

Sports Betting Terms & Conditions

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1 General

1. These Betting Rules are inseparably linked to our Terms & Conditions, of which they form a part, and acceptance of these Betting Rules is a prerequisite to account registration. Any capitalized terms used herein which are not defined shall take their meaning from the Terms & Conditions.
2. The minimum amount for a bet is £/€0.10. Your maximum amount for a bet differs between sports, leagues and bets. You will see the exact value specified in the field where you enter the stake amount, when placing a bet. We make no guarantee that any bet placed within or for the maximum stake shall be accepted.
3. Bethard reserves right to refuse the whole or any part of any bet request for any reason and at our sole discretion. Individual bet requests may be reviewed and an alternative price or stake offered at our sole discretion.
4. Bethard accepts bets made online. Bets are not accepted in any other form (email, telephone, fax, etc.) and if received will be void, win or lose.
5. Bethard reserves the right to refuse/cancel any bet or part of a bet before the game starts and to make ambiguous bets void, without providing any justification.
6. Customers cannot cancel or change a bet once the bet has been placed and confirmed.
7. Bets will be accepted up to the advertised start time. If a bet is inadvertently accepted which includes an event after its start time, unless it is a live-betting event, the match/bet will be treated as a non-runner.
8. Irrespective of which betting odds format you select for odds to be shown in your Customer account, all bets will be settled based on American odds.
9. Where we have reason to believe that a bet is placed after the outcome of an event is known or after the selected participant or team has gained a material advantage (e.g. a score, sending off etc.) we reserve the right to void the bet, win or lose.
10. Bethard reserves the right to cancel any bets from customers who place money on an event where they are in any way involved, as participants, referee, coach etc.
11. Bethard reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: (i) the integrity of the event has been called into question or (ii) matchrigging has taken place. Evidence may be based on the size, volumes or pattern of bets placed with Bethard across any or all of our betting channels.
12. When an event is cancelled, all related bets will be void automatically and accounts refunded.

13. If any match is abandoned due to injury, bad weather, crowd trouble etc. all bets that have already been settled up until the time of abandonment will stand. For example: If a football match is abandoned in the second half, all bets involving the 1st half will stand. What's more, if there has been a goal scored, the first goal scorer market will stand, but the last and any time goal scorer bets will be void. For tennis: if a player retires injured in the 3rd set, all bets to win the 1st and 2nd sets will stand.
14. Bethard does not accept any responsibility for typing, human or palpable errors, which lead to obvious price errors. In such cases all bets will be deemed void.
15. Multiple bets that combine different selections within the same event are not accepted where the outcome of one affects or is affected by the other. If such a bet is taken in error, the bet will be cancelled.
16. Bethard offers you the ability to bet in play on a variety of global sporting events and while we do make every effort to ensure all live betting information is accurate, there may be situations where such information is incorrect, due to delays or otherwise. When checking live betting odds, live event start times or any other live event markets, please be aware that such information is provided as a guide only and we accept no liability for the outcome of any inaccuracies which may occur. It is the sole responsibility of the customer to check such information is accurate at the time of publication.
17. The official result is final for settlement purposes except where specific rules state the contrary. The podium position in Grand Prix racing, the medal ceremony in athletics and any similar official ceremony or presentation in other sports are to be treated as the official result.
18. Winnings will be credited to the Customer's account following confirmation of the final result.
19. Bethard reserves the right to void any or all bets made by any person or group of persons acting in an attempt to defraud us.
20. Bethard reserves the right to void any bet that may have been accepted when the account did not have sufficient funds to cover the bet. If an account has insufficient funds as a result of a deposit that has been cancelled by the payment processing party, Bethard reserves the right to cancel any bet that may have been accepted retroactively.
21. The maximum total winnings to any customer on any calendar day for bets placed with Bethard is £100,000.00 or equivalent (hereafter the "Maximum Daily Payout").
22. Fraud and Collusion:
 - a. A number of bets may be treated as being one when a Customer places multiple copies of the same bet. When this occurs all bets may be voided apart from the first bet struck. A number of bets that contain the same single selection may be treated as

being one. When this occurs all bets may be voided apart from the first bet struck. An example would be where 1 particular selection is repeatedly included in Multiple bets involving other short-priced selections.

- b. Where there is evidence of a series of bets each containing the same (or very similar) selection(s) having been placed by or for the same individual or syndicate or individuals, Bethard reserves the right to make bets void and suspend relevant accounts. This rule applies to both settled and unsettled bets.
- c. If you have played in a professional capacity, or in tandem with other Customer(s) as part of a club, group, etc., or placed bets or wagers in a coordinated manner with other Customer(s) involving the same (or materially the same) selections; in this instance we further reserve the right, at our sole discretion, to restrict the total maximum pay out for the combined total of any such bets, to the equivalent of the Maximum Daily Payout limit permitted for a single Customer (as outlined at section 17 above). Bethard is for sole use on an individual basis and for personal entertainment only.
- d. Bethard allows only one account per person. Any subsequent accounts opened under the same postcode/personal details/IP address that are found to be related to any existing account may be closed immediately and any bets will be voided at Bethard's discretion. Bethard reserves the right to reclaim any winnings attained by these means and we reserve the right to withhold all or part of your balance and/or recover from your account deposits, pay outs, bonuses, any winnings that are attained by these means.

2 Soccer

2.1 General

All match markets are based on the result at the end of the regular time. This includes any added injury or stoppage time but does not include extra time, time allocated for a penalty shootout or a golden goal.

Video Assistant Referee (VAR) will be taken into account. Decisions made after a significant event occurs, may result in confirmed bets being voided. Bets voided will be from the time of the significant event, until the time the final VAR decision was officially announced.

An exception is made when this rule relates to friendly matches. In such cases, all match markets are settled based on the actual result at the end of the game (excluding any extra time), irrespective of whether the full 90 minutes is played. This rule applies only to matches with regular playing time of two 45-minute halves.

Some Soccer matches may have different playing schedules. In that case the following will apply:

- 90 minutes scheduled play (3 x 30 minutes). Full-time bets are still considered valid. Half-time bets are considered void.
- 80 minutes scheduled play (2 x 40 minutes). All bets are still considered valid.
- If the playing schedule is different from the above stated, all bets are void.

Should any match be played prior to the date or kick-off time denoted then bets will stand provided the wager is placed not later than the revised kick-off time.

Bets on a match or qualification are not affected if a team is subsequently disqualified from, or re-instated to the competition.

All bets on a match abandoned before the completion of the regular time will be void unless the match is rearranged and played on the same date (local time) or stated otherwise in the rules, except for bets on any markets that have been unconditionally determined.

If the game does not take place as scheduled and is not played on the same date (local time) all bets are void. An exception is made if incorrect kick-off time is announced on our website.

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

Bets will stand if we list a team name without specifying the term 'XI' in the name.

In the absence of an official source, or when significant conflicting evidence is present, bets will be settled based on our own statistics.

2.2 Extra Time

All bets are settled on the official statistics for the extra time period only. Any goals, corners, etc. that were taken or scored during the regulation time do not count. Extra time does not include a Penalty shootout.

If the match does not go to an Extra Time [ET] all bets are void.

Markets offering:

3W Money Line

1st Half 3W Money Line

Draw No Bet

To Win To Nil

3W Handicap

Total Goals

Number Of Team Goals

Total Team Goals

Teams Odd/Even

Both Teams To Score

1X2 Rest Of The Match

Teams Clean Sheet

Goal Crazy

Corners

Corners 1st Half

Double Chance

Exact Score

Odd/Even

1st Team To Score

Last To Score

2nd - 10th Goal (Next Goal)

2.3 Penalties Shootout

All bets are settled on the official score for penalty shootout part only.

If the match does not go to a penalty shootout all bets are void.

Markets offering:

Penalties HC & OU - all of the penalty kicks taken during shootout

To Win Penalties

Total Penalties Taken - all of the penalty kicks taken during shootout

Total Team Penalties Converted - only converted penalties count for settlement

Penalties Sudden Death - select if the shootout will exceed the first 10 penalties

Penalties Exact Score

Team GK 1st Penalty Save - which GK will make the first save in shootout

Team To Take 1st Penalty

Team To Take Last Penalty

Team To Miss 1st Penalty

Last Penalty Score/Miss

First Penalty - Twentieth Penalty - choose per each Team if First, Second, Third... penalty taken will be either scored or missed

2.4 1X2/HC/OU for 5/10/15 minutes markets

Predict the score within defined periods of 5, 10 or 15 minutes of live soccer games.

You can place bets on either 1X2 FT Money Line, Handicap or Over/Under.

2.5 Next minute markets

Each market refers to a specific 1 or 5 minute period in the match. It is split into minutes and seconds and it is displayed as part of the market title. 00:59 seconds counts as the first minute, 01:59 counts as the second minute, and so on.

Injury time does not count. For example:

The 5 minute period 40:00-44:59 refers to the first half only and does not include first half injury time. The 5 minute period 45:00-49:59 refers to the start of the second half only and does not include first half injury time. The 5 minute period 85:00-89:59 refers to the second half only and does not include second half injury time.

A settlement will be made based on data from the TV broadcaster covering the match, or if not available - based on the official website of the competition, or if not available – based on data transmitted by our data providers.

If a match is abandoned during any of these minute markets, all bets placed will be void if the time of the bet period was not completed. Bets in which the time of the bet period was completed will be settled and not declared void.

If a specified minute period is not completed, all bets will be void unless a winning market has already been established prior to the stoppage in play. All disallowed or cancelled goals, corner kicks, cards, penalties, free kicks, goal kicks and throw-ins will not count.

Goal will be settled on the time the goal is scored.

- Corner is considered to have happened when it is AWARDED (not when it is taken).
- Cards - both yellow and red cards count. Only cards shown to players on the playing field count. A card is considered to have happened when it is shown.
- Penalty is considered to have happened when it is AWARDED (not when it is taken).
- Free kick is considered to have happened when it is AWARDED (not when it is taken).
- Goal kick is considered to have happened when it is AWARDED (not when it is taken).
- Throw in is considered to have happened when it is AWARDED (not when it is taken).

2.6 1X2

Bets can be placed by either selecting a Home Win, a Draw or an Away Win. If a game is abandoned, bets will be void.

1 - Home Win X - Draw 2 - Away Win

2.7 Asians

The Asian Line is a special type of handicap used for Soccer matches. Depending on the strength of each team, a handicap is issued for the game. This enables the odds for each side to be more similar, allowing more competitive betting opportunities. All bets on the Asian Handicap in live betting (including 1st/2nd half bets) are settled according to the score line. Any goals prior to the bet being placed are ignored for settlement purposes. If a game is abandoned, bets will be void.

Asian Handicap	What it means
0	You win if your team wins the match. If there's a draw (0 goals difference), your stake is refunded.

0.25	You win if your team wins the match. If there's a draw, your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
0.5	You win if your team draws or wins the match.
0.75	You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the stake.
1	You win if your team wins or draws the match. If it loses with a goal difference of one, your stake is refunded.
-0.25	You win if your team wins the match. If it draws you lose half of the stake.
-0.5	You win if your team wins the match.
-0.75	You win if your team wins the match with a goal difference of two or more. If it wins with one goal your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
-1	You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, your stake is refunded.

Live betting example:

Juventus vs Man United - Live score 1:0

Team	Asian Handicap	Odds
Juventus	-0.75	1.80
Manchester	+0.75	2.15

Final score 3:0 If you bet on Juventus €100, your net win is €80 Final score 2:0, 3:1 If you bet on Juventus €100, your net win €40 Final score 1:0, 1:1, 1:2, 1:3, 2:1, 2:2, 3:2, 3:3 If you bet on Man. United €100, your net win is €115

2.8 Over/Under

Predict the total goals scored in a match. Goals are considered regardless of whether they are scored before or after the bets are placed (unlike Asians, where the result before the bet has been placed is ignored). If a game is abandoned, bets will be void unless settlement is already unconditionally determined.

Over/Under	What it means
Under 2	Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there are three or more goals scored in the match.
Under 2.25	Bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, half the stake will win and half will be returned. Bets lose if there are three or more goals scored in the match.
Under 2.5	Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.
Under 2.75	Bets win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly, half the stake will be returned and half will be lost. Bets lose if there are four or more goals scored in the match.
Over 2	Bets win if there are three or more goals scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.
Over 2.25	Bets win if there are three or more goals scored in the match. If there are two goals exactly, half the stake will be returned and half will be lost. Bets lose if there is 0 or 1 goal scored in the match.
Over 2.5	Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.
Over 2.75	Bets win if there are four or more goals scored in the match. If there are three goals exactly, half the stake will win and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

2.9 Total Goals/Total Goals 1st Half

Predict the total goals scored in the match/1st half by both teams. If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

Over 2.5 - The bet will be a winner if there are 3 or more goals in the match/ 1st half

Under 2.5 - The bet will be a winner if there are 2 goals or less in the match/ 1st half

2.10 Total Team Goals/1st Half Total Team Goals

Predict the total goals scored by a certain team in the match/1st half. Own goals count to the team credited with the goal. If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

For example:

Over 2.5 - The bet will be a winner if the team scores 3 or more goals in the match/ 1st half

Under 2.5 - The bet will be a winner if the team scores 2 goals or less in the match/ 1st half

2.11 1st Half: 1X2, Asians and Over/Under

Bets will be settled on the first half result only. If a match is abandoned before half time, the bet will be void, unless the markets were unconditionally determined. If a match is abandoned during the second half then all first half bets are still valid.

