selection within a Bet Builder be settled as void, the entire bet will be considered void.

## **General Rules for ALL Odds Boost Promotions**

- ➔ Duelbits reserves the right to exclude any player or group of players who it deems abusing any promotion, or for any reason at its sole discretion. Any account found to be directly engaged in fraudulent activities or associated with accounts involved in such activities shall be disqualified from participating in future promotional offers. Abuse of promotion can include but is not limited to duplicating the same ticket repeatedly or backing other sports markets. If it is discovered that a group of players are using the same betting patterns and are connected via but not limited to location, banking pattern or IP, Duelbits reserves the right to confiscate bonus winnings and/or deposit. In the event of any dispute, the decision of Duelbits will be final. Odds boosts are classed as stand-alone and therefore rules may differ to the usual sport specific seen within this document.
- ➔ There is a maximum stake limit applied to each odds boost offer. This will differ per type of offer and per customer.
- ➔ Odds boosts cannot be used in conjunction with any other offers, promotions, or bonuses.
- ➔ Duelbits reserves the right to withdraw or modify the odds boost at any time without prior notice. This may be due to an error in the odds, abuse of the promotion, or other operational considerations.
- ➔ If the sporting event on which the odds boost applies is cancelled or postponed, all unestablished boosts will be settled as void, and the stake will be returned to the bettor's account.
- ➔ All boosts are for regular time only unless otherwise stated.
- ➔ All players are considered as runners on every market where they are named, should they take to the field of play at any point in the fixture during regular time. Should a player not enter the field of play and remain either as an unused substitute or not named in the squad, then the full market will be settled as void. 1<sup>st</sup> goalscorers will be voided as normal should the player enter the field of play after a goal has been scored (not including own goals). If a player enters the field of play at 1-0 and the first goal was an own goal, then 1<sup>st</sup> goalscorer bets will stand as the market remains open.

## **Third Party Content and Information**

We use third party content, such as external feeds and/or live video for scheduling and settlement of betting markets, as well as for other marketing and promotional purposes.

These details may include, but are not limited to, current and final score, time & location of game or competition, participating athletes and/or teams, as well as sport-specific match statistics, such as bookings and corners.

We do not guarantee the accuracy or validity of any third-party content or information. In the event of any particular information being incorrect we assume no liability for this.

Duelbits accepts no liability for any direct, indirect, special or other consequential loss or damages of whatever kind resulting from the inaccuracy of any third-party information.

For the purposes of in-play betting, you should be aware that transmissions described as "live" by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which you are receiving pictures or data.

## **Sport Specific Rules**

*Aside from the following Specific rules for each sport the General Rules will apply. Nevertheless, the Specific Rules will take precedence over the General Rules for each sport.*

## American Football

Nr.	Name of Markets	Market Description
1.	Will there be overtime	Market will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether overtime is played
2.	Xth drive- result	Only offensive plays will be considered for settlement purposes. A drive ending by interception return. Touchdown by the defense, end of half or end of game, will be settled with "other".
3.	Total home team	Includes overtime
4.	Total away team	Includes overtime
5.	Xth drive play n – play type	A sack will be considered as a pass play. Only a forward pass will be taken into consideration for a pass play by definition.
6.	Xth drive play n – pass completion	Only a forward pass will be taken into consideration for a pass play by definition
7.	Xth drive - result	Only offensive plays will be considered for settlement purposes. A drive ending by interception return Touchdown by the defense, end of half or end of game, will be settled with "other".
8.	Player Touchdowns (incl. Overtime)	Rushing and receiving touchdowns considered only. Passing touchdowns do not qualify.
9.	Player To Score 1st Touchdown (incl. Overtime)	Rushing and receiving touchdowns considered only. Passing touchdowns do not qualify.
10.	Xth touchdown scorer (incl. overtime)	Rushing and receiving touchdowns considered only. Passing touchdowns do not qualify.

### **Important**

- In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- Markets do not consider overtime unless otherwise stated.
- All offered players are considered as runners.
- If no further touchdown is scored, the market will be voided.
- Players which are not listed are considered as "Competitor1 other player" or "Competitor2 other player" for settlement purposes.
- Note this does not include players which are listed without an active price.
- Players of the Defense- or Special team are considered as "Competitor1 d/st player" or "Competitor2 d/st player" for settlement purposes, even if the player is listed as dedicated outcome.
- Market will be settled based on TV insert and statistics provided by official associations unless there is clear evidence that statistics are not correct.

### **Settlement and cancellation rules**

- If odds were offered with an incorrect match time (more than 89 seconds), we reserve the right to void betting.
- If a wrong score is displayed, we reserve the right to void betting for this timeframe.
- In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).
- If the teams are displayed incorrectly, we reserve the right to void betting.

### **Rapid Markets**

- New first down & yards gained by play penalties will not be considered for settlement purposes.
- In case of no plays, all markets will be settled with the next play or voided if the drive ends before reaching the respective play.
- In case of the drive ended before the respective play number was reached, all markets for the respective play will be considered void. This includes punts and field goals
- Field goal yardage will not be considered for total yards gained in a play.

### **Half and Quarter Market**

Any references to First Half refer to Quarters 1 & 2, any to Second Half refer to Quarters 3 & 4.

Market outcome is determined only based on the score in the respective period (e.g., 1st Quarter, 2nd Half etc.) excluding points scored in other periods both in regular time and overtime.

- The quarter must have been completed for bets to stand.
- The half must have been completed for bets to stand.

## Aussie Rules

### **Important**

- All markets exclude overtime unless otherwise stated.
- If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

### **Settlement and cancellation rules**

- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting



## Badminton

Nr.	Name of Markets	Market Description
1.	Who scores [Xth] point in [Nth] set	If a set ends before the Xth point is reached, this market is considered void (cancelled)

### **Important**

→ In the case of a match not being finished, all undecided markets are considered void.

### **Settlement and cancellation rules**

→ If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

→ If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

→ If a team retires all undecided markets are considered void.

→ If the players/teams are displayed incorrectly, we reserve the right to void betting.

→ Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## Baseball

A baseball match is usually scheduled for 9 innings, but some matches can be scheduled for 7 innings and even 5, 6, 8. However, just because a match is scheduled for x innings, this does not mean that that many innings will actually be played. A match could be called early because of weather conditions and although the full number of innings was not played the result is still considered official. A match could also have more than the scheduled number of innings if it is tied score and goes to extra innings.

Nr.	Name of Markets	Market Description
1	1X2	The match must go the full number of scheduled innings otherwise the market will be voided.
2	Winner (incl. extra innings)	The Winner market will be settled for pre-match if the match goes at least 5 innings (4.5 if home team is leading) and is considered official.
3	Winning margin (incl. extra innings)	The match must go the full number of scheduled innings otherwise the market will be voided.
4	Handicap	The match must go the full number of scheduled innings otherwise the market will be voided.
5	Total (incl. extra innings), all markets	The match must go the full number of scheduled innings otherwise the market will be voided unless the over outcome has already won.
6.	Odd/even (incl. extra innings)	The match must go the full number of scheduled innings otherwise the market will be voided.
7.	Race to x runs (incl. extra innings)	Will be voided if neither team reaches the x value.
8.	Will there be an extra inning	The match must go the full number of scheduled innings otherwise the market will be voided.
9.	Competitor 1 to bat in 9th inning	The match must go the full number of scheduled innings otherwise the market will be voided.
10.	Team to win more innings	The match must go the full number of scheduled innings otherwise the market will be voided.
11.	Team with highest scoring inning	The match must go the full number of scheduled innings otherwise the market will be voided.
12.	Highest scoring inning	The match must go the full number of scheduled innings otherwise the market will be voided.
13.	Innings 1 to 5, all markets	The match must have completed 5 innings (4.5 if home team is leading).
14.	Innings 1 to 5 – Total, all markets	The match must have completed 5 innings (4.5 if home team is leading) unless over has already won
15.	xth inning – 1x2	The inning must be completed.
16.	Xth inning – Total	The inning must be completed unless over has already won.
17.	Maximum consecutive runs by either team	The match must go scheduled number of innings unless 5+ has already won
18.	When will the match be decided	The match must go scheduled number of innings. This market will be settled as “any extra inning” if at the end of regular time (after full 9 Innings) the match finishes in a draw, regardless of whether or not extra innings are played.
19.	When will the xth run be scored (incl. extra innings)	The match must go scheduled number of innings. If a match ends before the Xth run is reached this market is considered void.
20.	xth inning – competitor 1 to score	The inning must be completed unless home team have already scored.
21.	xth inning – competitor 2 to score	The inning must be completed unless away team have already scored.
22.	Total hits (incl. extra innings), all markets	The match must go scheduled number of innings unless over has already won at time match ends.
23.	1st inning - total hits, all markets	The 1st inning must be completed unless over has already won.
24.	Innings 1 to 5 - total hits, all markets	The match must have completed 5 innings (4.5 if home team is leading) unless over has already won.