2.12 2nd Half: 1X2, Asians and Over/Under

Bets will be settled on the second half result only. If a match is abandoned then all bets will be void, unless the markets were unconditionally determined.

2.13 1X2 Up to 30th Min, Asians and Over/Under Up to 30th Min

All bets will be settled based on the score by the end of the 30-th min (29:59). If a match is abandoned before the 30th min, bets will be void, except O/U bets which have already been determined. If a match is abandoned after the 30th min, all bets will stand.

2.14 1X2 Up to 70th Min, Asians and Over/Under Up to 70th Min

All bets will be settled based on the score by the end of the 70-th min (69:59). If a match is abandoned before the 70th min, bets will be void, except O/U bets which have already been determined. If a match is abandoned after the 70th min, all bets will stand.

2.15 Draw no bet

Predict which team will be the winner. In case of a draw, all bets will be void. If a game is abandoned, bets will be void.

2.16 Double Chance

A Double Chance market allows you to cover two of the three possible outcomes in a game with one bet. There is also Double Chance 1st Half market, which is settled according to the result of the 1st half only.

The following options are available:

1 or X - if the result is either a home win or a draw then bets on this option are winners. X or 2 - if the result is either a draw or an away win then bets on this option are winners. 1 or 2 - if the result is either a home win or an away win then bets on this option are winners.

2.17 Exact Score

Predict the exact score of the match by choosing from given results. There is another variation of this market available: Exact score 1st Half – you have to predict the score of the 1st Half.

2.18 Multi-Bet Exact Score

Predict the final score of the game by choosing from given options. Every option includes several results. You win if the final score is the same as any of the results featured in the option you have bet on.

Otherwise you lose. For example:

You have bet on line: 1:0, 2:0, 3:0. If the final score is either 1:0 or 2:0 or 3:0, you will win. If any other result occurs, your bet will be lost.

2.19 Multi Goals FT / 1st Half / 2nd Half / Teams

Predict whether or not a specific range of goals will be scored inside the full 90 minutes of each soccer game.

Selections are predefined goal ranges and "Other than" selections refer to any different goal range.

Example: if you place a bet on the "1-4 Goals" selection and the game ends in a 0-0 draw or with 5 or more goals scored, your bet will be lost. A winning bet in this market will be one placed on the "Other than 1-4" selection.

2.20 Halftime/Fulltime

Predict the result of a match at halftime and at the end of regular time. If a game is abandoned, bets will be void.

Example: If you chose 1/X, you bet on the home team to lead in the first half and the match to end in a draw. Extra time and penalty shootouts do not count.

2.21 Half Time OR Full Time

Predict the outcome of at least one of the game parts - either the Half-Time result or the Full-Time result – 3 Way. If the event is not completed, then all bets are void, unless the market has already been determined.

2.22 Both Teams to Score

Predict whether both teams will score at least one goal in the game. Own goals count towards the team credited with the goal. If a game is abandoned, bets will be void, unless the outcome of these bets is already determined.

Yes” – meaning that both teams will score.

“No” – meaning that either team will not score.

2.23 Both To Score No Draw

"Yes" selection wins if:

Both Teams score and final result finishes with a winner (example: 2-1).

"No" selections wins if:

Either only one Team scores or Both Teams score but result finishes draw (example: 1-0 / 1-1 / 2-2...).

2.24 Both Teams To Score In Both Halves

"Yes" selection wins if:

Both Teams score in both halves.

"No" selections wins if:

If both teams do score but not in both halves & if both teams do not score at all.

2.25 Team To Score First & Win / Draw / Lose

Winning selection is the one that fully accomplishes the combination of which team will score first inside the game and either win, draw or lose afterwards.

2.26 3 Way Handicap

In a 3W Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Bets are settled according to the final result. There is another option of this market: 1st Half 3 W Handicap, which is settled according to the result of 1st half only.

For example:

Handicap (-2) - You will win if your team wins the match with a goal difference of three or more.

Tie (-2) - You will win if the team with (-2) Handicap wins the match with exactly 2 goals

difference. Handicap (+2) - You will win if your team loses / draws / wins by 1 goal.

2.27 First to Score/Last to Score/2nd Goal/3rd Goal/4th Goal....

Predict which team will score the first/2nd/3rd/4th/..../last goal in the match. Own goals count towards the team credited with the goal. If a game is abandoned all bets will be void, unless the outcome of a bet is already determined.

2.28 Winning Margin

Predict the team to win the match and the victory margin. For example in a match Team A vs Team B:

Bet on Team A to win by 2 or more goals wins if the result is 2:0, 3:0, 3:1, 4:0, 4:1, 4:2, etc.

Bet on Team A to win by 1 goal wins if the result is 1:0, 2:1, 3:2, etc.

Bet on Score Draw wins in case of any draw results with the exception of 0:0, i.e. 1:1, 2:2, 3:3, etc.

Bet on No score draw wins only if the result is 0:0.

Bet on Team B to win by 2 or more goals wins if the result is 0:2, 0:3, 1:3, 0:4, 1:4, 2:4, etc.

Bet on Team B to win by 1 goal wins if the result is 0:1, 1:2, 2:3, etc.

2.29 Odd/Even

Predict if accumulated goals by both teams will add up to an odd or even number. When no goals are scored, it is considered as **Even** for settlement purposes. If a game is abandoned, bets will be void, unless an outcome is already determined. There are several variations of this market:

Odd/Even – bets on it are settled according to Full time score

1st Half Odd/Even – bets on it are settled according to the 1st half result only

2nd Half Odd/Even – bets on it are settled according to the 2nd half result only

2.30 Teams Odd/Even

Predict if accumulated goals by a certain team will add up to an odd or even number. If this team has 0 goals, it is considered as **Even** for settlement purposes. If a game is abandoned, bets will be void, unless an outcome is already determined. There are several variations of this market:

Teams Odd/Even - bets are settled according to the goals scored by the named team for the Full time

1st Half Teams Odd/Even – bets are settled according to the goals scored by the named team for the 1st half

2nd Half Teams Odd/Even - bets are settled according to the goals scored by the named team for the 2nd half

2.31 Goalscorer

Predict if a player will score first/last/anytime goal in the match. Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration. If only own goals are scored in the match, it will be considered as No Goalscorer result for settlement purposes.

For Live Betting, if an own goal is scored, the next regular goal will be considered for settlement purposes.

Bets on players not taking part in the match will be void. For First Goalscorer, bets on players coming on as substitutes after the first goal has already been scored will also be declared void.

If a match is abandoned after the first goal has already been scored, all winning bets on First Goalscorer and on Anytime Goalscorer (bets on players who have already scored) will stand, all other bets on Goalscorer market will be void.

If a match is abandoned before a first goal is scored, all bets will be void.

2.32 Goalscorer Premier

Betting options available on this market are:

First or Last Goalscorer – Predict if a certain player will score either first or last goal in the match

2 or more – Predict if a certain player will score 2 or more goals in the match

3 or more - Predict if a certain player will score 3 or more goals in the match

Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration. Bets on players not taking part in the match will be void.

If a match is abandoned, bets on this market will be void with the exception of any bets that have an already determined outcome.

2.33 Team Goalscorer

Predict which player of a certain team will score the most goals in a League/Tournament.

Goals scored both in regular and extra time count. Penalty shootout goals do not count. In case two or more players score the same amount of goals, dead-heat rules apply. If there aren't any goals scored by the named team, all bets will be void.

2.34 Top Goalscorer

Players who are nominated to play for their teams are considered VALID bets regardless of whether they are sidelined or injured during the tournament. In case a player is transferred to a different club within the same league, goals scored prior to the move will be counted. If a player

is transferred to a club in another league, goals scored prior to the transfer cannot be brought over to his/her new league. All bets will stand in case of any of the above-mentioned scenario, unless otherwise stated:

Own goals will be ignored.

Only League goals scored are counted.

Goals scored in playoff matches are not counted.

If two or more players score the same amount of goals, dead-heat rules apply.

2.35 Teams to score in 1st Half/2nd Half/Both halves

Predict if a team will score at least one goal in 1st Half/2nd Half/Both halves. Own goals count to the team credited with the goal for settlement purposes.

If an event is abandoned, all bets will be void, unless the outcome of the placed bet has already been determined.

2.36 Teams Clean Sheet

Clean sheet means that a team will finish the game without conceding a goal. Own goals are valid for settlement purposes. If a game is abandoned, all bets will be void, unless settlement is already unconditionally determined.

For example:

Team Clean sheet team A “Yes” – in order for the bet to be settled as a winner team A should not concede any goal (including an own goal) in the game. If it does, the bet is lost.

Team Clean sheet Team A “No” – in order for the bet to be settled as a winner team A should concede a goal (an own goal counts as well) in the game. If it doesn't, the bet is lost.

2.37 Head 2 Head

- If one or more contestants fail to start the tournament, all bets are considered void. If both Teams reach the same stage, the bets will be void.

2.38 Total Goals Min

Total Goals Min is the sum of the minutes of all goals scored in the regular time of the game. Goal times are recorded as the full minute according to the official source. Any goal scored in the added time of the 1st half will be recorded as the 45th minute. Any goal scored in the added time of the 2nd half will be recorded as the 90th minute. As soon as a game kicks off it will be deemed to be in the first minute. So for example a goal scored after 24 minutes and 16 seconds will be settled as scored in the 25th minute.

Win/Loss is determined by comparing Total Goals Min with preset number. If a game is abandoned, bets on this market will be void.

2.39 OU & Goal Crazy/Goal Crazy/1stHalf Goal Crazy

Bets are settled on the total number of goals scored by both teams in the match - Goal Crazy, or for the 1st half - 1st Half Goal Crazy. If an event is abandoned during the 1st half, all bets on this market will be void. If an event is abandoned after the 1st half is completed, bets on 1st Half Goal Crazy will stand and bets on Goal Crazy will be void. Example:

If you pick 2-3, you win if 2 or 3 goals are scored in the match/1st half. Otherwise your bet is lost. If you pick 3+, you win if 3 or more goals are scored in the match/1st half. Otherwise your bet is lost.

2.40 Half with Most Goals

Predict in which half most goals will be scored. Bets will be void if the match is abandoned.

2.41 Number of Goals/Number of Goals 1st Half

Predict the exact number of goals scored in the match/1st half by both teams. If an event is abandoned during the 1st half, all bets on this market will be void. If an event is abandoned after the 1st half is completed, bets on Number of Goals 1st Half will stand and bets on Number of Goals will be void.

2.42 Number of Team Goals/Number of Team Goals 1st Half

Predict the exact number of goals scored by a named team in the match/1st half. Own goals count to the team credited with the goal. If an event is abandoned after the 1st half is completed, bets on Number of Team goals 1st Half will stand and bets on Number of Team Goals will be void.

2.43 First Half/Second Half

Predict the result of first and second half separately. If a match is abandoned, bets will be void.

Example: To win a bet on '1/X', the home team must win the first half and the result of the second half should be a draw. Extra time and a penalty shootout do not count.

2.44 1X2 rest of the match

All bets are determined without taking into consideration the current result at the time the bet is being placed – as if the game was starting again from 0:0 score after the bet had been placed. If a match is abandoned, all bets are void.

Example: Current result is 1-0 and final result is 1-1. The result for the bet settlement is 0-1:

1 - Bets on Home Team are lost X - Bets on Draw are lost 2 - Bets on Away Team are winners.

2.45 Penalty

Penalty is similar to Over/Under Wager. Win/loss is determined by the number of penalties accumulated by both teams. If a match is abandoned, bets will be void, unless the outcome of a bet is already determined.

If a penalty is awarded, but not taken (referee changes his decision, the game is abandoned before the penalty is taken), this penalty will be ignored for settlement purposes.

2.46 Win to Nil

Predict if a certain team will win the game, without conceding a goal.

2.47 Win Either Half

Predict if a certain team will win at least one half of the game – no matter 1st or 2nd half.

2.48 Own Goal

Predict if there will be an own goal scored in the match.