25.	Winner & total (incl. extra innings)	The match must go scheduled number of innings.
26.	Total home runs (incl. extra innings), all markets	Match must go scheduled number of innings unless over has already won at time match ends
27	1st inning – Winner	The 1st inning must be completed
28.	Race to x runs (incl. extra innings)	If a match ends before the Xth run is reached this market is considered void.
29.	Will there be an extra inning	Market will be settled as “Yes” if at the end of regular time (after full 9 Innings) the match finishes in a draw, regardless of whether or not extra innings are played.

### **Match Abandonments/ Postponements**

- In the case of a postponed match all markets are considered void unless the match continues to an official result on the scheduled day
- In the case of an abandoned match that is not considered official all undecided markets are considered void unless the match continues to an official result on the scheduled day. All fully decided markets will be settled.

### **Match not played as listed**

- All bets stand irrespective of starting pitchers or starting pitcher changes.

### **Player Markets**

- Bets on players where match is marked as postponed or cancelled in game state before the scheduled start time shall be left with pending status and resulted if the game starts within 72 hours of the original (global game time) scheduled start time. If game does not start within 72 hours, bets shall be voided.
- All bets created prior to a venue change shall be voided.
- If the match does not start at the scheduled time, all related player markets bets shall still be available for auto verification, unless the game starts > 72 hours after original scheduled time.
- If the match starts but is abandoned or suspended at any time before the match reaches a natural end and the match does not resume within 5 hours, then all bets on that player shall be voided.
- If any player selected for any bet type does not participate in game, then all bets on that player shall be voided.
- All Player Markets include extra innings for bet resulting.
- If a player was not in the starting lineup the bet will be voided
- The game must go at least 8.5 innings for bets to stand. Otherwise, all bets will be voided.

- **Batter – Hits (H):** Reaching base because of a batted, fair ball without error by the defense
- **Batter – Home Runs (HR):** Hits on which the batter successfully touched all four bases, without the contribution of a fielding error
- **Batter - Total Bases (TB):** One for each single, two for each double, three for each triple, and four for each home run  $[H + 2B + (2 \times 3B) + (3 \times HR)]$  or  $[1B + (2 \times 2B) + (3 \times 3B) + (4 \times HR)]$
- **Batter - Runs + RBI's:** SUM of Runs And RBI's (Run batted in: number of runners who score due to a batter's action, except when the batter grounded into a double play or reached on an error)
- **Pitcher -Strikeouts (SO):** Number of batters who received strike three
- **Pitcher - Earned Runs:** Number of runs that did not occur as a result of errors or passed balls
- **Batter - Hits + Runs + RBIs:** SUM of Hits, Runs And RBI's (Run batted in: number of runners who score due to a batter's action, except when the batter grounded into a double play or reached on an error)

## Basketball

Nr.	Name of Markets	Market Description
1	Will there be overtime	Market will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether overtime is played.

### Settlement rule

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

### Basketball stats used for Player Market:

- **3pt Field Goals (FG) Made:** The number of 3-point field goals that a player or team has made
- **Points:** The number of points scored
- **FG Made:** The number of field goals that a player has made. This includes both 2 pointers and 3 pointers
- **Assists:** The number of assists - passes that lead directly to a made basket by a player
- **Blocks:** A block occurs when an offensive player attempts a shot, and the defense player tips the ball, blocking their chance to score
- **Total Rebounds:** A rebound occurs when a player recovers the ball after a missed shot. This statistic is the number of total rebounds a player has collected on either offense or defense
- **Steals:** Number of times a defensive player takes the ball from a player on offense, causing a turnover
- **Points + Rebounds + Assists:** SUM of the player's Points + Rebounds + Assists individual scores for the game
- **Rebounds + Assists:** SUM of the player's Rebounds + Assists individual scores for the game

## Beach Volleyball

Nr.	Name of Markets	Market Description
1.	Who scores[Xth] point in set [y]	If a set ends before the Xth point is reached, this market is considered void (cancelled)

### **Important**

- In the case of a match not being finished all undecided markets are considered void.
- Golden set is not considered in any of the mentioned markets.

### **Settlement and cancellation rules**

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If a team retires all undecided markets are considered void.
- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## Boxing

All markets are settled according to the result available immediately after the end of the fight. Any subsequent appeals or amendments to the result are not taken into consideration for settlement purposes

Nr.	Name of Markets	Market Description
1.	Winner (To Win the Fight)	<b>Predict which competitor will win the bout. No draw selection is offered.</b> For the Winner market where no draw selection is offered all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw)
2.	1x2 (Fight Result)	<b>Predict the result of the bout.</b> If the fight ends in a Majority Draw or a Technical Draw then Draw will be the winning selection.
3.	Total Rounds (Over/Under)	<b>Betting on the round in which the fight result will be determined.</b> 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. Thus, 9.5 rounds would be one minute and thirty seconds of the 10th round. If the fight ends at exactly 1 minute 30 seconds of the 10th round then the result would be over 9.5 rounds
4.	Winner & exact round	<b>Predict the round in which your selection will win the fight. Betting on winner and exact round is for a fighter to win by KO, TKO or disqualification during that round.</b> Where a boxer fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision and round bets will be deemed losers.
5.	Winning Method	<b>Predict the method by which the result of the fight will be decided.</b> All bets will be settled on the official result declared. A win by disqualification is counted as Knockout/Technical Knockout.
6.	Any fighter to win inside the distance	<b>Predict if the fight will be decided before the scheduled number of rounds.</b> In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance

### Match Abandonments/ Postponements

- If either fighter fails to answer the bell for the next round, then his opponent will be deemed to have won in the previous round.
- Should there be a withdrawal or a substitution of one of the boxers concerned, bets will be void.
- In the event of a fight being declared a No Contest all bets will be void and stakes returned.
- Should the scheduled number of rounds be changed before the fight then all Total Rounds, Round Betting and Method of Victory bets will be made void.

## **Bowls**

Nr.	Name of Markets	Market Description
1.	Xth set - which team wins race to x points	If a set ends before the Xth point is reached, this market is considered void (cancelled)
2.	Xth set - which team scores Xth point	If a set ends before the xth point is reached, this market is considered void (cancelled)

### **Important**

- In case of a retirement and walk over of any player all undecided bets are considered void.
- If a match is interrupted and continued within 48h after initial start time, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.

### **Settlement and cancellation rules**

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires all undecided markets are considered void.

## Cricket (T20/ODI)

All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

All markets do not consider super overs unless otherwise mentioned.

Penalty runs are not considered in any over or delivery market (markets for multiple overs are not considered for this rule).

**Twenty 20:** All scheduled overs must be played for undecided markets to be settled unless the innings has reached its natural conclusion. T20/ODIs/Limited Overs matches; bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather unless settlement of the bet has already been determined. 80% and above of agreed scheduled overs bowled is considered to be a full innings, and markets settled accordingly.

In drawn first-class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

In the case of weather affected matches or other external factors, the Duckworth Lewis method will be applied, and all markets will be paid out on the official result of the match as determined by the governing body's official competition rules. If a match is declared a 'no result' bets will be void and staked money returned to the customer. If a match/market is cancelled before a ball being bowled, and it is not rescheduled within 36 hours, bets on the match will be classified as void. **Additional market explanations below. In addition to the rules are as previously stated, please see additional market specific rules. These include inc Live and Pre-match.**

**Match betting (double chance & draw no bet):** a tie will be considered a dead heat. Tied match; first-class matches; A tie is when the side batting in the 4th innings is bowled out when the scores are level.

**Runs in 1st over:** The 1st over must be completed for the bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in cases all bets will be void, unless settlement already has been determined. In first-class matches, the market refers only to each team's innings. Extras and penalty runs in the particular over count towards settlement.

**Runs off 1st delivery:** the result will be determined by the number of runs added to the team total, or the first ball of the match. For settlement purposes, all illegal balls count as a delivery **Runs in 1st over:** The first over must be completed for bets to stand. If the innings ends during the first over, the over will be deemed to be completed.

**Most Fours;** Only 'fours' scored from the bat (off any delivery) will count toward to total 'four' count. overthrows and 'fours' s all run will not count towards the market. fours in a super over do not count. In first-class games, only fours in the first innings will count.



## Cricket (T20/ODI)

**Most Sixes (per team inning market):** Only 'sixes' scored from the bat (off any delivery) will count toward to total 'six' count. Overthrows and 'sixes' s all run will not count towards the market. Sixes scored in a super over do not count. In first-class games, only first innings sixes count.

**Most Extras:** All wide deliveries, no balls, byes, leg byes, and penalty runs in the match count towards the final result. If there are runs of the bat at the same time extras are being scored, the runs off the bat do not count towards the extras tally. Extras in a super over don't count. In first-class games, only first innings extras will count. **Most run outs conceded:** A run out 'conceded' means that a team member will be run out while batting. Run outs in a super over do not count. First class games, only first innings runouts count.