2.49 Win From Behind

Predict if a certain team will be down by one or more goals during any time of the match, but will eventually win the match.

2.50 Score/Miss a Penalty

Predict if a certain team will score or miss a penalty during the game. Penalties that were cancelled by the referee will be ignored.

2.51 Added Time in 1st Half/2nd Half

Added Time is similar to Over/Under wagers. Win/loss is determined by the Added Time officially announced by the referee, not by the actual time played. If a game is abandoned in the 1st half, all bets will be void.

If a game is abandoned in the 2nd half, Added Time in 1st Half bets will be settled, Added Time in 2nd Half bets will be void.

For example: If the referee shows 1 min added time and 2 min are played, bets will be settled as 1 min added time.

2.52 1st Goal Period

Predict when the 1st goal of the game will be scored by choosing from given time periods. Own goals will count for settlement purposes.

Betting periods at the end of either half include any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.

If a match is abandoned after the first goal is scored all bets will stand. If a match is abandoned before the first goal is scored, or a game finishes without any goals being scored, all bets will be void. As soon as a game kicks off it will be deemed to be in the first minute. So for example a goal scored after 24 minutes and 16 seconds will be settled as scored in the 25th minute.

2.53 Goal up to 30th Min

Predict if there will be a goal scored before the 30th Min (29:59) of the game. If a game is abandoned before the 30th Min, bets will be void, unless a goal has already been scored in the game.

2.54 Goal Scored 1-15Min, 16-30Min, 31-Half Time, Starting 2nd Half-60Min, 61-75Min, 76-Full Time

Bet on whether a goal will be scored in the named periods. If the match is abandoned, bets on the periods before the time of abandonment still stand, while all bets on periods after that time will be cancelled. Bets on the period which includes the minute the game was stopped, will be settled in case there is a goal already scored in the named period. Otherwise bets will be void.

Example: If the match is abandoned in the 38nd minute:

Bets on minutes: 1 to 15 and 16 to 30 will be settled. Bets on minutes: start of second half-60, 61-75, 76-Full Time will be void. Bets on minutes: 31-Half Time will be settled if there was a goal scored between 31st and 38th min Bets on minutes: 31-Half Time will be void if there was no goal scored between 31st and 38th min

2.55 Both teams to score & over 2.5

Yes = both teams to score and at least 3 goals to be scored in the game.

No = either team not to score or both teams to score but less than 3 goals altogether.

If a match is abandoned, bets will be void, unless the outcome of a bet is already determined.

2.56 Match Winner & Both Teams to Score

Predict the winner of the game and if both teams will score/not score from the given options. If a match is abandoned, all bets will be void.

2.57 Scorecast

This is a prediction on both First to Score and Exact Score of the match. Both should be correct for a bet to win. Own goals are not counted for first to score: next goal scored which is not an own goal will be counted for settlement purposes.

If there are only own goals in the match, bet will be settled with Exact Score market odds at kick-off time. If game ends with 0:0 score, all bets will be void.

If player comes on the field after first goal is scored, or did not take part in the game at all, bets including him as first to score will be settled with Exact Score market odds at kick-off time.

If a match is abandoned after first goal is scored, bets will be settled with First to Score odds of Goalscorer bet type at kick-off time.

2.58 1st Half Scorecast

This is a prediction on both First to Score and Exact Score in the 1st half of the match. Both should be correct for a bet to win. Own goals are not counted for first to score: next goal scored which is not an own goal will be counted for settlement purposes.

If there are only own goals in the 1st half, bet will be settled with 1st Half Exact Score market odds at kick-off time. If 1st Half ends with 0:0 score, all bets will be void.

If player comes on the field after first goal is scored, or did not take part in the 1st Half at all, bets including him as first to score will be settled with 1st Half Exact Score market odds at kick-off time.

If a match is abandoned during the 1st Half, all bets will be void.

2.59 Anytime Scorecast

This is a prediction on both Anytime Goalscorer and Exact Score of the match. Both should be correct for a bet to win. Own goals are not counted for Anytime Goalscorer for settlement purposes.

If there are only own goals in the match, bet will be settled with Exact score market odds at kick-off time. If game ends with 0:0 score, all bets will be void.

If player did not take part in the game at all, bets including him as Anytime Goalscorer will be settled with Exact Score market odds at kick-off time.

If a match is abandoned after a goal or goals are scored, bets including players who have already scored will be settled with Anytime Goalscorer odds of Goalscorer bet type at kick-off time. All other bets will be void.

2.60 Wincast

This is a prediction on both First to Score and Final Result (home win, away win or draw) of the match. Both should be correct for a bet to win. Own goals are not counted for First to Score: next goal scored which is not an own goal will be counted for settlement purposes.

Both should be correct for a bet to win. Own goals are not counted for First to Score: next goal scored which is not an own goal will be counted for settlement purposes.

If there are only own goals in the match, bet will be settled with 1X2 market odds at kick-off time.

If player comes on the field after first goal is scored, or did not take part in the game at all, bets including him as First to Score will be settled with 1X2 market odds at kick-off time.

If a match is abandoned after first goal is scored, bets will be settled with First to Score odds of Goalscorer bet type at kick-off time.

2.61 Half-time/Full-time & Over/Under 2.5

Predict the match result at half-time and full-time, and whether at least 3 goals will be scored in the match. Example: In order for the bet '1/X and Over 2.5' to be successful, the home team must win the first half, then the final result should be a draw and 3 or more goals should be scored during the match. Extra time and penalty shootouts do not count.

2.62 Match Winner & O/U 2.5/3.5

Predict the winner of the match and if there will be over or under 2.5/3.5 goals scored in the match from the given options.

If a game is abandoned, all bets will be void.

2.63 Match Winner & O/U 1.5 1st Half

Predict the winner of the match and if there will be over or under 1.5 goals scored in the 1st half from the given options.

If a game is abandoned, all bets will be void.

2.64 1X2 Corners Full Time/1st Half/2ndHalf

Predict which team will take more corners. Available options are:

1 – Home team to take more corners X – Both teams to take an equal number of corners 2 – Away team to take more corners

Corners 1X2 Full Time is settled according to the corners taken during the whole match.

Corners 1X2 1st Half is settled according to the corners taken in the first half only.

Corners 1X2 2nd Half is settled according to the corners taken in the second half only.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.65 Asians Handicap & Over/Under Corners FT/1st Half/2nd Half

This market is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the corners taken by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by the corners taken by both teams. Push rules apply.

Asians & Over/Under Corners FT will be settled according to the corners taken during the whole match.

Asians & Over/Under Corners 1st Half will be settled according to the corners taken in the first half only.

Asians & Over/Under Corners 2nd Half will be settled according to the corners taken in the second half only.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.66 Total Team Corners

Total team corners are similar to Over/Under wager. Win/Loss is determined by the number of corners taken by the chosen team. Push rules apply. Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.67 Total Corners 2 Way

Predict if the total corners taken in the match (by both teams) will be over or under a given number. Push rules apply.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.68 Total Corners Odd/Even

Predict if the total corners taken in the match (by both teams) will add up to an odd or even number. Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.69 Corners 3 Way HC

In 3 way HC betting, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Bets are settled by comparing the corners taken by each team, applying preset handicap.

For example:

Handicap (-1) - You win if your team takes two or more corners more than the opponent. Tie (-

1) - You win if the team with (-1) Handicap takes exactly one corner more than its opponent.

Handicap (+1) - You win if your team takes a bigger or an equal number of corners than its opponent.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.70 Corners 3 Way OU

Predict if corners taken by both teams during the match will be over, under or exactly a given number.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.71 Corners Over/Under, Corners 1stHalf Over/Under, Corners 2nd Half Over/Under

Predict if the total corners taken in the match (by both teams) will be over or under a given number. Push rules apply.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.72 First/Last Corner

Predict which team will take the first/last corner in the game.

Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. Also if a corner needs to be re-taken for any reason, it will be counted as 1 corner.

If a match is abandoned all bets will be void unless settlement is already determined.

2.73 2nd /3rd/4th/... Corner

Predict which team will take the named corner in the game. If this specific corner is not taken in the game, bets will be void. For example game finishes or is abandoned with 8 corners taken – all bets on any corner after the 8th will be void (9th, 10th, etc.).

2.74 Kick Off

Predict which team will perform the first kick of the game. Bets accepted after the decisive toss of coin will be void. All bets stand if a kick off has been made in the match, no matter if the match is later abandoned.

2.75 Player Cards / Player Red Card

Predict which Player will be carded - either with yellow card or with red card during the game. Players entering the field as substitutes are eligible and will be counted for settlement purposes.

Cards shown to non-players, such as managers, substituted or substitution players - do not count for settlement.

Any card shown after the full-time whistle has been blown will be disregarded.

Both yellow and red cards count.

2.76 Red Cards

Red Cards is similar to Over/Under wager. Win/Loss is determined by the number of red cards accumulated by both teams.

X Cards shown to non-players (managers, coaching staff, etc.) or substitutes on bench do not count. Y

If a match is abandoned all bets will be void unless settlement is already determined.

2.77 Total Booking in Match

This market is similar to Over/Under wager. Win/Loss is determined by points accumulated for cards shown to both teams. A yellow card counts as one point and a red card counts as two points. The maximum number of points a player can accumulate during a match is three (if a player receives two yellow and a red card respectively, the 2nd yellow card point is ignored). X

Cards shown to non-players (managers, coaching staff, etc.) or substitutes on bench do not count. Y

If a match is abandoned all bets will be void unless settlement is already determined.

2.78 First/Last Booking

Predict which team will receive first/last of any card (yellow or red) in the game. If players from both teams are booked for the same incident in which first or last card is received, bets will be void.

If a match is abandoned all bets will be void unless settlement is already determined.

2.79 Substitutes

Substitutes are similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the substitutes used by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by substitutes used by both teams.

If a match is abandoned all bets will be void unless settlement is already determined.

2.80 First/Last Substitute

Predict which team will make first/last substitution in the game. If both teams make a substitution at the same time, which happens to be first/last in the game, bets on it will be void.

If a match is abandoned all bets will be void unless settlement is already determined.

2.81 Offside

Offside is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the offsides ruled against each team, applying the given Handicap. Win/Loss for Over/Under part is determined by offsides ruled against both teams.

If a match is abandoned all bets will be void unless settlement is already determined.

2.82 First / Last Offside

Predict which team will be caught first/last in an offside position in the game.

If a match is abandoned all bets will be void unless settlement is already determined.

2.83 Fouls

Fouls are similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the fouls committed by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by fouls committed by both teams.

If a match is abandoned all bets will be void unless settlement is already determined.

2.84 Ball Possession

Ball Possession is similar to Handicap Wager. Win/loss is determined by the Ball Possession of both teams, then by comparing the ball possession with the handicap given before the game started.

If a match is abandoned all bets will be void.

2.85 Passes

A ball played intentionally from one player to another.

Attempted passes also will be counted as valid for settlement purposes.

If a match is abandoned all bets will be void unless settlement is already determined.

2.86 Shots on Target

"Shots on Target" is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the shots on target of each team, applying the given Handicap.

Win/Loss for Over/Under part is determined by shots on target of both teams..

If a match is abandoned, all bets will be void, unless settlement is already unconditionally determined.

2.87 Total Throw In

Total Throw Ins is similar to Handicap and Over/Under wager. Win/Loss for Handicap part is determined by comparing the throw ins taken by each team, applying the given Handicap. Win/Loss for Over/Under part is determined by throw ins taken by both teams.

If a match is abandoned all bets will be void, unless settlement is already unconditionally determined.

2.88 1st/Last Throw In

Predict which team will be first/last to take a throw in in the game. If a match is abandoned all bets will be void unless settlement is already determined.

2.89 1st/Last Free Kick

Predict which team will be first/last to take a free kick in the game. If a match is abandoned all bets will be void unless settlement is already determined.

2.90 1st/Last Goal Kick

Predict which team will be first/last to take a goal kick in the game. If a match is abandoned all bets will be void unless settlement is already determined.

2.91 Outright/Winner

Predict the winner of the relevant competition. Bets are settled on the final league position, after play offs (if played), unless otherwise stated.

2.92 To Qualify/Win the Cup

Winner is the team advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification/win the cup bets will be void.

2.93 Relegation / Promotion

Bets are settled on the final league position, after play offs (if played), unless otherwise stated. If a team is removed from the league before the season has started, then all bets on that market will be made void, and a new relegation/promotion book will be opened.

2.94 Group Winner / Qualify / Forecast / Points

Bets settled on final Group standings.

Group Winner – Predict the team which will win the group.

Group Qualify – Predict if a team will qualify for the next round of the tournament without playoffs.

Group Forecast – Predict the exact place the named team or teams will finish in.

Group Points – Predict how many points a team will accumulate.

2.95 Elimination Stage

Predict in which stage of a tournament a certain team will be eliminated.

2.96 Player and Game performance markets

Settlement will be based on official competition rules and official competition feed.

Player Performance

Predict what will be the in-play performance of single Player from each Team.

Game Actions

Predict what will be the in-play action that will determine outcome of the match.

2.97 Player Performance

All match markets are based on the result at the end of the regular time. This includes any added injury or stoppage time but does not include extra time, time allocated for a penalty shootout or a golden goal. All bets on a match abandoned before the completion of the regular time will be void except for bets on any markets that have been unconditionally determined.

Player Propositions markets specifically, bets on players not taking part in the match will be void.

Settlement of the following markets will be determined by feed provided data or in the absence of an official source, or when significant conflicting evidence is present, bets will be settled based on our own statistics.

Detailed definitions of individual Player Propositions market:

Shots on target (Selected Player)

Any intentional goal attempt which could result in:

- a) The ball goes into the net;
- b) The ball would have gone into the net but was stopped by a goalkeeper's save;
- c) The ball would have gone into the net but was stopped by a defender who is the last man.

Shots hitting the frame of the goal are not counted as shots on target unless the above criteria are met.

Shots blocked by another player, who is not the last-man, are not counted as shots on target.

Shots (Selected Player)

A shot is defined as any intentional goal attempt which could result in:

- a) The ball goes into the net
- b) The ball would have gone into the net but was saved by the goalkeeper or stopped by an opposing player who is the last-man.
- c) The ball is heading towards goal and is blocked by a defender, where he/she was the last one meaning that there are other defenders or a goalkeeper behind the blocker.

- d) The ball would have gone over or wide of the goal but was stopped by a goalkeeper's save or by an outfield player.
- e) The ball hits the frame of the goal.

Hit The Woodwork player props

Bets on whether a particular player(s) will manage to hit the cross bar, goal post or any other part of the frame delineating the goal area. This will be settled as accomplished only if the shot DOES NOT result directly in a goal, awarded exactly after the ball hits a part of the goal frame. Only direct shots from a player, which hit the woodwork without any other interference from players or the goalkeeper will count for settlement purposes.

Assists (Selected Player)

The final touch (pass, pass-cum-shot or any other touch) leading to the recipient of the ball scoring a goal without a decisive touch from an opposition player. Own goals or penalties do not get an assist awarded.

Passes (Selected Player)

An intentional played ball from one player to another. Crosses, throw-ins and keeper throws do not count as a pass. Goal kicks, free kicks, corners, kick-offs and penalties can be played as a pass.

Offsides (Match/Team)

Awarded to the player deemed to be in an offside position where a free kick is awarded.

Tackles (Team/Selected Player)

A tackle is defined as where a player connects with the ball in ground challenge where he successfully takes the ball away from the man in possession. The tackled player must clearly be in possession of the ball before the tackle is made.

2.98 Transfer Specials

Player to sign for before.. - Club of player to sign includes Loan deals for settlement purposes. If he is recalled to his parent club or sold to another one later it does not matter. It only does matter where the player is playing on the date mentioned.

Next Permanent Manager - Bets are settled on the next permanent manager as announced by the club. Caretaker bosses and interim managers do not count for this market, unless they lead

the team in at least 10 competitive matches. If they do, they will be settled as winners for betting purposes.

2.99 Mythical Matches

Mythical Matches are usually head-to-head duels between two teams which do not play against each other in an actual match, but against different opponents in two different matches, with the outcome of both being combined together to produce the result of a mythical bet.

Mythical Matches will use the main 1X2, HC & OU lines from both separate events and perform combined main 1X2, HC & OU lines.

Mythical match bets involve the virtual pairing of any two teams. Mythical match results are decided by the number of goals scored by the two paired teams in their respective matches. The winning team is the team with the highest number of goals scored.

Venue (Home or Away) of the matches are not considered in these Mythical matches.

If any of the paired team's matches are postponed, rescheduled or abandoned, all mythical match bets involving those teams will be void.

3 Basketball

3.1 General

All games must start on the scheduled date (local time) for bets to have action. An exception is made if incorrect start time is announced on our website.

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

All bets on a game include overtime unless otherwise stated.

In 2-way markets push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3-way Money Line & Double Chance markets bet settlement excludes Overtime.

48-minute games must go at least 43 minutes of play and 40-minute games must go at least 35 minutes of play in order for full time bets to take actions.

If a game is suspended after the minimum time has been played and not resumed the same day, then regardless of whether the game is completed at a later date, the score when the game is halted will determine the betting results.

Champions League - If a match finishes in a tie and overtime isn't played, Match betting and Normal Time Match Betting (2 way) will be settled as a push. Will there be Overtime markets will be settled as Yes.

If 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.

3.2 3x3, Streetball, Big3

3x3, Streetball and Big3 versions of this sport, settlement will be based on official competition rules. Where a match starts but is not completed, bets will be void unless the specific market outcome is already determined.

3.3 Money Line

Predict which team will be the winner.

3.4 1st Half 3 Way Money Line

In a 3W Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets. 1st Half 3 W Handicap, which is settled according to the result of 1st half only.

3.5 1st/2nd/3rd Quarter 3 Way Money Line

In a 3W Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets. 1st/2nd/3rd Quarter 3 W Handicap, which is settled according to the result of 1st/2nd/3rd Quarter only.

3.6 Spread

Predict which team will be the winner, applying the given spread to the score.

3.7 Over/Under

Predict if the points scored by both teams will be over or under a given number.

3.8 1st Half

All 1st Half markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the first half only. If the game is abandoned before half time, all 1st half bets will be void.

3.9 Alternative 1st Half

Predict which team will be the winner, applying the given alternative spread for the 1st Half.

3.10 2nd Half

All 2nd Half markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even) will be settled according to the result of the second half including overtime if played. If the game is abandoned bets will be void. An exception is made if there are 5 or less minutes of scheduled playing time remaining. In this case bets will be settled according to the result at the time of abandonment.

3.11 Alternative 2nd Half

Predict which team will be the winner, applying the given alternative spread for the 2nd Half, including overtime if played.

3.12 1st/2nd/3rd/4th Quarter

All Quarter markets (Money Line, Spread, Over/Under, Total Team Points, Total Odd/Even and Total Team Odd/Even, Margin of Victory) will be settled according to the result of the relevant quarter. The 4th quarter result includes overtime if played. Quarters must be finished in order for bets on them to be settled. If the game is abandoned during the scheduled playing time, bets on the running and following quarters will be void. Example:

If the game is abandoned in the 2nd Quarter, bets on the 1st Quarter will be settled, the rest (2nd/3rd/4th Quarter) will be void.

If the game is abandoned in the 4th Quarter (even if there are less than 5 min of scheduled playing time left), bets on it will be void. Bets on 1st/2nd/3rd Quarter will be settled.

If the game is abandoned in overtime, all Quarter bets will be settled. 4th Quarter bets will be settled according to the 4th quarter result, adding any points scored in overtime up to the time of abandonment.

3.13 Alternative 1st/2nd/3rd/4th Quarter

Predict which team will be the winner, applying the given alternative spread for the 1st/2nd/3rd Quarter.

Predict which team will be the winner, applying the given alternative spread for the 4th Quarter, including overtime if played.

3.14 1st/2nd/3rd Quarter Double Chance

Predict result of the 1st/2nd/3rd Quarter, covering two of the three possible outcomes.

3.15 Total Team Points

Predict if a certain team will score more or less points than a given number.

3.16 2nd/3rd/4th Quarter Total Team Points

Predict if a certain team will score more or less points in 2nd/3rd Quarter than a given number.

Predict if a certain team will score more or less points in 4th Quarter than a given number, including overtime if played.

3.17 Total Odd/Even

Predict if the points scored by both teams will add up to an odd or an even number.

3.18 2nd Half Odd/Even

Predict if the points scored by both teams in 2nd half will add up to an odd or an even number, including overtime if played.

3.19 2nd Half Teams Odd/Even

Predict if the points scored by a certain team in 2nd half will add up to an odd or an even number, including overtime if played.

3.20 2nd/3rd/4th Quarter Odd/Even

Predict if the points scored by both teams in 2nd/3rd Quarter will add up to an odd or an even number.

Predict if the points scored by both teams in 4th Quarter will add up to an odd or an even number, including overtime if played.

3.21 2nd/3rd/4th Quarter Teams Odd/Even

Predict if the points scored by a certain team in 2nd/3rd Quarter will add up to an odd or an even number.

Predict if the points scored by a certain team in 4th Quarter will add up to an odd or an even number, including overtime if played.

3.22 Total Team Odd/Even

Predict if the points scored by a certain team will add up to an odd or an even number.

3.23 Winning Margin/Margin of Victory

Predict the winning team and exactly by how many points this team will win by choosing from given options.

3.24 Margin of Victory 2nd/3rd/4th Quarter (To Win By 3+)

Predict Margin of Victory for 2nd/3rd Quarter.

Predict Margin of Victory for 4th Quarter, including overtime if played.

3.25 Winning Margin 7way/12way (Any Team)

Predict the winning team and exactly by how many points this team will win by choosing from given options, including overtime if played.

3.26 Over Time

Predict whether or not the match will go into overtime. If the game is abandoned bets will be void, unless overtime has already started. If overtime is played, while the regulation time result was not tied, all bets will be void.

3.27 Halftime/Fulltime

Predict the result of the game at half time and at the end of the game, including overtime if played. If a game is abandoned or for some reason ends in a draw and no overtime is played, bets will be void.

3.28 Highest scoring Half/Quarter

Predict in which half/quarter most points will be scored. This bet type includes overtime if played. If a game is abandoned, bets will be void.

3.29 Team with the Highest Scoring Quarter

Predict which team will score the most points in any quarter. If a game is abandoned, bets will be void. This bet type includes overtime if played. Push rules apply.

3.30 Race to 12/25/45 points

Predict which team will be the first to reach 12/25/45 points. If the game is abandoned before any team reaches the quoted number of points, bets will be void.

3.31 Winner / Outright

Bets will be settled according to the final league position including Play offs and according to the official site of the event.

3.32 To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void.

3.33 Players

There are several markets available for any named players: points, rebounds, assists, steals, etc. If the relevant player doesn't get any playing time in the match, bets on him will be void. Any stats achieved in overtime (if played) will be taken into account for settlement purposes. Win/Loss is determined by a comparison between the stats achieved by the named player and a pre-given number of stats.

A settlement will be made according to the statistics provided by the official site of the Tournament in which the game is played.

3.34 Teasers

Teasers/Super Teasers/Monster Teasers allow adjustment of points spread and game totals on two or more teams.

A fixed number of points are bought on all selections in the teaser. The number of teams selected and the number of points selected determine the payout odds:

4-point Teasers:

Two teams = -110/1.9

Three teams = +170/2.7

Four teams = +290/3.9

Five teams = +450/5.5

Six teams = +650/7.5

4.5-point Teasers:

Two teams = -120/1.83

Three teams = +150/2.5

Four teams = +240/3.4

Five teams = +400/5

Six teams = +550/6.5

5-point Teasers:

Two teams = -130/1.76

Three teams = +130/2.3

Four teams = +190/2.9

Five teams = +350/4.5

Six teams = +450/5.5

8-point Teasers (Super)

Three teams = -120/1.83 (push loses)

10-point Teasers (Monster)

Four teams = -120/1.83 (push loses)

All selections must be successful in order for the bet to win.

If a selection in the teaser is a push, the teaser will drop to the next lower level, if a lower level is offered for that particular teaser.

A push in a two team teaser without a loss will be considered "no action" and the stake will be refunded.

When placing a bet on super/monster teaser, if there is a push result, the teaser will be lost.

Teaser bets will only be allowed on pre-match events and selected leagues, including:

1. Regular teasers for NBA, NCAAB or any other league in which teaser bets are allowed: 4, 4½ and 5 points
2. SUPER TEASERS: 3 teams teaser - buying 8 points, ties lose, odds -120/1.83
3. MONSTER TEASER: 4 teams teaser - buying 10 points, ties lose, odds-120/1.83

4 Tennis

4.1 General

In the event of any of the following circumstances, all bets will stand:

- A change of schedule and/or day of match
- A change of venue
- A change from indoor court to outdoor court or vice versa
- A change of surface (either before or during a match)
- A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as the play is resumed and the match completed.

4.2 Winner Full Time including Live Betting

If the full statutory number of sets hasn't been completed, all bets will be deemed as void.

4.3 Asian Handicap & O/U Full Time including Live Betting

Refers to the sets played in the match. Win/loss is determined by the number of sets accumulated by both players. If the full statutory number of sets hasn't been completed, all bets will be deemed as void. A super tie break is considered as one set for bets on O/U.