**Highest first over:** the first over must be completed for bets to stand unless settlement has already been determined. In limited overs matches, if a match is shortened due to external factors after the start of the first innings, the market will be void. In first-class matches, the market refers only to each team's first innings. Extras and penalty runs contribute towards settlement.

**Highest first group of overs:** If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In limited over matches, if the match is shortened due to external factors after the start of the first innings, the market will be void. In first-class matches the market only refers to each team's first innings.

**Highest first partnership:** If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be void if either innings is reduced to less than 80% of the overs due to external factors, including bad weather, unless settlement is already determined or goes on to be determined. In drawn first-class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has been already been determined. In first-class matches the market only refers to each team's first innings.

**Match Fours:** Only fours scored from the bat (off any delivery- legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count. fours in a super over do not count.

**Match Sixes:** Only sixes scored off the bat (off any delivery - legal or not) will count towards the total sixes count. Overthrows, all run sixes and extras do not count. sixes in a super over do not count.

**Match Extras:** All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs of the bat at the same time extras are being scored, the runs off the bat do not count towards the extras tally. Extras in a super over don't count. In first-class games, only first innings extras will count.

**Match Runouts:** Run outs in a super over do not count. Maximum over in a match; All runs, including extras, count towards settlement. Super overs do not count.

**Match top batsman:** When 2 or more batsmen score the same number of runs, dead heat rules apply. Runs scored in a super over do not count. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player.

## Cricket (T20/ODI)

**Match top Bowler:** (the bowler who takes the most wickets in the match) In limited overs matches the bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in each innings at the time the bet was placed due to the external factors, including bad weather. If two or more bowlers end up taking the same number of wickets, the bowler who conceded the least number of runs will be declared the winner. If 2 or more bowlers end up with the same number of wickets and runs conceded, dead heat rules apply. Wickets taken in a super over do not count. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player.

**Man of the Match:** Dead heat rules apply. If no man of the match is announced, bets will be void.

**Runs off delivery:** For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first ball will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to a free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

**Runs in an over:** The specified over must be completed for the bets to stand unless settlement has already been determined. If an innings ends in that over, the over will be determined as completed. If an over does not commence for any reason, the bet will be considered void. Extras and penalty runs do count towards settlement.

**Boundary in an Over:** Only boundaries scored from the bat (off any delivery - legal or not) will count as a boundary. All run fours and extras do not count as boundaries.

**Wickets in an Over:** Any wickets in an over will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out, the wicket will be deemed to have been taken the ball before.

**Odd/Even runs:** Zero will be deemed as Even.

**Runs in groups of Overs:** If the specified number of overs are not completed, the bet will be void, unless the team is all out, declares, reached their target or settlement of the bet has already been determined.

**Wickets in groups of overs:** If the specified number of overs are not completed, the bet will be void, unless the team is all out, declares, reached their target or settlement of the bet has already been determined. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out, the wicket will be deemed to have been taken the ball before. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the specified overs have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.

**Runs in a session:** Total amount of runs in a session, regardless of which team scores them. If there has been fewer than 20 overs bowled in a session, bets will be void, unless settlement has already been reached.

## Cricket (T20/ODI)

**Inningsruns:** The number of runs scored in specific innings.

**Innings wickets:** Retired hurt does not count as a wicket.

**Innings Fours:** specific innings fours. rules same as total match fours.

**Innings Sixes:** specific innings sixes. rules same as total match sixes.

**Inningsextras:** How many extras will be added to a team's score as a whole inning.

**Inningsrun outs:** How many run outs will occur in a set innings

**Maximum overs in an innings:** How many runs will be scored in the highest scoring over of the innings.

**Inningsruns - Odd/ Even:** Total innings score judged to be odd or even. 0 counts as even.

**Innings to finish with a boundary:** Only boundaries scored from the bat (off any delivery - legal or not) will count as a boundary. All run fours and extras do not count as boundaries. In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.

**Over/Under Wides:** For settling purposes, over and under wide's is for the nominated bowling team bowling the wide's'.

**Exact runs in Innings:** In limited over matches, bets will be void if there is any reduction in the number of overs to have been bowled at the time the bet was placed due to external factors, including bad weather.

**Top batsmen in innings:** The batsmen (or appear as a substitute) who has the highest individual run score of that specified innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. When 2 players end up on the exact number of runs, the dead heat rule applies. Runs scored in a super over do not count. If a batter is substituted in during the batting innings, but after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. If a batter is substituted into the match after the batting innings is over, bets on that batter will be void.

**Top Bowler in an innings:** The bowler (or appear as a substitute) who has taken the most number of wickets in specified innings. In limited overs matches the bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in each innings at the time the bet was placed due to the external factors, including bad weather. If two or more bowlers end up taking the same number of wickets, the bowler who conceded the least number of runs will be declared the winner. If 2 or more bowlers end up with the same number of wickets and runs conceded, dead heat rules apply. Wickets taken in a super over do not count.

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

**Batsman Runs;** How many runs will the nominated batsmen (or appear as a substitute) score in specific innings. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, the bet will be void. If a batsman retires hurt and returns, the additional runs will count towards his innings total. If a batsman retires and doesn't return, the bet settlement will be on the current score the batter has as a retired batsman. Runs scored in a super over don't count.

**Batsman fours:** How many boundaries a batsman will hit, including of illegal deliveries. All run fours do not count. Fours scored in a super over do not count. overthrows and extras do not count. If a batsman does not bat, bet is void.

**Batsman sixes:** How many sixes a batsman will hit, including off illegal deliveries. All run sixes, do not count. sixes scored in a super over do not count. overthrows and extras do not count. If a batsman does not bat, bet is void.

**Batsman milestones:** Will a batsman reach 'xx'. Only runs coming from the bat count. Including legal and illegal deliveries.

**Rabbit runs:** The number 11 is taken to be the last man to come out to bat in the innings, regardless of previously stated batting order. If the innings in completed without the number 11 coming to the crease, that batsmen will be deemed to have scored 0.

**Method of next dismissal:** 'How will the named batsman be out?' If the specified batsman is not out, bets will be void. If the specified batsmen retire out and does not return, the bets will be void. If the retired batsman does return, the bets will stand.

**Fall of next wicket:** 'how many runs will the batting team be on when the next wicket falls' If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed. The retiring batsman does not count as a wicket.

**Next man out:** if either batsman retires hurt or the batsman at the crease is different from those quoted, the bets placed on both batsmen will be declared void.

**Method of next dismissal:** If a specified wicket does not fall, bets will be void.

**Total Player Performance:** Point allocation: 1 point per run, 20 points per wicket, 10 points per catch and 25 points per stumping.

**Batsman Match Bet:** Both players must be named in the starting 11 (or appear as a substitute). If either does not get named then bets are void. Both batsmen need to bat for the market to be valid. . Runs in a super over do not count. **Bowler Matchbet:** Both players must be named in the starting 11 (or appear as a substitute) If either does not then subsequently bowl all bets are still settled. Wickets in a super over do not count. Both players must be named in the starting 11. If either does not then subsequently bowl all bets are still settled. Wickets in a super over do not count.

**All-rounder match bet (or appear as a substitute) Points are scored as follows:** 1 point per run. 20 points per wicket. 10 points per catch. 25 points per stumping. Both players must be named in the starting 11. If either does not then subsequently bat or bowl, all bets are still settled. Runs in a super over do not count. Keeper match bet (or appear as a substitute): as 'Allrounder match bet above'  
**'Free Hit:** The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count. Extras and penalty runs will count towards settlement.

**Race to 'x' runs:** All bets stand. If neither batsman reaches 'x' the markets will be settled as 'Neither'

**Next to hit six:** All bets stand. If neither batsman hits a six the markets will be settled as 'Neither'

**Next to take a wicket:** If none of the named bowlers take the next wicket, the market will be settled as 'none of the above'. A batsman retiring hurt does not count as a wicket. Run outs, timed out, and any other method of dismissal not awarded to the bowler will be settled as 'none of the above'

**Winning Over:** In which over of the named team's innings be completed. All bets will be void if there is no official result. In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

Nr.	Name of Markets	Market Description
1.	Matchwinner (incl. super over)	All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result.

### **Important**

- All markets do not consider super overs unless otherwise mentioned.
- 5-run penalties are not considered in any over or delivery market (markets for multiple overs are not considered for this rule).
- Twenty 20, ODI: a minimum of 90 % of the entire overs allocated for an innings must be played at the time the bet was struck for markets to be settled unless the innings has reached its natural conclusion.

### **Settlement and cancellation rules**

- If a match is cancelled before any play has taken place, then all markets are considered void unless the match is replayed within 48 hours of its initial starting time.
- If the match is tied and the official competition rules do not determine a winner; or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are considered void.
- In the event of an over not being completed, all undecided markets on this specific over are considered void unless the innings has reached its natural conclusion e.g. declaration, team all out, etc.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

## Cricket

### **Pre-match Market Details Match Markets**

#### **Match Betting - Who will win the match?**

All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result. If there is no official result, all bets will be void. In the case of a tie, if the official competition rules do not determine a winner, then deadhead rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result. In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers. If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules. If a match is cancelled then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.