4.4 Point Winner / 1st Point Winner

Predict which player will win the stated point. The nominated point will be featured in the name of the bet type, for example: 1st set - 5th game – 1st Point Winner. If a point is not played for any reason – it is awarded by the umpire as a penalty point, the game or the match is over before the point is played, a player withdraws, etc. – bets on it will be void. Tie break points will not be counted for this bet type.

4.5 Game Winner

Predict which player will win the stated game. The nominated game will be featured in the name of the bet type, for example: 2nd set – 7th game – Winner. If a game is not completed for any reason, bets on it will be void. Tie break points will not be counted for this bet type.

4.6 Game Exact Score

Predict the points of the winner and his opponent in the stated game by choosing from the given options. The nominated game will be featured in the name of the bet type, for example: 1st set – 8th game – Exact Score. If a game is not completed for any reason, bets on it will be void.

4.7 Game To Deuce

Predict if a score of 40-40 will occur at any stage of the stated game. The nominated game will be featured in the name of the bet type, for example: 1st set – 4th game – Game To Deuce. “Yes”, meaning there will be a score of 40-40 in the game. “No”, meaning that a score of 40-40 will not occur in the game. If a game is not played for any reason or it is abandoned before a score of 40-40 is reached, bets on it will be void. Once a score of 40-40 is reached, bets on that game will be settled, even if the game is abandoned for any reason at a later stage.

4.8 Game Total Points

3 way bet type to predict Over, Under or the exact given number of points will be played in a stated game. The nominated game will be featured in the name of the bet type, for example: 1st set – 2nd game – Total Points. If a game is not played for any reason, bets on it will be void. If a game is abandoned due to injury or withdrawal, bets on it will be void, unless the respective settlement is already determined. Tie break points will not be counted for this bet type.

4.9 Race To Games

Predict which one of the contested Players/Teams will reach first the relevant selection(s).

4.10 Games including Live Betting

Games betting refer to the games played in the match. Win/loss is determined by the number of games accumulated by both players. Bets will be deemed as void if the full statutory number of sets is not completed, or changed. A tie break is considered as one game for Games purposes. A super tie break is considered as one game for all Games bets.

4.11 First/Second/Third/Fourth/Fifth Set (Money Line/Handicap or Over/Under) including Live Betting

In the event of the set not being completed, all bets will be void.

4.12 Player To Win At Least One Set / Player To Win At Least Two Sets

Predict if any of the two Players will or will not win at least 1 set during the match.
Predict if any of the two Players will or will not win at least 2 sets during the match.
If there was already one or two finished set(s) bets will be valid for settlement.

4.13 Number Of Tiebreaks In Match / Tiebreak Winner In "X" Set

Predict the exact number of Tiebreaks during each match - 1, 2 or 3.
If the full statutory number of sets hasn't been completed, all bets will be deemed as void.
Money Line Winner for each possible set if there is a Tiebreak to be played.
If there is already one or more sets with registered tiebreak winner - all bets for that market will be valid for settlement.

4.14 Any Set To Finish To Nil

Predict if there will be a set to finish to nil inside the match. If the match is not completed all bets are void, unless the market has been already determined.

4.15 Total Games Odd/Even

Predict the total number of games inside each match - will they be an even number or an odd number. If the match is not completed all bets are void.

4.16 Player To Win Most Games

One of the two Players/Teams has to win most of the games during the match to win this market. 1X2 market as the draw (tie) selection means the number of games between the two Players/Teams should be equal.

If the match is not completed all bets are void.

4.17 Exact Score (Set Betting) including Live Betting

Predict the sets score at the end of the match. Bets are void if the full statutory number of sets is not completed, or changed.

4.18 Total Player Games including Live Betting

Predict the number of games achieved by a player in a match. Bets will be deemed as void if the full statutory number of sets has not completed, or changed. A tie break is considered as one game for Games purposes. A super tie break is considered as one game for all Games bets.

4.19 Total Tie Break / Tie Break in a match including Live Betting

Total Tie Break is similar to Over/Under Wager. Win/loss is determined by the number of tie breaks in the match. A super tie break is not considered as a tie break for bets on Total Tie Break. If there was a Tie Break in an unfinished event, bets will be valid. If there's no Tie Break in an unfinished event, bets will be void.

4.20 Double Result

Predict a player to win or lose the 1st set and then go on to win or lose the match. Bets will be deemed as void if the full statutory number of sets is not completed.

4.21 Total Aces

Total Aces is similar to Asian and Over/Under Wager. Win/loss is determined by the number of aces accumulated by both players. Bets are void if the statutory number of sets has not completed, or changed. If a match is not completed because of a player retirement or disqualification, all bets will be void.

4.22 First Ace

Predict which player will serve the first ace in the match.

4.23 To Win 1st Point

Predict which player will win the first point. All bets placed after the coin toss will be void.

4.24 To Win 1st Game

Predict which player will win the first game. All bets placed after the coin toss will be void.

4.25 1st to win 3 games

Predict which player will be the first to win three games. All bets placed after the coin toss will be void.

4.26 First Break

Predict which player will break the opponent's whole game serve first. All bets will be void if a break does not take place. All bets placed after the coin toss will be void.

4.27 Double Faults

Refers to the double faults served in the match. Win/loss is determined by the number of double faults accumulated by both players. Bets will be deemed as void if the full statutory number of sets is not completed, or changed.

4.28 First Double Fault

Predict which player will serve the first double fault in the match.

4.29 Fastest Serve

Predict which player will serve the fastest serve in the match in KM/H or MPH as stated in the bet type name.

4.30 Outright

Predict the winner of the tournament. In the event of a non-runner, all bets are void.

4.31 Winner

Predict the winner of the tournament. The player must start Round 1.

4.32 Winning Quarter/Winning Half

Predict the Quarter/Half the winner of the tournament will come from. All players taking part in the tournament are divided into 4 groups (Quarters), with one of the top 4 seeds in each Quarter.

Winning Quarter: choose which Quarter the winning player will come from (eg. 1st, 2nd, 3rd, 4th).

Winning Half: choose which Half the winning player will come from (eg. top or bottom).

4.33 To Win a Quarter

Predict the winner of the quarter.

4.34 Finalists / To reach the final

Predict the players that will reach the final of the tournament.

4.35 Head To Head

Predict which player will reach the higher round in (or win) the tournament. In the event of a non-runner, all bets are void. Push rules apply.

4.36 Stage of Elimination

Player must start the first match of the tournament for bets to be valid.

5 American Football

5.1 General

All games must start on the scheduled date (local time) for bets to have action.

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules. An exception is made if incorrect kick off time is announced on our website.

All bets on the game include overtime scoring unless stated otherwise.

Regular Season – Moneyline 3-Way Full-Time bets are settled either at FT or after Overtime has been played. Overtime could result in a tie in Regular Season games.

Playoffs – Moneyline 3-Way Full-Time bets are settled at FT, excluding Overtime.

Games must go at least 55 minutes of play for bets to have action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined.

In 2-way markets push rules apply unless otherwise stated below. Stakes on single bets are returned and in multiples/parlays the selection is treated as a non-runner.

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

5.2 Live-Betting

Live betting game bets include overtime.

Points are considered regardless of whether they are scored before or after the bet is placed.

5.3 Teasers

Teasers/Super Teasers/Monster Teasers allow adjustment of points spread and game totals on two or more teams.

A fixed number of points are bought on all selections in the teaser. The number of teams selected and the number of points selected determine the payout odds:

6-point Teasers:

Two teams = -110/1.9

Three teams = +170/2.7

Four teams = +290/3.9

Five teams = +450/5.5

Six teams = +650/7.5

6.5-point Teasers:

Two teams = -120/1.83

Three teams = +150/2.5

Four teams = +240/3.4

Five teams = +400/5

Six teams = +550/6.5

7-point Teasers:

Two teams = -130/1.76

Three teams = +130/2.3

Four teams = +190/2.9

Five teams = +350/4.5

Six teams = +450/5.5

10-point Teasers (Super)

Three teams = -120/1.83 (push loses)

13-point Teasers (Monster)

Four teams = -120/1.83 (push loses)

All selections must be successful in order for the bet to win.

If a selection in the teaser is a push, the teaser will drop to the next lower level, in case a lower level is offered for that particular teaser.

A push in a two team teaser without a loss will be considered "no action" and the stake will be refunded.

When placing a bet on a super/monster teaser a push will result in a lost bet.

Teaser bets will only be allowed on pre-match events and for selected leagues, including:

1. Regular teasers for NFL and NCAAF: 6, 6½ and 7 points
2. SUPER TEASERS: 3 teams teaser - buying 8 points, ties lose, odds -120/1.83
3. MONSTER TEASER: 4 teams teaser - buying 10 points, ties lose, odds -120/1.83

5.4 Buying points

Buying points allows you to change the point-spread or the game total of an American Football game. You can move the point-spread in order to get more points when betting on the underdog, and fewer points when betting on the favorite. You can move the total in order to get a higher total when betting on under or a lower total if betting on over.

5.5 Winners/Outrights

Bets will be settled according to the final league position including Play offs and according to the official site of the event.

5.6 Winner

Predict the winner of the game. Bets include overtime if played. If the game ends in a draw, 2Way bets on Winner will be void.

5.7 Spread

Predict the winner of the game, applying the given spread (handicap).

5.8 Over/Under/Total Points

Predict if the points scored by both teams will be over or under a given number.

5.9 1st Half

Bets settled on the first half result only.

Bets will be void if the match is abandoned before halftime.

If a match is abandoned during the second half then all first half bets are still valid.

5.10 2nd Half

Bets settled on the second half result only include overtime.

5.11 1st/2nd/3rd Quarter

Bets settled on the quarters result only.

If the entire game is not completed, wagers on quarters will have action in case the relevant period was completed.

5.12 4th Quarter

Bets settled on the 4th quarter result only include overtime (unless otherwise stated).

5.13 Halftime/Fulltime

Predict the result of a match at halftime and fulltime.

Example: If you choose 1/2, you bet on the home team to lead in the first half and the away team to win the game.

Bets on Halftime/Fulltime exclude overtime.

5.14 Odd/Even

A prediction of whether the total number of accumulated points in a game will add up to an odd or even number.

5.15 Method of next score

Predict the method of next score in the match. Points after Touchdown do not count as scorers. If a game is abandoned, all bets will be void unless the outcome of a bet is already determined. In the absence of score bets will be void.

Possible selections are: Touch down, Field Goal or Any Other Score

5.16 Next Score

Two-way selection to predict which team will score next in the match. Points after Touchdown do not count as scorers. If a game is abandoned, all bets will be void unless the outcome of a bet is already determined.

Possible selections are: Team A or Team B

5.17 Total team points

"Total team points" is similar to Over/Under Wager.

Win/loss is determined by the points accumulated by a named team.

5.18 To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void.

5.19 Over Time

Predict whether the game will go to overtime or not.

5.20 Highest Scoring Half/Quarter

Highest Half/Quarter bets include overtime.

Push rules apply.

5.21 Touchdowns

"Touchdowns" is similar to Over/Under Wager.

Win/loss is determined by the number of Touchdowns accumulated by both teams.

5.22 Touchdown Scorers

Bets on players not taking part in the match will be void

If a match is abandoned, all bets will be void, unless a Touchdown is already scored. Then all bets for First Touchdown scorer will stand, Last and Anytime Touchdown scorers will be void.

5.23 Winning Margin

Predict the team to win the match and the margin of victory. Overtime is included (if played).

5.24 Race to 10

Predict which team will be the first to score 10 points in the game. If the game is abandoned or finishes before 10 points are scored by any team, bets will be void.

6 Aussie Rules

6.1 General

All bets shall be settled on official AFL result only.

All Australian Rules bets shall be settled including overtime if played, unless otherwise stated.

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

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

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

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

6.2 AFL betting rules

All wagers shall be settled on the officially declared result from the AFL. This includes match winners and goal kicking statistics.

Regular season fixtures and the Grand Final include extra time

For pre-season fixtures such as NAB cup and the finals series (excluding the Grand Final) where extra time is offered, bets shall be settled on the regular time result. Extra time will not be included.

For the purposes of determining futures markets such as Make the Grand Final/Minor Premiership/Premiership/Top 4/ Top 8, all deductions of points by the AFL due to breaches of regulations shall stand.

Brownlow Medal betting will be paid on official results as presented at the awards night. In the event of two or more players having equal points, the Dead Heat rule shall apply.

Coleman Medal betting shall only take in the regular season – NAB cup and any other preseason fixtures shall not apply. Finals series do not apply.

For first goal scorer markets, bets on players taking no part in the match shall be void. If your player is an unused substitute, or takes the field as a designated substitute after a goal has been scored then bets on your player to score the first goal shall be made void.

Wire-to-Wire market is based upon a selection leading the match at the end of each quarter.

Time of first goal markets are based upon official AFL clock.

For all Futures markets that are determined by an outright winner, the Dead Heat rule shall apply.

6.3 Gameplay specifics

Scoring à Points = Goals (scores 6 points) + Behinds (score 1 point)

Like many other codes of football, the way to score points is to score goals. In Australian Football, there are two types of scores: a goal and a behind.

A goal umpire judges whether a goal or behind is scored.

6.4 Game length

The length of a game of Australian Football can vary from league to league, but is generally around 15 to 25 minutes per quarter. In the AFL, each quarter runs for 20 minutes plus time on – which makes up for time occupied in stoppages, such as when the ball going out of bounds, injuries, goals (or behinds) being kicked, or when the umpire is setting the angle of a free kick on goal. Time is kept by two off-field officials, known as "timekeepers", who sound the siren at the start and end of each quarter. A typical AFL quarter might run from 27 to 33 minutes, but may be even longer if, for instance, injuries cause delays. AFL breaks after the first and third quarters are six minutes, with a 20-minute break at halftime.[5] Thus, a match with quarters averaging 30 minutes would last about two and a half hours.

6.5 1st Quarter / 2nd Quarter / 3rd Quarter / 4th Quarter

Bets settled on 1st/2nd/3rd/4th – Quarter Result final result only.

If a match is abandoned at any time those Quarter markets that are already determined will stand.

6.6 1st Half / 2nd Half

Bets settled on the first/second half result only.

Bets will be void if the match is abandoned before half time.

If a match is abandoned during the second half all first half bets are still valid.

6.7 Outright

As stated in the AFL regulations above and overall Outright settlement – bets are declared valid for settlement as stated on official final league position.

6.8 First / Last to Score

- Points – first / last to score any kind of point – goal or behind;
- Goals – first / last to score Goal;
- Behinds – first / last to score Behind;

6.9 Total Points / Goals / Behinds

Predict how many Points (combined between Goals & Behinds), Goals or Behinds (counted as separate scoring) – will be scored during the match.

6.10 Winning Margin

Predict the Team to win the Match and the victory margin.

6.11 Race To (Points / Goals / Behinds)

Predict the Team to reach first to selected number of Points, Goals or Behinds during the match.

7 Bandy

7.1 General

All games must start on the scheduled time for bets to have action. An exception is made if incorrect start time is announced on our website. Abandoned or postponed matches are void, unless rearranged and played on the same date (local time) or stated otherwise in the rules. If a match venue is changed, then bets already placed will stand providing the home team is still designated as such.

If the home and away team for a listed match are reversed, then bets based on the original listing will be void.

If scheduled playing time is changed from 2 halves x 45 minutes, to 3 periods x 30 minutes, full time bets will be considered valid and half time bets will be void.

All markets are based on the result at the end of the regular time – excluding overtime, if played, unless otherwise stated.

If a market is offered as 2Way and happens to finish in a draw, Push rules apply.

7.2 Outright

Predict the winner of the league/tournament. Bets will be settled according to the final standings, including playoffs (if played), unless otherwise stated.

7.3 1x2

Predict the outcome of the game. There are 3 possible results:

1 – Home team wins

X – Draw

2 – Away team wins

7.4 Spread

Predict the winner of the game, applying the given handicap (spread) to the result.

7.5 Over/Under

Predict whether the total goals scored by both teams will be over or under a given number.

8 Baseball

8.1 General

All games must start on the scheduled date (local time) for bets to have action. If a game does not start on the scheduled start date then all bets will be void. The exception is if we advertise an incorrect start time.

If a game is suspended and completed on a subsequent day then all bets will be considered void (unless otherwise stated in these rules).

An exception is made for games in which a Mercy Rule is used: the result at the time of the Mercy Rule call will be used for settlement purposes.

All bets include extra innings unless otherwise stated.

There must be at least 5 full innings of play unless the home team is leading after 4½ innings, for bets on Money Line to have action. If a game is called or suspended, the winner is determined by the score after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called. Monies will be refunded if the home team ties the game and it is then suspended. suspended games will not carry over to the following day.

The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets on Over/Under or Run line to have action with the exception of when a result has already been determined.

3-way Money Line market is related to the first 9 innings. Settlement will exclude any extra inning(s) played.

Extra Inning market refers to any inning(s) played after the full 9 innings ended in a tie.

Highest Scoring Period will be settled with the result including any extra inning(s) played.

For 7 innings games the game must go at least 7 full innings (or 6½ innings if the home team is ahead) for bets on Over/Under or Run line to have action unless specified otherwise.

In 2-way markets push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

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

8.2 Live-Betting

All bets are action regardless of pitching changes. Extra innings count.

8.3 MLB wagers

Action Bet

This is a bet where you pick a team regardless of the starting pitcher of the team. If a scheduled pitcher on either team is changed after you make your bet and before the start of the game, your bet is still active. The Action rules only apply for pre-live bets placed on any market with [Action] in the name of the market.

Listed Pitchers Bet

This is a bet where you bet on a game based on the starting pitchers for both teams. If a scheduled pitcher on either team is changed after you make your bet and before the start of the game then your bet is deemed as "no action" and refunded. The Listed Pitchers rules apply on bets placed on all other markets that are not listed above.

Cash Out Note:

For any Action bets, Cash Out will not be available in the following scenarios:

- When the game is now live.
- When there is a starting pitcher change after you make your bet and before the start of the game.

8.4 Money line

Predict which team will win the game.

8.5 Regular Season Wins/Match-Ups

Team must complete at least 160 regular season games (including tie breakers) for bets to have action unless the remaining games during the course of the season do not affect the result.

8.6 Regular Season Specials / Stats

All markets refer to season statistics accrued in MLB and are transferable between American League and National League. Statistics accrued in any other League do not count.

All bets stand regardless of team relocation or team name change. The official site of the governing organization will be used for settlement purposes and any subsequent amendments to the results will not affect bets.

8.7 Run line

Win/loss is determined by the number of runs accumulated by both teams and then comparing with the run line given before the game start.

Run line -1.5

You win if your team wins the game with a run difference of two or more.

Run line +1.5

You win if your team wins or losing with in exactly a one run difference.

8.8 O/U / Totals / 2W Total Line

Predict the total runs achieved in a match.

Over 9.5

Your bet wins if there are more than 9 runs in the match otherwise your stake is lost.

Under 9.5

Your bets wins if there are less than 10 runs in the match otherwise your stake is lost.

Under 9

Your bets wins if there are less than 9 runs in the match. If there are 9 runs exactly the stake is returned otherwise your stake is lost.

Over 9

Your bet wins if there are more than 9 runs in the match.

If there are 9 runs exactly the stake is returned otherwise your stake is lost.

8.9 1st 5 Innings

All bets will be determined by the score at the end of five full innings.

The game must go at least 5 full innings for bets to have action

8.10 Odd/Even

A prediction of whether the total number of accumulated runs in a game will add up to an odd or even number.

The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to have action.

8.11 Series betting

Bets are void if the statutory number of games (according to the respective governing Organizations) are not completed or changed.

8.12 1st To 3 Runs

Predict which team will be the first to score 3 runs.

If neither team scored 3 runs bets on 1st To 3 Runs will be void.

8.13 1st / Last Home Run

First/Last home run means betting on which team will score the first / last home run.

If an Event is finished without any home run being scored then all wagers on First/Last home run will be void.

If an Event is abandoned after home run scored then all bets on First home run will stand while bets on Last home run will be void. If an Event is abandoned without any home run being scored then all wagers on First/Last home run will be void.

8.14 Total Team Runs

Total Team Runs is similar to Over/Under Wager. Win/loss is determined by the number of runs accumulated by a named team.

The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to have action.

8.15 1st Inning Winner (pre-match) and 1-9 inning money-line 3way (live)

Predict the winner at the end of the first inning. Bets can be made by either selecting a Home Win, a Draw or an Away Win.

8.16 1st Inning Run Line (pre-match) and 1-9 inning line-handicap (live)

Bet type to predict the winner at the end of the first inning which includes preset advantage.

8.17 1st inning O/U (pre-match) and 1-9 inning line-totals (live)

Predict the number of total runs accumulated by both teams at the end of the 1st inning.

8.18 1st inning O/E

Predict if the total runs accumulated by both teams will be odd or even.

8.19 Team with highest inning

Which team will score most runs in an inning. Push rules apply.

8.20 Total 3/5/7 Innings

Predict the number of total runs accumulated by both teams after 3/5/7 Innings.

8.21 3W Run Line and 3W Handicap

Predict the winner with preset game advantage. There are 3 possible outcomes that include the preset game advantage – Home win, Draw and Away Win.

8.22 3W Total

Predict if the total runs accumulated by both teams will be Over, Under or Exactly preset number.

8.23 Winning Margin

Predict which team and with how many runs exactly will win from given options.

8.24 Total Team O/E

Predict if the number of runs accumulated by the relevant team will be odd or even.

8.25 Double Result / HTFT

Predict the result of a match at half time(after 5 Innings) and fulltime(after 9 innings). Example: If you chose 1/X, you bet on the home team to lead in the first half and the match ending in draw. Extra Innings do not count.

8.26 To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification/win the cup bets will be void for.

8.27 Outright

Bets settled on final league position include play offs.

9 Boxing

9.1 General

If the fight does not take place as scheduled and is not played in the same date (local time) all bets are void. The exception is if we advertise an incorrect kick-off time.

The bell sound is the sign for the beginning of the first round for betting purposes

When a fighter fails to answer the bell for the next round then his opponent will be deemed to have won in the previous round.

In declaration of a "No Contest" all bets will be void and stakes will be refunded, with the exception of markets where the outcome has already been determined.

9.2 Winner

All bets will be valid regardless of changes to number of rounds to be fought. Declaration of a draw - all bets will be void and stakes will be refunded. This includes a fight which ends in a Majority Draw. Bets will be settled on the official result announced in the ring. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).

9.3 Method of Victory

All bets will valid regardless of changes to number of rounds to be fought.

Draw or Technical Draw - Draw is scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification.

Knockout - Knockout is when the boxer does not stand up after a 10 count. Technical Knockout is the 3 knockdown rule or if the referee steps in. Any corner retirement will be considered a technical knockout unless the fight is subsequently decided by the judges' scorecards, or is a declared a No Contest.

Technical Decision - Decision is on scorecard points between the judges. Technical Decision is settled by the judges' scorecards at any time other than at the end of the scheduled rounds.

9.4 Total Rounds

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.

If the number of rounds for a fight is changed after this market has been set then all bets will still have action unless the new number of rounds result in the quote being higher than the total number of rounds to be fought Half of the official time for a round will be used for O/U total round bets. For example: 90 seconds into the 7th round of a boxing fight equal 6.5 rounds

10 Chess

10.1 General

In the event of a match starting but not being completed all bets will be void, unless otherwise stated in the rules. An exception is made if we advertise incorrect starting time. All bets will be settled based on the official site of the Federation governing the tournament, unless otherwise stated in the rules.

10.2 Outright

Predict the winner of the tournament. Bets will be settled according to the final standings, including playoffs (if played), unless otherwise stated. All bets are considered valid, even if the player withdraws or doesn't start the tournament at all. Dead-heat rules apply.

10.3 Moneyline

Predict the winner of the match according to the points collected by players based on played games. 1 point is awarded for a win, 0,5 points for a draw and 0 points for a loss. There are 3 possible outcomes:

1 – Designated home team player wins

X – Draw

2 - Designated away team player wins

10.4 Spread

Predict the winner (player who will collect most points) of the match/game, applying the given handicap (spread). If the statutory number of games/matches according to the official rules of the tournament is changed, all bets will be cancelled.

11 Cricket

11.1 General

All games must start on the scheduled date (local time) for bets to have action.

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules. An exception is made if incorrect start time is announced on our website.

"Test Matches" and "Two/Three/Four Day Matches" are excluded from the rules stated above.

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

All wagers will be settled using the official result as declared by the relevant governing body of the match or competition concerned.

Push rules apply for all 2 way markets.

11.2 One Day / Twenty20

In matches affected by adverse weather bets will be governed by the official competition rules with the following exception: if a match is decided upon either a bowl out or the toss of a coin, then all bets will be void.

If a match is abandoned due to outside interference, then bets will be void unless a result is declared based on the official competition rules. In the event of a change of opponent from the one advertised then all bets for that match are void.

Where no specific price or state is quoted for the tie and the official competition rules determine a winner/progressing side, bets will be settled on the official result.

In competitions where a Bowl Out or Super Over determines a winner then bets will be settled on the official result.