**Match Betting: Double Chance - Will the match result be either of the three options given?** A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

**Match Betting: Draw No Bet - Who will win the match given that all bets will be void if the match is a draw?** A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

**Tied Match - Will the match be tied?** All bets will be settled according to the official result. If the match is abandoned or there is no official result, all bets will be void. For First Class matches a tie is when the side batting in the fourth innings is bowled out when the scores are level.

**Toss Winner - Who will win the toss?** If no toss takes place, all bets will be void.

**Toss/Win Double - Who will win the toss, and then who will win the game?** Toss Winner rules as above. Match Winner rules as above.

**Runs in First Over - How many runs will be scored in the first over of the match?** The first over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. In First Class matches the market refers only to each team's first innings. Extras and penalty runs in the particular over count towards settlement

**Runs off First Delivery - How many runs will be scored off the first delivery of the match?** The result will be determined by the number of runs added to the team total, off the first ball of the match. For settlement purposes, all illegal balls count as deliveries. For example, if the over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If the delivery leads to free hit, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery. In First Class matches the market refers only to each team's first innings.

## Cricket

**Runs in Groups of Overs - How many runs will be scored in the first specified number of overs?** If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined before the reduction. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined. In First Class matches the market refers only to each team's first innings.

**Wickets in Groups of Overs - How many wickets will fall in the first specified number of overs?** If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction. For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal. In First Class matches the market refers only to each team's first innings.

**Runs in First Partnership - How many runs will the batting team have scored when the first wicket falls?** If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, if it has not been possible to complete at least 80% of the overs scheduled to be bowled in the innings, unless settlement has already been determined. Result will be considered determined if the lines at which the bet was placed is passed, or if a wicket has fallen. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class matches the market refers only to each team's first innings.

**Method of First Dismissal - How will the first batsman be out?** Retired hurt will not count as the first wicket. If the first batsman retires out, all bets will be void. If the specified wicket does not fall, all bets will be void. In First Class matches the market refers only to each team's first innings.

**Match Fours - How many fours will be hit in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count. Fours scored in a super over do not count.

**Match Sixes - How many sixes will be hit in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count. Sixes scored in a super over do not count.



**Match Run Outs - How many run outs will there be in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Run outs in a super over do not count.

**Maximum Over in Match - How many runs will be scored in the highest scoring over in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined before the reduction. All runs, including extras, count towards settlement. Super overs do not count.

**Match Ducks - How many ducks will be scored in total in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. A duck is classed as someone being dismissed for zero runs. Retired hurt does not count as a dismissal. Ducks in a super over do not count.

**Match Wides - How many wides will be scored in total in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Any runs resulting from a wide delivery, except penalty runs, will count towards the final total. Wides in a super over do not count.

**Match Extras - How many extras will be scored in total in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total. Extras in a super over do not count.

**Match Wickets - How many wickets will fall in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Retired hurt does not count as a dismissal. Wickets in a super over do not count.



**Match Top Batsman - Which batsman will score the most runs in the match?** The result of this market is determined on the batsman with the highest individual score in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in each innings at the time the bet was placed due to external factors, including bad weather. Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player. If a batsman does not bat, but was named in the starting XI (or later introduced as a substitute), bets on that batsman will stand. When two or more players score the same number of runs, dead-heat rules will apply. Runs scored in a super over do not count.

**Match Top Bowler - Which bowler will take the most wickets in the match?** The result of this market is determined on the bowler with the most wickets in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in each innings at the time the bet was placed due to external factors, including bad weather. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. If a player was named at the toss, but later is removed as a substitute, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI (or later introduced as a substitute), bets on that bowler will stand. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.

**Team of Top Batsman - Which team will contain the top batsman in the match?** Same rules apply as Match Top Batsman, with dead heat rules applying if the runs scored by the top batsman on both teams is the same.

**Team of Top Bowler - Which team will contain the top bowler in the match?** Same rules apply as Match Top Bowler, with dead heat rules applying if the wickets taken by the top bowler on both teams is the same.

**Man of the Match - Who will be named Man of the Match?** Bets will be settled on the officially declared man of the match. Dead-heat rules apply. If no man of the match is officially declared then all bets will be void.

**First Innings Lead - What will be the run deficit between first innings in a First-Class match?** Both first innings must be completed. Dead heat rules apply in the case of a tie. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

**Fifty/Hundred in Match - Will there be a fifty/hundred scored in the match?** Any score of 50 and above counts as a fifty. Similar for hundred. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

**Fifty/Hundred in First Innings - Will there be a fifty/hundred scored in the first innings of the match?** Any score of 50 and above counts as a fifty. Similar for hundred. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in the first innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, the innings must be completed, or over 200 overs, unless settlement of the bet has already been determined before the reduction.

**Highest Individual Score - What will be the highest score by a batsman in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Dead heat rules apply.

**Rabbit Runs - How many runs will the number 11s score in the match?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled. The number 11 is taken to be the last man to come out to bat in the innings, regardless of previously stated batting order. If more than 11 players bat, the market will be void unless this is due to concussion substitutions. If the innings is completed without the number 11 coming to the crease, that batsman will be deemed to have scored 0.

**Head to Heads Most Runs in First Over - Which team will score the most runs in the first over of their first innings?** Same as Runs in First Over.

**Most Runs in Groups of Overs - Which team will score the most runs in the first specified number of overs of their first innings?** Same as Runs in Groups of Overs.

**Highest First Partnership - Which team will score the most runs before losing their first wicket?** Same as Runs in First Partnership.

**Most Fours - Which team will hit the most fours?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather, unless settlement has been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class games, only first innings fours will count. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count. Fours scored in a super over do not count.

**Most Sixes - Which team will hit the most sixes?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather, unless settlement has been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class games, only first innings sixes will count. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count. Sixes scored in a super over do not count.

**Batsman Matchbet - Which of the named players will score the most runs?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting eleven. If either does not then subsequently bat all bets are void. In First Class games, only first innings runs will count. Runs scored in a super over do not count.

**Bowler Matchbet - Which of the named players will take the most wickets?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting eleven. If either does not then subsequently bowl all bets are still settled. In First Class games, only first innings wickets will count. If no bowlers take a wicket in an innings, then all bets will be void. Wickets taken in a super over do not count.

**All-Rounder Matchbet - Which of the named players will score the most points in the player performance scoring system?** Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled. Both players must be named in the starting eleven. If either player does not then subsequently bat or bowl then all bets are still settled. In First Class games, only first innings points will count. Points scored in a super over do not count.

**Keeper Matchbet - Which of the named wicket keepers score the more points in the player performance scoring system?** Points are scored as above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled. Both named players must start the match as a wicket keeper but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above. In First Class games, only first innings points will count. Points scored in a super over do not count.

**Most Keeper Catches - Which team's wicket keeper will take more catches?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a team changes their wicket keeper mid innings, the catches taken by the replacement will count towards settlement. In First Class games, only first innings catches will count. Catches taken in a super over do not count.

**Most Catches - Which team will take more catches?** (Including fielders and wicket keeper.) In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class games, only first innings catches will count. Catches taken in a super over do not count.

**Most Stumpings - Which team will take more stumpings?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather, unless settlement has been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class games, only first innings stumpings will count. Stumpings taken in a super over do not count.

**Most Run Outs Conceded - Which team will concede the most run outs in the match?** A run out "conceded" means that a member of that team will be run out while batting. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class games, only first innings run outs will count. Run Outs in a super over do not count.

**Team Markets Runs in Team A First Over - How many runs will Team A score off the first over of their first innings?** Same as Runs in First Over.

**Runs in Team A Group of Overs - How many runs will Team A score in the first specified number of overs?** Same as Runs in Groups of Overs.

**Runs in Team A First Partnership - How many runs will Team A score before their first wicket falls?** Same as Runs in First Partnership.

**Team A Method of First Dismissal - How will the first batsman in Team A be out?** Same as Method of First Dismissal.

**Team A Fours - How many fours will Team A score?** Same as Match Fours, with the 80% of required overs only applying to Team A's innings. In First Class matches where the result will solely be based on the first innings of each team.

**Team A Sixes - How many sixes will Team A score?** Same as Match Sixes, with the 80% of required overs only applying to Team A's innings. In First Class matches where the result will solely be based on the first innings of each team.

**Team A Innings Run Outs - How many of Team A will be run out?** Same as Match Run Outs, with the 80% of required overs only applying to Team A's innings. In First Class matches where the result will solely be based on the first innings of each team.

**Team A Maximum Over - How many runs will be scored in the highest scoring over of Team A's innings?** Same as Maximum Over in Match, with the 80% of required overs only applying to Team A's innings. In First Class matches where the result will solely be based on the first innings of each team.

**Team A Ducks - How many of Team A will score a duck in their innings?** Same as Match Ducks, with the 80% of required overs only applying to Team A's innings. In First Class matches where the result will solely be based on the first innings of each team.

**Team A Wides - How many wides will there be when Team A are batting?** Same as Match Wides, with the 80% of required overs only applying to when Team A are batting. In First Class matches where the result will solely be based on the first innings of each team.

**Team A Extras - How many extras will there be when Team A are batting?** Same as Match Extras, with the 80% of required overs only applying to when Team A are batting. In First Class matches where the result will solely be based on the first innings of each team.

**Team A Wickets Lost - How many wickets will fall when Team A are batting?** Same as Match Wickets, with the full overs required only applying to when Team A are bowling. In First Class matches where the result will solely be based on the first innings of each team.

**Team A Top Batsman - Which batsman will score the most runs for Team A?** The result of this market is determined on the batsman with the highest individual score in Team A's first innings. Otherwise, same as Match Top Batsman, with the 50% of required overs only applying in Team A's innings.

**Team A Top Bowler - Which bowler will take the most wickets for Team A?** The result of this market is determined on the bowler with the most wickets when Team A are bowling in the first innings. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Otherwise, same as Match Top Bowler, with the 50% of required overs only applying when Team A are bowling.

**Player Markets Batsman Runs - How many runs will the named batsman score?** If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat,

the bet will be void. If a batsman is not in the starting 11, bets will be void. If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player has completed their innings, or result has already been determined. In First Class games, only first innings runs will count. Runs scored in a super over do not count.

**Combined Batsman Runs - How many runs will the named batsmen score?** As “BatsmanRuns”, and if any of the named batsmen do not bat, the bet will be void, unless settlement of the bet has already been determined or goes on to be determined.

**Batsman Fours - How many fours will the named batsman score?** If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void. If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player has completed their innings, or result has already been determined. Only fours scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count. In First Class games, only first innings fours will count. Fours scored in a super over do not count.

**Batsman Sixes - How many sixes will the named batsman score?** If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void. If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player has completed their innings, or result has already been determined. Only sixes scored from the bat (off any delivery – legal or not)

will count towards the total fours. Overthrows and extras do not count. In First Class games, only first innings sixes will count. Sixes scored in a super over do not count.

**Bowler Wickets - How many wickets will the named bowler take?** If a bowler does not bowl, he will be deemed to have taken 0 wickets. If a bowler is not in the starting 11, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. In First Class games, only first innings wickets will count.

Wickets scored in a super over do not count.

**Named Player Player Performance - How many points will the named player score in the player performance scoring system?** Points are scored as in All-Rounder v All-Rounder Head to Heads. If the player does not bat or bowl, but is in the starting eleven, all bets will still be settled. If the player is not in the starting eleven bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either inning due to external factors, including bad weather, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. In First Class games, only first innings points will count. Points scored in a super over do not count.

### **One-sided Markets**

**Both Teams to Score 'X' Runs - Will both teams score the specified number of runs?** In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled in both innings at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

**Batsman and Bowler Combo Milestones - Will the named batsman, and the named bowler, reach their specified milestones?** For batsman –same as "Batsman Runs". In first class games, only runs scored in the first innings will count. If a batsman is not in the starting XI, or substituted in, bets will be void. For bowler – if a bowler does not bowl, they will be deemed to have taken 0 wickets. If a bowler is not in the starting XI, or substituted in, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the

player's bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed. In First Class games, only first innings wickets will count and runs. Wickets and runs scored in a super over do not count.

**Batsmen Combo Milestones - Will both the batsmen reach their specified milestones?** Same as "Combined Batsman Runs".

#### **Notes for all Markets**

- A player being sent off is viewed as retired out, so counts as a wicket.
- Concussion substitutions
  - When a player leaves the field as a concussion substitute, this does not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a concussion substitute, for settlement purposes both they and the player replaced are looked upon as to have played a full part in the match.
- Penalty runs after the conclusion of an innings
- Penalty runs added to a team's total after the start of the other team's innings do not count towards settlement of markets in the previous innings.



## Darts

### **Important**

→ In the case of a match not being finished all undecided markets are considered void.

### **Settlement and cancellation rules**

→ If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

→ If a match is not completed all undecided markets are considered void.

→ Bullseye counts as red check out colour

## eBasketball

### **Important**

→ Markets do not consider overtime unless otherwise stated.

### **Settlement and cancellation rules**

- If a match is interrupted or postponed and is not continued within 48h after initial scheduled match start, betting will be void.
- If a match gets abandoned and restarted, unsettled markets will be void.
- If odds were offered with an incorrect match time, we reserve the right to void betting.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

## elce Hockey

### **Important**

→ Allmarkets (except period markets) are considered for regular time only unless otherwise stated.

### **Settlement and cancellation rules**

- If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.
- If odds were offered with an incorrect match time, we reserve the right to void betting.
- If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial scheduled match start, betting will be void.
- If a match gets abandoned and restarted, unsettled markets will be void.

## eSoccer

### **Important**

- All markets (except first half markets) are considered for regular time only unless otherwise stated.
- Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra- time, time allocated for a penalty shootout or golden goal.

### **Settlement and cancellation rules**

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time, we reserve the right to void betting.
- If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial scheduled match start, betting will be void.
- If a match gets abandoned and restarted, unsettled markets will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.

**General Market Rules**

- All esports markets are based on in-game score events or results at the end of a scheduled match/map. All settlements will occur using the official score and results which are declared on the official video stream or the in-game stream of the relevant matches.
- All match start dates and times displayed for Esports matches are for indication purposes only and are not guaranteed to be correct. Bets will stand if a match is offered with an incorrect date and/or time.
- If a match is paused/postponed and not rescheduled to a later time within 24 hours of the actual scheduled start time, then all bets on that match will be voided.
- If the name of a player/team/tournament is misspelled, all bets will still stand unless it's obvious that the misspelled name is the same as a different entity.
- If a team name is changed due to a team leaving the organization, joining another organization, or due to an official change of team name, all bets will stand.
- If the organizer of the event allows for stand-ins and there is an official result, all bets will be resulted as normal.
- In the case where there is an overruling of a match result by the organizer due to unforeseen circumstances - such as cheating - all bets on that match will be voided.
- If a match has been declared as a walkover win by the tournament organizer, all bets will be void.
- If one team retires during a match, only wagers on the completed individual maps will be resulted. Match market, match side markets, and all other undecided map markets will be voided.
- All markets consider overtime, unless stated otherwise in the market name.
- If the match format is changed or differs from the one which is being offered, we reserve the right to void all bets.
- If the fixture is listed incorrectly, we reserve the right to void all bets.
- If a match is played before the scheduled start date/time, all bets placed after the actual start of the match will be refunded. All bets placed before the actual start of the match will stand.
- If a match or map is replayed due to an organizer or technical issues, all undecided markets will be void, replayed matches or maps will be handled separately as a new match.
- If a game on the map starts with less than ten players, all bets on that map will be voided.
- If one of the players disconnects within the first ten minutes and fails to reconnect or is not replaced by a substitute for the rest of the game, all undecided markets on that map and match will be voided. The map will also be considered invalid. If one of the players disconnects or leaves ten minutes after the start of the game on the map, bets will stand and will be settled based on the official results.

**Marketspecific rules**

- If the final gameplay length/duration is the same as a particular threshold, it is resolved as OVER.

**Player market rules**

- In the case of a player substitute, all affected player markets will be voided.

## Game specific rules

### CS2:

- If a team retires, receives a win by admin decision or is disqualified before all scheduled rounds of a Map are played, all undecided bets on that Map and Match will be voided.
- Rounds 1-12 constitute the first half of CS2 maps.
- In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.
- If one of the players disconnects and is unable to reconnect or be replaced for the rest of the map, but both teams still decide to continue 4v5 and they play at least 3 rounds, then all affected bets on that map, match and match side markets will be voided.

### Valorant:

- If a team retires, receives a win by admin decision or is disqualified before all scheduled rounds of a Map are played, all undecided bets on that Map and Match will be voided.
- Rounds 1-12 constitute the first half of Valorant Maps.
- In the case of a round restart, all bets will stand. All markets will be resolved based on the official score.
- If one of the players disconnects and is unable to reconnect or be replaced for the rest of the map, but both teams still decide to continue 4v5 and they play at least 3 rounds, then all affected bets on that map, match and match side markets will be voided.

### Dota 2, League of Legends & Wild Rift:

- If a Map starts with fewer than 10 competitors, all bets on the Map will be void.
- If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all undecided bets on that Map and Match will be voided. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.
- If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets have action according to the official result.

### King of Glory:

- If a Map starts with fewer than 10 competitors, all bets on the Map will be void.
- If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all undecided bets on that Map and Match will be voided. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.
- If a walkover or win by admin decision is given in the first 10 minutes of a Map, all undecided bets on that Map and Match will be voided. If a win by admin decision is awarded after the 10th minute of play after the Map has started, bets have action according to the official result.