11.3 Test Matches / First-Class Matches

Bets will stand according to the official result provided in case at least one ball has been bowled. If a match is abandoned due to outside interference, all bets will be void.

11.4 Money Line

Predict the winner of the match.

11.5 20 Over Innings Runs

In One Day matches Over/Under Innings Runs and Innings bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 matches bets will be void if the number of overs is reduced by 3 or more from that scheduled when the bets were struck unless settlement of bets is already determined. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.

11.6 1st 6 Over Runs

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.

11.7 1st 12 Over Runs

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.

11.8 Next Over Runs

The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete

unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.

11.9 Next Over Wicket? (Yes/No)

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

11.10 Next Over Odd/Even

Zero will be deemed to be an even number.

11.11 Fall of Next Wicket

If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. 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, unless settlement has already 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 wicket in question falls. 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.

11.12 Top Batsman/Top Bowler

Only the first innings count. Bets on players not selected in the starting 11 or designated as substitutes, will be void. If a player is selected but does not bat or field, Bets on players who are selected but do not bat or field will be settled as losers. Dead Heat rules apply. If two players or more end on an equal number of wickets, then the bowler with the least number of runs conceded will be deemed the winner.

There is a minimum number of overs that should be played before the game is interrupted, or All Out. Otherwise all bets will be void:

- One day International – 20 overs
- All Domestic 40 Over Competitions – 10 overs
- All Domestic 50 Over Competitions – 20 overs
- All Twenty20 Cup – 6 overs
- 10 Over Matches – 6 overs
- Test Cricket - A minimum of 50 overs must be bowled unless All Out. Otherwise the bets are void.

11.13 Man Of The Match

Bets are settled on the officially declared man of the match. Dead Heat rules apply.

11.14 To Win The Toss

Predict which team will win the coin toss at the beginning of the game.

11.15 Home/Away 1st Inns

If Duckworth-Lewis method (D / L) is called into play and the runs for one of the teams are being reduced – market will be valid for settlement.

In One Day matches – bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 5 or more from the originally scheduled, unless the market is already determined.

Twenty20 matches - bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 or more from the originally scheduled, unless the market is already determined.

11.16 Highest Individual Score

Minimum number of Overs must be played, otherwise all bets will be void:

- Twenty20 matches – full 20 overs for each Team;
- One Day matches – at least 40 overs for each Team;
- Test & First-Class matches – whole match counts; if game is drawn there must be minimum of 200 overs bowled for settlement

11.17 Highest Opening 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 the innings has been reduced due to external factors, including bad weather, unless settlement has already 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. In First Class matches the market refers only to each team's first innings.

11.18 Wickets Lost In "X" Runs

Settlement is determined by the number of wickets lost by the time a specific score is reached. If a team declares or reaches their target or the quoted score is otherwise not reached, then the wickets lost at that time will be the result of the market.

Test Matches and First-Class Matches – All bets will stand irrespective of delays caused by rain or for any other reason.

One-Day Matches – Bets will be void if the intervention of rain and any other delay results in the number of overs being reduced by 5 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

Twenty20 Matches – Bets will be void if the intervention of rain or any other delay results in the number of overs being reduced by 3 overs or more than that scheduled when the bets were struck unless settlement of bets is already determined.

11.19 Most Match Sixes

Predict which team will score most Sixes in the game. If a match is abandoned before needed Overs for different types of Matches have been reached, all bets will be void. In Test and County Championship matches the whole match counts. In Test drawn games a minimum of 200 overs

must be bowled, otherwise bets will be void. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result. In One Day matches where the number of overs has been reduced and the outcome has not been determined yet bets will be void. For settlement purposes this is all deliveries from which a batsman is credited with exactly six runs (including All-run/Overthrows). In matches decided by a Super Over, sixes hit during the Super Over will not count for settlement purposes.

11.20 Player To Score Most Sixes

Bets placed on any player not in the starting 11 will be void. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined. Bets on players who are selected but do not bat will be settled as losers if one or more six is scored. Dead-heat rules apply.

In matches decided by a Super-Over, sixes hit during the Super-Over will not count for settlement purposes. Bets will be void if no Sixes are scored.

- Twenty20 Matches - The full 20 overs for each team.
- One Day Matches - At least 40 overs for each team.

11.21 1st Wicket Method

Predict the method by which the 1st Wicket in the game will be scored. If the game is abandoned before a wicket is scored or there is no wicket scored at all in the match, all bets will be void.

The options available are: Caught, Bowled, LBW, Run Out, Stumped and Any Other (includes Sent Off/Retired Out).

11.22 A Fifty/Hundred Score In Match

Predict if any player will score fifty/hundred or more runs in the match. For settlement purposes any batsman's score of 50 or above will count. For different types of games there is a

certain minimum of Overs to be played and there must be an official result (Duckworth - Lewis counts) otherwise all bets are void:

- Test Matches / First-Class Matches - The whole game counts. If the game is drawn, at least 200 overs must be bowled
- One Day Matches – 40 overs must be bowled
- Twenty20 Matches – 20 overs must be bowled

11.23 Most Run Outs

Predict which team will create most run-outs whilst fielding. If a match is abandoned, all bets will be void. If a match is reduced in overs and a match result is reached, then the team which achieved most run-outs whilst fielding regardless of the number of overs bowled will be the winner. In matches determined by a Super Over any run out during the Super Over will not count for settlement purposes. In Test Matches and First-Class Matches all innings of the match will count.

11.24 1st Over Total Runs

Predict the total runs scored during the 1st Over of the match. Extras and penalty runs will be included. If 1st Over is not completed, bets will be void.

11.25 1st Innings Score

Prices will be offered for the number of runs scored during the 1st innings of the match, regardless of which team bats first. The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined.

- Twenty20 Matches - The full 20 overs for each team.
- One Day Matches - At least 40 overs for each team.

Test and First-Class Matches - Declarations will be considered the end of an innings for settlement purposes. In the event of the 1st innings being forfeited all bets will be void. In the event of an innings not being completed due to outside interference or inclement weather all bets will be void unless settlement is already determined.

11.26 1st Innings Lead

Both teams must complete their first innings for bets to stand (including declarations). Dead-heat rules apply.

11.27 Runs At Fall Of 1st Wicket

Predict the number of runs in the game at which 1st Wicket will fall. If a match is abandoned before the fall of 1st Wicket, or there is no Wicket in the game, bets will be void.

11.28 Dismissal Method

Predict the method by which the first/next Batsman will be taken out. If there are no Wickets in the game or after the bet has been placed in Live Betting, all bets will be void.

Method of Dismissal 2-Way: The options available are: Caught and Not Caught. If no further wickets fall all bets will be void.

Method of Dismissal 6-Way: The options available are: Caught, Bowled, LBW, Run Out, Stumped or Any Other (includes Sent Off/Retired Out). If no further wickets fall all bets will be void.

11.29 Odd/Even

Predict if the sum of all runs scored in the relevant period (Match, Innings, Over) will be an odd or an even number. Extras and Penalty runs will be included for settlement purposes. If the relevant period is not finished, all bets on it will be void.

11.30 Total Runs In Match O/U

Predict if the number of runs in the relevant period (Innings, Over) will be over or under a given number. If the relevant period is not finished, all bets will be void.

The following minimum number of overs must be scheduled otherwise all bets are void, unless settlement is already determined:

- Twenty20 Matches - The full 20 overs for each team.
- One Day Matches - At least 40 overs for each team.

Test and First-Class Matches - The whole match counts. In drawn matches there must be a minimum of 200 overs bowled.

11.31 Race To 10 Runs

Predict which player will score first 10 Runs in the game. Bets stand if all the listed players start batting, otherwise all bets will be void. Bets stand no matter which of the players starts batting first. If neither of the listed players reaches 10 Runs, option Neither is the winner. If a game is abandoned before any of the listed players reaches 10 Runs, and if both players are Out, option Neither will be the winner. Otherwise, bets will be void.

11.32 Total Match 6's

Predict whether the total number of sixes in the match will be over or under a specified figure.

If an intervention from rain or any other delay results in the number of overs being reduced, from that scheduled when the bet was struck, open bets on total match sixes in a Twenty 20 match will be void, if the reduction is by 3 or more overs and void in other limited overs matches, if the reduction is by 5 or more overs.

In matches decided by a Super-Over, Sixes hit during the Super-Over will not count for settlement purposes.

11.33 Total Match 4's

Predict whether the total number of fours in the match will be over or under a specified figure.

If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck open bets on total match fours in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.

In matches decided by a Super-Over, Fours hit during the Super-Over will not count for settlement purposes.

11.34 Total Match Wides

Predict whether the total number of wides will be over or under a specified figure.

If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled, when the bet was struck all open bets on total match wides in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.

In matches decided by a Super-Over, Wides bowled during the Super-Over will not count for settlement purposes.

11.35 Total Match Run Outs

Predict whether the total number of run outs will be over or under a specified figure.

If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled, when the bet was struck all open bets on total match run outs in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.

In matches decided by a Super-Over, Run Outs during the Super-Over will not count for settlement purposes.

11.36 Team With Highest 1st 6/10/15 Overs Score

Predict which team will have the higher score after 1st 6/10/15 Overs. Push Rules apply. If either team do not complete number of overs stated, bets will be void. In the event of a tie, bets will be void.

11.37 Batsman Matches

Predict which Batsman will score more runs in the game. Push Rules apply. In Test and County Championship matches only the first innings counts for settlement purposes. Bets will stand if each Batsman has faced at least one ball.

11.38 Outright

Predict the winner of the league. Bets are settled on the final league position, unless otherwise stated.

11.39 Top Series Batsman/Bowler

Any quoted player, who takes no part in the specified series, will be void. In the event of two or more players ending on an equal number of wickets, then the bowler with the least number of runs conceded will be the winner. Dead-heat rules apply.

11.40 To Win Pool

Predict the team which will finish top at their Pool. Dead Heat rules apply.

11.41 Finalists

Predict the two teams which will play in the Final of the Tournament.

11.42 Stage Of Elimination

Predict at which stage of the Tournament a certain team will be eliminated.

11.43 To Reach The Final

Predict if a certain team will reach the Final of the Tournament.

12 Horse Racing

12.1 General

Horse racing data is licensed from the British Horse Racing Authority.

Bets on Racing are automatically settled on the double result basis unless otherwise stated or as detailed in the double result section below.

Ante-post bets (including Non Runner No Bet) are settled at the price and place terms applicable at the time of acceptance. The advertised times of races, the runners, returns and results as published in the Racing Post (or the national press) will govern settlement of all bets, excepting errors and omissions. Should a wrong price or place term be given in error we reserve the right to settle the bet according to the correct price/place terms available at the time of the bet.

When a result is amended after the official result (i.e. the weigh-in), for example as a result of a successful appeal, the amendment will be ignored for settlement purposes.

We cannot be held responsible for any errors or omissions in respect of accuracy in publishing or issuing of prices or information, despite every effort being made to ensure total accuracy. We reserve the right to correct these errors.

12.2 Double Result Concession

Double Result means if your horse finishes 'First Past The Post' you get paid as a winner, however, should your horse be awarded the race or promoted to a place, as a result of a Stewards' Inquiry or Objection which is announced before the 'Weigh In', we will also pay you. All bets placed on UK and Irish horse racing will be settled on First Past the Post AND the official result (i.e. the Weighed In result). The rules will be applied so that the settlement is always in the favour of the customer.

- First Past the Post: The immediate result after the race has been completed (see Exceptions below).
- Official Result: Announced at the 'Weigh In' on the day, after any Stewards' Inquiries and/or Objections have been considered. If a winner or a placed horse is disqualified/demoted after the official result is announced, the disqualification/demotion will not affect the settlement of bets.

General

- The Double Result concession applies on all selections and bets that are not mentioned in the Exceptions section.
- There is no restriction on stakes that are applicable for the Double Result concession, but payouts are subject to our advertised Maximum Payout Limits as normal.

Exceptions

The exceptions where 'First Past the Post' settlement is not applicable, and bets will only be settled according to the official result are as follows:

- Any race that is held outside the UK and Ireland.
- Any UK/Irish race that does not have an industry SP returned
- All bets placed on SP odds and bets on the First and Second Favourites.
- All selections that are placed under Ante-Post rules (including Non Runner No Bet).
- All selections from any market other than Racecard (e.g. Forecast/Tricast, Betting Without Favourite(s), Place Only, Match Betting and any other extra/special markets that are offered).
- All selections that are placed on horses finishing in places relevant under enhanced EW terms offers only.
- A selection taking the wrong course.
- A selection carrying the wrong weight or the jockey failing to weigh-in.
- A selection given as the winner in error by the judge.

12.3 Each way

Bets are acceptable win or each way. Using the each way checkbox will double the unit stake placed on the winner selection.