### CS2 Duels:

- If a player is AFK or unable to participate due to a technical issue or an emergency situation, we reserve the right to void any bets placed on this fixture.

## Field Hockey

### **Important**

→ All markets are considered for regular time only unless otherwise mentioned.

### **Settlement and cancellation rules**

→ If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

→ If markets remain open with an incorrect score which has a significant impact on prices, we reserve the right to void betting.

## **Formula 1**

### **General Formula 1 betting rules**

- Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes.
- Events being shortened due to weather conditions or other circumstances, but are deemed official by the governing association, will be settled accordingly.
- If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.
- Unless otherwise stated in the market rules, the dead heat rule will be applied if the number of winners exceeds the expected number of winning selections for a specific market.
- If one or more drivers have to start the race from the pit-lane, he/they will be ranked at the end of the starting grid for settlement purposes.
- If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for settlement purposes.

### **Team markets**

- Winner (team), Top x (team) and Head2head (team) are settled with the team which has the best ranked car in the final result.
- 1st to retire (teams) is settled with the team which retired one car first.
- Please note: Specific retirement market rules are considered as valid for this market.
- 1st pit stop (teams) is settled with the team whose car entered the pit-lane first.
- Please note: Specific pit stop market rules are considered as valid for this market.
- Team total overtakings is settled based on the accumulated number of overtakings of both cars in the specified team.
- Please note: Specific overtakings market rules are considered as valid for this market.

### **Markets for fastest lap**

- The driver who achieved the fastest lap in the specified lap, cluster of laps or race is considered as the winner.
- The lap time in milliseconds is valid for settlement purposes.

### **Head2head markets & Winner of group**

- If all competitors (which are reflected as dedicated selections) retire in the same lap, the market will be voided.
- Markets will be considered void if one of the drivers retires in or before the formation lap.

### **Markets for overtakings**

- An over taking needs to be maintained until the end of the lap in order to be considered for settlement purposes.
- Overtakings during the first lap are not considered for settlement purposes.
- Overtakings of a specific driver in the same lap when he enters or exits the pit are not considered for settlement purposes.
- Overtakings of a car in the lap of its retirement are not considered for settlement purposes.
- Lapping and unlapping is not considered as overtaking

### **Markets for retirements**

- A car is considered as retired for settlement purposes if it doesn't pass the finish line when the session is considered as completed, unless he is disqualified.
- If more than 1 competitor retires in the same lap where the first retirement happened, the dead heat rule will be applied.
- If a car retires in the pit or pit lane, the last started lap is considered for settlement purposes.

### **Markets for pitstops**

- The car which enters the pit-lane first will be considered as winner of this market.
- If a car enters the pit lane and retires it will still be considered as a pit stop for settlement purposes.

### **Total finishers market rules**

- A driver is only considered as a finisher for settlement purpose if he passes the finish line when the session is considered as ended.



## Futsal

### **Important**

→ All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

→ If a match is interrupted and continued within 48h after initial kick-off date, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.

### **Settlement and cancellation rules**

→ If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

→ If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

→ If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

→ If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

→ If a match is interrupted or postponed and is not continued within 48 h after initial kick-off date betting will be void.

→ If the team names or category are displayed incorrectly, we reserve the right to void betting.

## Golf

Nr.	Name of Markets	Market Description
1.	2 Balls	Predict which player will shoot the lowest score in the listed round. If both players retire at the same hole, the market will be void. Market will be void if both competitors achieve the same score for the affected round. A player can be considered as runner if he tees off on his first scheduled hole
2.	3 Balls	Predict which player will shoot the lowest score in the listed round. Dead heat rules apply.
3.	Outright Winner	All outright bets are settled on the player awarded the trophy. The result of playoffs is taken into account. Where a tournament is reduced from the scheduled number of holes for any reason (e.g., bad weather conditions) outright bets (except "First round leader" bets) placed prior to the final completed round will be settled on the player awarded the trophy.
4.	Group Betting (Top XY)	The winner will be the player achieving the highest placing at the end of the tournament. Dead-heat rules apply except where the winner is determined by a playoff. Special case: If we offer a group betting and only one competitor starts bets will be void.
5.	Finishing Position of a Named Player	In the event of a tie for a finishing position the tied position will count. For example, a tie with 4 other players for 7th place will count as a finishing position of 7th
6.	End of Round Leader (e.g., First round – Winner)	Settlement is based on the tournament score at the end of the specified round. Dead-heat rules apply.
7.	Tournament Top 4/Top 5/top 6/Top 10/Top 20 Finish	Dead-heat rules apply.
8.	To Win/Not to Win a Major	The 4 majors are US Open, US Masters, USPGA and the British Open.

### **Match Abandonments/ Postponements**

- A player is deemed to have played in a tournament or a specific round once they have teed off. If a player withdraws, retires, or is disqualified after having teed off, bets will stand.
- In tournaments affected by bad weather or other similar reasons, bets will be resulted 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.
- Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

### **Groups Not Played as Listed**

- In the event of any non-runners, 2 ball and 3 ball bets will be void.

## Handball

Nr.	Name of Markets	Market Description
1	Who scores Xth point? (incl. ot)	If a match ends before the Xth is reached, this market is considered void (cancelled).
2	Which team will win race to x points? (incl. ot)	If a match ends before the Xth is reached, this market is considered void (cancelled).

### Important

→ All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.

→ If the match goes to a 7-metre shootout; the markets “Who scores Xth point?” and “Which team will win race to X points?” will be voided.

→ “Who scores Xth point?” and “Which team will win race to X points?” will be voided.

### Settlement and cancellation rules

→ If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

→ If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.

→ If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting

## Horse Racing

### **Non-Runners/Withdrawals**

**Horses that do not come under Starter's Orders and are declared a non-runner or as withdrawn as treated as follows:**

- Single Bet: Bet voided and clients should refund stake to customer
- Multiple Bets: If the selection is part of a multiple, we settle the bet as the next accumulative bet down, e.g. a treble becomes a double. For accumulators, we settle bets on the remaining selections. This also applies to each individual combination in a combination bet, such as Lucky 15 or a Yankee.

### **Rule 4s**

**We apply a Rule 4 when there is a non-runner. Our deductions are as follows:**

Price at withdrawal	Deduction (in the £)	Price at withdrawal	Deduction (in the £)
1/9 or shorter	90p	Evens to 6/5	45p
2/11 to 2/17	85p	5/4 to 6/4	40p
1/4 to 1/5	80p	8/5 to 7/4	35p
3/10 to 2/7	75p	9/5 to 9/4	30p
2/5 to 1/3	70p	12/5 to 3/1	25p
8/15 to 4/9	65p	16/5 to 4/1	20p
8/13 to 4/7	60p	9/2 to 11/2	15p
4/5 to 4/6	55p	6/1 to 9/1	10p
20/21 to 5/6	50p	10/1 to 14/1	5p

### Place Betting

Betting is offered on Place 2, Place 3 or Place 4 markets. This is a bet for the named selection to finish in the top 2, top 3 or top 4 respectively. In the event of a non-runner in the race, a Rule 4 is charged. The Rule 4 deductions for Place markets are different to the deductions made in the Win or Each Way market, and are as follows:

Price	2 Places	3 Places	4 Places
1/9 or shorter	45p	30p	20p
2/11 to 2/17	40p	30p	20p
1/4 to 1/5	40p	25p	20p
3/10 to 2/7	35p	25p	20p
2/5 to 1/3	35p	25p	15p
8/15 to 4/9	30p	20p	15p
8/13 to 4/7	30p	20p	15p
4/5 to 4/6	25p	20p	15p
20/21 to 5/6	25p	15p	10p
Evs to 6/5	20p	15p	10p
5/4 to 6/4	20p	15p	10p
13/8 to 7/4	15p	10p	10p
15/8 to 9/4	15p	10p	no deductions
12/5 to 3/1	10p	10p	no deductions
10/3 to 4/1	10p	no deductions	no deductions
9/2 and over	no deductions	no deductions	no deductions

Deductions will not exceed 90p in the £ if 2 or more horses are withdrawn.

### Dead Heats

We treat dead heats by dividing the stake pro-rata by the number of dead-heating runners. For example, stakes are halved on a 2-way dead heat, divided by 3 on a 3-way dead heat, and so on. It is important to note that we divide the STAKE, not the ODDS.

### **Forecast/Tricast betting**

- We accept forecasts on all races of 3 runners or more
- We accept tricast bets on Handicap races of 8 runners or more
- If a forecast is accepted on a race with less than 3 runners, forecast bets shall be made void.
- If a tricast bet is accepted on a race where a tricast dividend, the bet shall be settled as a forecast bet on the 1st and 2nd nominated horses. This also applies to each combination in combination tricast bets.
- All bets are settled at the computer straight FC/TC dividend
- We allow straight bets and combination bets
- Where there is a dead heat, a different dividend is declared for each combination. Our settlement mirrors these splits.
- If a customer places a Forecast and one of the selections subsequently becomes a non-runner, the bet will be settled as a Win Single at SP.
- For a combination forecast containing a non-runner, the combinations involving the non-runner are reduced to a Win SP single, and any unaffected combinations remain the same. For example:  
£1 Combination Forecast ABC (total stake £6). Horse A is declared as a non-runner.  
AB = Win Single at SP on B  
AC = Win Single at SP on C  
BA = Win Single at SP on B  
BC = Remains as a forecast  
CA = Win Single at SP on C  
CB = Remains as a forecast
- If both horses in a forecast bet are declared as non-runners, the bet is void.
- In a race where there is only 1 finisher, forecasts with the correct nominated 1st horse will be settled as a Win SP single. All other bets will be losers.
- If a customer places a Tricast bet and one of the selections is a non-runner, the bet is placed as a forecast on the remaining two selections
- For a combination tricast containing a non-runner, the combinations involving a non-runner are reduced down to a forecast. For example:  
£1 Combination Tricast ABC (total stake £6). Horse A is declared as a non-runner.  
ABC = £1 straight forecast BC  
ACB = £1 straight forecast CB  
BAC = £1 straight forecast BC  
BCA = £1 straight forecast BC  
CAB = £1 straight forecast CB  
CBA = £1 straight forecast CB
- If two horses in a Tricast bet are declared non-runners, the bet is settled on the remaining selection as a win single at SP.
- In races where only 2 horses finish, tricast bets with the correct 1st and 2nd nominated horses will be settled as a straight forecast. All other bets will be settled as losers.
- In races where only 1 horse finishes, tricast bets with the correct 1st horse nominated will be settled as a win SP single. All other bets will be settled as losers.
- Unnamed favorites are not allowed in FC & TC bets.

**Starting Price (SP)**

The SP is the 'Starting Price' and customers may have the option to place a bet at SP. The SP is declared by the Press Association.

**Abandoned/Postponed**

Bets will be void if:

- The race is abandoned/called off.
- The race is declared as void.
- Any of the race conditions change
- Entries change
- If the overnight declarations do not stand, all bets are void.

If a race is postponed to another date and final declarations stand, then bets which have placed remain valid. However, single bets are void. Any selection involved in multiple bet will be treated as a non-runner if:

- The race is abandoned.
- The race is officially declared void.
- The conditions of the race are altered after bets are made (as defined under Tattersalls rules).
- The venue is altered.
- The running surface is altered (e.g. Turf to Dirt/All Weather or vice versa).

**Re-scheduled Races or Meetings**

If a race/meeting is moved to later in the day, or to another day and overnight declarations stand (race is not reopened) then all bets stand. If an early price has been taken on a rescheduled race, bets will revert to SP. Horses which came under Starter's orders in the original race but do not take part in the rescheduled race will be treated as non-runners and returns on the remaining runners will be subject to Tattersalls' Rule 4(c).

If the overnight declarations do not stand, all bets are void

### **Stewards Enquiry/Demoted Horses**

All bets are settled after the 'Weighed In' has been confirmed by the racecourse stewards and the result is therefore official.

### **Each way Betting**

An Each Way bet is made up of 2 parts: a 'win' bet and a 'place' bet. Each part is an equal stake, for example a £10 Each Way bet will have £10 on the 'Win' and £10 on the 'Place' (a total stake of £20).

The 'Win' part of the bet is on the selection to win the event, and the 'Place' part is on the selection to finish either first or in one of the predetermined places.

If the selection wins, both the 'Win' and 'Place' parts of the bet will pay out. But if the selection only places, the bet will lose the 'Win' part but get paid out on the 'Place'.

Place terms will be governed by the number of runners that come under Starters' Orders, and not the number of runners at the time of bet placement. For example, an each-way bet struck with 8 runners in the field at the time of placement, which subsequently becomes a 7 runner race due to a non-runner or late withdrawal, will be settled at  $\frac{1}{4}$  odds 1,2.

The odds for the 'Place' are given as a fraction of the odds for the 'Win' and will be displayed when bets are struck.

For bets placed each-way that result in a field size of 4 runners or less, the whole stake is settled as win only. For multiples, bets will continue to be settled as win-win, place-place, however, the place-place part of the bet will be treated as win only, only for the race with 4 or fewer runners.

For horse racing, the 'Place' part of Each Way bets will be given the following Place terms unless stated otherwise (for example, where we offer extra places):

#### **Non-Handicap Races:**

2 - 4 Runners - Win Only

5 - 7 Runners -  $\frac{1}{4}$  Odds 1, 2

8 or more Runners -  $\frac{1}{5}$  Odds 1, 2, 3

#### **Handicap Races:**

2 - 4 Runners - Win Only

5 - 7 Runners -  $\frac{1}{4}$  Odds 1, 2

8 - 11 Runners -  $\frac{1}{5}$  Odds 1, 2, 3

12 - 15 Runners -  $\frac{1}{4}$  Odds 1, 2, 3

16 or more Runners -  $\frac{1}{4}$  Odds 1, 2, 3, 4



### **Betting Without (W/O)**

Bets placed on the 'Betting Without' market will be settled with the 'without' listed runner excluded from the result. If the named 'without' selection is deemed a non-runner, the bets placed on the market will remain valid and will effectively be a bet on the race winner.

If there is a non-runner in the market, bets on that particular selection will be refunded and if relevant a Rule 4 deduction applied to bets on other selections. The Rule 4 will be in line with the Tattersall's Rule 4 table. If the market is reduced to 1 runner, the market will be voided.

### **Black or Red**

Horses will be grouped into two separate outcomes - Black or Red. A market will be created on a 'Black' or 'Red' designated horse winning the race.

If there is a non-runner in the market then all bets that have been placed prior to the non-runner will be made void. Once a new market is formed bets can be placed again. If there is a subsequent non-runner then the new bets on the market will be void again and a new market reformed.

### **Odd or Even**

Horses are grouped by their race card/cloth number into odd or even selections. Horses no longer run as an individually priced runner, they are part of a group of horses labelled 'odd or even'. The market is win only.

If there is a non-runner in the market then all bets that have been placed prior to the non-runner will be made void. Once a new market is formed bets can be placed again. If there is a subsequent non-runner then the new bets on the market will be void again and a new market reformed.

### **Over or Under**

ARM will create a line based on the race card/cloth number of the horses and create two selections to bet on. For example, the line created could be 'over or under 4.5'. When the winner of the race is settled the race card/cloth number of the horse determines whether the over or under line has won. This market is win only.

If there is a non-runner in the market then all bets that have been placed prior to the non-runner will be made void. Once a new market is formed bets can be placed again. If there is a subsequent non-runner then the new bets on the market will be void again and a new market reformed.

## **Head-to-Head**

This is a match bet between two runners in a race. The runner with the best finishing position in the race will be the winner of the head-to-head market. If neither runner completes the race, then bets are voided. If either of the runners are non-runners in the head-to-head matchup, then bets are voided.

## **Winning Distance**

The Winning Distance in a race will be the distance, as measured in lengths, between the 1st placed horse and 2nd placed horse in a race, as declared by the British Horseracing Authority (BHA) or other governing body.

All bets will be settled upon the 'weighed-in' being announced.

Where the 1st and 2nd place finishing positions are reversed following a stewards' enquiry, the market will be settled using the winning distance for the First Past The Post result.

Where the 2nd placed, finisher is demoted following a stewards' enquiry, the market will be settled using the First Past The Post distance between the original 1st and 2nd placed finishers.

In the event of only one finisher, the make-up will be 12 lengths for flat racing, and 30 lengths for National Hunt racing, including National Hunt Flat (NHF) races.

In the event of two or more horses dead-heating for first place, the make-up will be 0.

In the event of a walkover, all bets on this market will be void.

In the event that there are no finishers in a race and no official result is given, then all bets on this market will be void.

For non-numeric values, the make-up shall be as follows:

- Nose = 0.05
- Short Head = 0.1
- Head = 0.2
- Neck = 0.3

## Ice Hockey

### **Settlement rule**

In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets.

### **Period Markets**

Market outcome is determined only based on the score in the respective period (e.g., 1st Period, 2nd Period, 3rd Period). Only the goals scored within the nominated period count. Unless otherwise stated, overtime does not count for the result of the 3rd period. The period must have been completed for tickets all that period to stand.

### **Player Markets**

→ If a goalie does not start the game, the bet will be void

Nr.	Name of Markets	Market Description
1.	Winner (To Win the Fight)	<b>Predict which competitor will win the bout. No draw selection is offered.</b> For the Winner market where no draw selection is offered all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).
2.	1x2 (Fight Result)	<b>Predict the result of the bout.</b> If the fight ends in a Majority Draw or a Technical Draw then Draw will be the winning selection.
4.	Total (Over/Under)	<b>Betting on the round in which the fight result will be determined.</b> 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. Thus, 2.5 rounds would be two minutes and thirty seconds of the 3rd round. If the fight ends at exactly 2 minutes 30 seconds of the 3rd round then the result would be over 2.5 rounds.
5.	Winning Method	<p><b>Predict the method by which the result of the fight will be decided.</b> All bets will be settled on the official result declared. A win by disqualification is counted as Knockout/Technical Knockout</p> <ul style="list-style-type: none"> <li>• For the purposes of the Winning Method market, a KO includes the following: <ul style="list-style-type: none"> <li>- referee stoppage due to strikes while either fighter is, or both fighters are, standing;</li> <li>- referee stoppage due to strikes while either fighter is, or both fighters are, on the canvas;</li> <li>- stoppage by doctor;</li> <li>- stoppage by a fighter's corner/team</li> <li>- a fighter retires due to injury</li> <li>- a win by disqualification</li> </ul> </li> <li>• For the purposes of the Winning Method market, a submission includes the following: <ul style="list-style-type: none"> <li>- Referee stoppage due to tap-out;</li> <li>- Referee stoppage due to technical submission</li> <li>- a fighter's verbal submission (including a verbal submission which is made due to strikes).</li> </ul> </li> </ul>
6.	Winner & exact rounds	<p><b>Predict the round in which your selection will win the fight.</b> <b>Betting on winner and exact round is for a fighter to win by KO, TKO, disqualification or submission during that round or to win by decision.</b> Where a fighter fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision and round bets will be deemed losers</p>
7.	Will the fight go the distance?	<p><b>Predict if the fight will be decided before the scheduled number of rounds.</b> In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.</p>

→ All markets are settled according to the result available immediately after the end of the fight. Any subsequent appeals or amendments to the result are not taken into consideration for settlement purposes

→ If either fighter fails to answer the bell for the next round, then his opponent will be deemed to have won in the previous round.

→ Should there be a withdrawal or a substitution of one of the fighters concerned, bets will be void

→ In the event of a fight being declared a No Contest all bets will be void.

→ Should the scheduled number of rounds be changed before the fight then all "Total Rounds", "Winner and exact rounds" and "Winning Method" bets will be made void.

## Rugby Sevens

### **Important**

- All markets (except halftime, first half markets, overtime and penalty shoot-out) are considered for regular time only.
- If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

### **Settlement and cancellation rules**

- If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 1 minute), we reserve the right to void betting.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or categories are displayed incorrectly, we reserve the right to void betting.

## Rugby Union/League

### **Important**

- All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only.
- If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

### **Settlement and cancellation rules**

- If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting

## Snooker

### **Important**

- In the case of a retirement of a player or disqualification all undecided markets are considered void.
- In case of a re-rack settlement stays if the outcome was determined before the re-rack.
- No fouls or free balls are considered for settlement of any Potted- Colour market.
- In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined.

### **Settlement and cancellation rules**

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a match is not completed all undecided markets are considered void.

## Soccer

Nr.	Name of Markets	Market Description
1	Winning Method	In the case of multiple matches, all of them are considered for this market
2	To qualify	In the case of multiple legs, all matches are considered for this market
3	1st Goalscorer & 1x2	Any player who doesn't score will be settled as "other"
4	Anytime Goalscorer & 1x2	Any player who doesn't score will be settled as "other"
5	1st Goalscorer & correct score	Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals.
6	Anytime Goalscorer & correct score	Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals.

### Time Frame Betting

- Time frames are defined as follows: 1-10 minutes is 0:00-9:59, 11-20 minutes is 10:00-19:59, etc. 1-15 minutes is 00:00-14:59, 16-30 minutes is 15:00-29:59, etc.
- Time periods 31-45 and 76-90 include any added time
- 1st/2nd Half Markets apply to the statutory 45 minutes play, including injury time and added time
- In case of unusual time periods (e.g., 3 periods of 30 minutes each), 1st half markets will be settled based on goals scored between start of the game and 44:59 min, and 2nd half markets - between 45:00 min and the end of the game (including added time and injury time, excluding extra-time and/or penalties)
- Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

### Interval Markets

- Markets will be settled based on the goal time announced by TV. If this is not available, the time according to the match clock is considered.
- Goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.
- Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.
- Booking interval markets are settled based on the time the card is shown and not the time the infringement is made
- Offsides will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.
- Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.
- Penalties awarded but not taken are not considered



## Soccer

### Booking markets

- Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow-red card is not considered. Consequently, one player cannot cause more than 3 cards.
- Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.
- Cards shown after the match are not considered.
- Cards for non-players (already substituted players, managers, players on bench) are not considered.

### Booking points markets

- Yellow card counts as 10 points and red or yellow-red cards as 25. The 2nd yellow for one player which leads to a yellow-red card is not considered. Consequently, one player cannot cause more than 35 booking points.
- Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play. Cards shown after the match are not considered.
- Cards for non-players (already substituted players, managers, players on bench) are not considered

### Goalscorer Markets

- Own goals do not count in the settlement of bets
- If for any reason an unlisted player scores a goal all bets on listed players stand
- All players who took part in the match since kick off or previous goal are considered as runners
- All players who are currently taking part are listed
- Market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

### Corner Markets

- Corners awarded but not taken are not considered.

### Player Prop Markets

- All bets created prior to the venue change shall be Auto Voided.
- If the match starts but is abandoned or suspended at any time before the match reaches a natural end and the match does not resume within 5 hours, then all bets on that player shall be Auto Voided
- For Soccer and Baseball only, if any player selected for any bet type does not start the game, then all bets on that player shall be Auto Voided. This rule only applies for selections under the player props header and does not count for Odds Boost markets.
- All Player Markets include overtime for bet resulting. Penalty shootouts are not included.
- 1st Goalscorer bets will be void if your player enters the field after a 1st Goalscorer has been established. If your player enters the field at 1-0 and an own goal has been scored, your bet will be considered a runner

## Soccer

### **Soccer stats used on player market**

- **Assists:** A final contribution (pass, shot or any other touch of the ball) made by a player leading to the receiving teammate scoring a goal
- **Goals:** The number of goals scored by a player in the opposition net. markets are settled based on the time the ball crosses the line, and not the time the kick is made
- **Shots:** Any clear attempt by a player to score a goal (on target, off target or blocked)
- **Shots on Goal / Shots on Target:** An attempt by a player which directly results in a goal (regardless of clear intent to score a goal), or a clear attempt by a player to score a goal that clearly would have gone into the net if not for a goalkeeper save or a stop made by the last-man (with the goalkeeper clearly unable to save).
- **Passes:** Attempted pass (successful or unsuccessful) with the clear intention of one player to find a teammate.
- **Tackles:** When a player connects with the ball in a ground challenge, successfully taking the ball.
- **Cards:** Player carded: 0 = No, 1 = Yes (not the total number of cards received)

## Squash

Nr.	Name of Markets	Market Description
1.	Who scores[Xth] point in set [y]	If a set ends before theXth point is reached, this market is considered void (cancelled)

### **Important**

→ In the case of a match not being finished all undecided markets are considered void.

### **Settlement and cancellation rules**

→ If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

→ If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

→ If the players/teams are displayed incorrectly, we reserve the right to void betting.

→ If a player retires, forfeits the match or is disqualified all undecided markets are considered void.

→ Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

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

## Table Tennis

Nr.	Name of Markets	Market Description
1.	Who scores[Xth] point in set [y]	If a set ends before the Xth point is reached, this market is considered void (cancelled)

### **Important**

→ In the case of a match not being finished all undecided markets are considered void.

### **Settlement and cancellation rules**

→ If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

→ If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

→ If the players/teams are displayed incorrectly, we reserve the right to void betting.

→ If a player retires all undecided markets are considered void.

→ Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

## **Tennis**

### **Match Retirements**

- In the event of a retirement or disqualification in a match, all markets that have not already had their result determined will be settled as void.
- Markets must be actually decided in order to have settlements. For example, if the match ends via retirement in the first set with the score at 4-4 we would void the first set total 9.5 line as the actual number of total games at the time of retirement was only eight.
- A tennis match is deemed to have started with the first serve of the match.

### **Tie-break**

- For all bets referring to the number of games played, a tie-break is counted as one game

### **Market settlements for retirements**

#### **Match Walkovers**

In the event of a Walkover all markets will be settled as void.

Match not played as listed In the event of any of the following circumstances all bets will stand:

- Change of schedule and/or day of match
- Change of venue
- Change from indoor court to outdoor court or vice versa
- Change of surface (either before or during a match)
- If the players/teams are displayed incorrectly, we reserve the right to void betting.

## Volleyball

Nr.	Name of Markets	Market Description
1.	Who scores [Xth] point in set [y]	If a set ends before the Xth point is reached, this market is considered void (cancelled)
2.	Will there be a 4th set	If the 4th set has started, then the outcome will be yes
3.	Will there be a 5th set	If the 5th set has started, then the outcome will be yes

### **Important**

→ In the case of a match not being finished all undecided markets are considered void.

→ Golden set is not considered in any of the mentioned markets.

### **Settlement and cancellation rules**

→ If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.

→ If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

→ Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.