It will contain one bet on the Winner and another bet on the Place, Terms will be written at the header of the event eg. E/W 1/4 1-2-3

For horse racing, the each way bets will be determined according to the number of runners and the table:

Number of Runners	Not Handicap race	Yes Handicap race
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1 - 4	Win Only	Win Only
5 - 7	¼ odds , for Place 1,2	¼ odds , for Place 1,2
8 - 11	1/5 odds , for place 1,2,3	1/5 odds , for place 1,2,3
12 - 15	1/5 odds , for place 1,2,3	¼ odds , for place 1,2,3
16 +	1/5 odds , for place 1,2,3	¼ odds , for place 1,2,3,4

Number of runners coming under starters orders will be the number which will determine the each way terms for non-ante post races.

If non-runners take the race to less than five runners the place money goes on to win.

Some races can have enhanced odds or places and we keep the right to offer different odds and places. In these cases, we can alter the standard place terms as set out above (e.g. we may offer to pay out 5 or 6 places in a handicap with 16 or more runners but to do so at 1/5 of the odds as opposed to standard 1/4). These promotions are not confined to handicaps. The onus is on the customer at all times to check the each way terms on offer (particularly in those races where we are offering additional place payouts). In the event of subsequent non-runners in the race we reserve the right to apply the industry standard terms for the race according to the table above.

12.4 Dead Heats

When a dead heat occurs for first place, the stake money on the winning selection will be divided by the number of winners, with full odds paid at the reduced stake. The remainder of the stake is lost. Where an each-way bet involves a dead heat winner, the win part of the bet will be settled as above, and the place part will be settled in full, in accordance with the relevant place terms. Should the dead heat involve placed selections and results in more than the allocated number of places, then the stakes will be divided as before, and settled to the full place terms.

12.5 Ante post

Ante post events will be available in advance to customers, more than 48 hours before the race. Bets on non-runner horses in ante post events will be considered lost, unless otherwise stated.

Ante post events may be suspended on days when races related to the event occur.

Ante post bets will be settled according to the price and place terms at the time the bet has been placed.

We reserve the right to cancel wagers on ante post prices/places which have been presented due to typing or human errors.

12.6 Postponed races

If a race is postponed and final declarations stand, then the bets will stand. Bets will be void if:

- The race is declared void
- The race is abandoned
- The condition of the race has changed
- The venue has changed
- The surface has changed

12.7 Rule 4 Deduction

Rule 4 deduction will apply according to the following table:

Price of non-runner at time of withdrawal	Amount deducted from winnings
1/9 or longer odds on	90p in the £
2/11 to 2/17	85p in the £
1/4 to 1/5	80p in the £
3/10 to 2/7	75p in the £
2/5 to 1/3	70p in the £
8/15 to 4/9	65p in the £

8/13 to 4/7	60p in the £
4/5 to 4/6	55p in the £
20/21 to 5/6	50p in the £
Evens to 6/5	45p in the £
5/4 to 6/4	40p in the £
13/8 to 7/4	35p in the £
15/8 to 9/4	30p in the £
5/2 to 3/1	25p in the £
10/3 to 4/1	20p in the £
9/2 to 11/2	15p in the £
6/1 to 9/1	10p in the £
10/1 to 14/1	5p in the £
Over 14/1	No deduction

In the case of a non-runner, the deduction will apply according to the non-runner odds right before the withdrawal.

R4 will apply on 'Day of event race', less than 48 hours before the race.

If 2 or more horses are withdrawn, the total deduction will not exceed 90p.

Rule 4 deductions will apply to all winning bets placed before the non-runner was declared.

Example: prices available at 9:00 am.

1st non-runner declared: 10:00 am.

Bookmaker applies Rule 4 at 10:05 am.

Winning bets on fixed odds between 9:00 am to 10:05 am will be deducted according to the non-runner's last odds.

2nd non-runner declared: 11:30 am.

Bookmaker applies 2nd Rule 4 at 11:35 am.

Winning bets on fixed odds between 10:06 am to 11:35 am: 2nd rule 4 will apply.

Winning bets on fixed odds between 9:00 am to 10:05 am: 2nd rule 4 will apply but the sum of the deduction will not exceed 90p.

If a horse comes under Starter's Orders but refuses to race, the bet will be a loser. In all horse races where a runner is withdrawn, or adjudged not to have started - and therefore been declared a Non-Runner by the starter - stakes on that selection will be refunded. (The exception to this being Ante Post bets). Bets on the remaining runners in that race, taken at Early Prices or at Board Prices prior to withdrawal, will be subject to a deduction.

12.8 Reserves

Some races contain reserves, who may or may not be priced in our early prices lists. The finishing position of any of these reserves will count regardless of whether they are priced or not.

If a reserve horse is offered with an early price and becomes a non-runner, then no Rule 4 deduction will be applied as a result of the withdrawal.

If a reserve horse is declared an official runner at the racecourse before the declaration stage and if it is subsequently withdrawn, normal Rule 4 rules will apply to the reserve horse from this point.

12.9 Forecasts

A Straight Forecast is a bet where you name two selections to finish 1st and 2nd in the correct order for a specified event.

A Reverse Forecast is a bet where you name two selections to finish 1st and 2nd in any order for a specific event.

A Combination Forecast is a bet where you choose three or more selections with any of these to finish 1st and 2nd for a specific event.

Forecasts will be accepted only in races of three or more runners and will be settled in accordance with the officially declared SP Computer Forecast Dividend. In races with less than three runners the forecast bet will be declared void. If one of the selections becomes a non-runner in a forecast bet, the total stake will be placed on the other remaining selection as a win single bet at SP.

Example: £1 Forecast AB, where B is a non-runner, bet will be a £1 win single on A

In races where a horse finishes alone and no forecast dividend is returned then all forecast bets nominating that horse to finish first will be settled as a Win single at SP on the winning horse. All other forecast bets in the race are lost.

In a Combination Forecast, where a selection becomes a non-runner, the total stake of the bet will be divided equally between the possible forecast combinations, using the remaining selections and the forecasts, including the non-runner, becoming singles.

Example 2: A combination forecast (6 bets, total stake £6) ABC, where C is a non-runner, will be settled as:

- AC -> single on A
- AB -> bet stands
- BA -> bet stands
- BC -> single on B
- CA -> single on A
- CB -> single on B

In the event of a dead heat, separate dividends will be declared for all the horses involved in the dead heat and forecast.

Unnamed favourites are not accepted for forecast betting.

12.10 Tricasts

A Tricast is a bet where you name the first three selections to finish first, second and third in the correct order for a specified race, in races where a Computer Forecast Dividend is declared.

A Combination Tricast is a bet where you name three selections to finish first, second and third in any order.

Any winning Tricast is paid out according to the official Computer Tricast return which is declared to a £1 stake.

Tricasts are offered on all handicap races in which there are eight or more runners declared. If there are less than 8 runners – all bets will be void.

If one of the selections becomes a non-runner in a tricast bet, the bet will be settled as a forecast on the remaining selections in the order they were selected. If two of the selections become non-runners in a tricast, the bet will be settled as a win single on the remaining runner.

Example 1: £1 Tricast ABC, where B is a non-runner, will be settled as a £1 Forecast AC.

Example 2: £1 Combination Tricast ABC, where C is a non-runner, will be settled as:

- ABC -> bet stands as AB

- *ACB -> bet stands as AB*
- *BAC -> bet stands as BA*
- *BCA -> bet stands as BA*
- *CAB -> bet stands as AB*
- *CBA -> bet stands as BA*

In the event of two or more horses dead-heating for first, second or third place then separate dividends will be declared and paid to each qualifying tricast. In fixed price tricasts the full odds will be paid with the stake being split according to the number of horses which dead-heat.

Unnamed favourites are not accepted for tricast betting.

Tricasts are accepted for singles only.

12.11 Favourites

Bets on First and Second favourites are accepted win-only at starting price. Early prices or board prices cannot be taken on unnamed favourites.

The favourite is the horse quoted at the shortest odds in the official starting price.

The second favourite is the horse quoted at the next shortest price.

If two horses are quoted at the same odds and these odds are shorter than those quoted against any other, then these two are equal first favourite and equal second favourite.

If two or more co-favourites are selected, the stake will be divided equally between them and paid at full odds.

12.12 Betting Without

Predict the result of a given race excluding a Favourite horse. The finishing position of the Favourite horse will be ignored for bets placed on this market. For example, a bet placed on Cue Card without Don Cossack (favourite) will win if Cue Card wins the race or finishes second to Don Cossack. The bet will have lost in all other circumstances.

In markets where we offer 'Betting Without' a nominated selection, the place terms will be based on the remaining number of runners excluding the nominated selection.

Any each-way terms advertised are settled on the actual number of runners who take part in the race, excluding the 'without' selection.

Any rule 4 deductions will still apply and will be based on the price of the withdrawn runner in that market at the time of withdrawal.

Betting Without bets are settled ignoring the finishing position of the nominated 'without' runner. Where the nominated 'without' selection is withdrawn before the start of a race, all bets on any of the field in this market stand.

Where the nominated "Without" selection is withdrawn before the start of a race, all bets on any of the field in this market stand.

If 2 or fewer runners start the race, bets will be void.

Normal dead-heat rules apply.

12.13 Place Only Betting

Place Only 2 - Predict a horse to finish in one of the first two places. Place only bets are accepted on horse races of five or more runners.

Place Only 3 - Predict a horse to finish in one of the first three places. Place only bets are accepted on horse races of eight or more runners.

In the event of a horse being withdrawn, not under starter's orders, stakes on that selection will be returned. Bets for the remaining horses in the race will be subject to a deduction in accordance with the Rule 4 table below based on the price in the Place Only market of the withdrawn horse(s) at the time of withdrawal.

Place Only Rule 4 Deductions Table			
	Amount deducted from winnings		
Price of non-runner at time of withdrawal	Place Only 2	Place Only 3	Place Only 4
1/18 or longer odds on	50p in the £	35p in the £	25p in the £
1/9 to 1/16	45p in the £	30p in the £	25p in the £
2/11 to 2/17	45p in the £	30p in the £	20p in the £
1/4 to 1/5	40p in the £	30p in the £	20p in the £
3/10 to 2/7	40p in the £	25p in the £	20p in the £

2/5 to 1/3	35p in the £	25p in the £	20p in the £
8/15 to 4/9	35p in the £	25p in the £	15p in the £
8/13 to 4/7	30p in the £	20p in the £	15p in the £
4/5 to 4/6	30p in the £	20p in the £	15p in the £
20/21 to 5/6	25p in the £	20p in the £	15p in the £
Evens to 6/5	25p in the £	15p in the £	10p in the £
5/4 to 6/4	20p in the £	15p in the £	10p in the £
13/8 to 7/4	20p in the £	15p in the £	10p in the £
15/8 to 9/4	15p in the £	10p in the £	10p in the £
5/2 to 3/1	15p in the £	10p in the £	No Deduction
10/3 to 4/1	10p in the £	10p in the £	No Deduction
9/2 and above	No Deduction		

If 2 or more horses are withdrawn, the total deduction will not exceed 90p.

If the selected horse is withdrawn from a race after coming under starter's orders, bets placed on that horse will have lost as the horse will be deemed to have been a participant in the race.

In the event of non-runners, the number of places paid will remain the same, unless the number of runners in the race is equal to or less than the number of places paid, in which case all bets will be void. This market is settled on the official place terms of the race. If an 8 horse race with each way terms of 3 places is reduced to a race of 7 or less runners, we will still pay 3 places on the Place Only market.

Normal dead-heat rules apply.

12.14 Match Betting

Predict a horse to finish one place ahead of another horse in a direct Head-To-Head during Race event.

A Match bet is based on one selection beating another according to the specific conditions advertised. Dead heat rules apply unless a tie price is made available (e.g. for a handicap match bet). One of the two selections in any match bet must complete the course for the bets to stand, otherwise bets are void.

Both selections must start for bets to stand, otherwise Match Bets are void.

Settlement of bets will be based on the official declared result.

If neither horse finishes a race with hurdles/fences, the number of hurdles/fences successfully completed in the race will determine the winner.

13 Darts

13.1 General

All games must start on the scheduled date (local time) for bets to have action. The exception is if we advertise an incorrect start time.

Abandoned or postponed matches are void unless rearranged and played in the same date (local time) or stated otherwise in the rules.

Pre-Live betting:

13.2 Outright

Predict the winner of the tournament. In the event of a non-runner, all bets are void.

13.3 In-Play betting

Bets on any match market abandoned before the full completion of the statutory number of legs/sets will be void.

13.4 Winner Full Time

Predict which player will win the match. In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory is deemed the winner for settlement purposes.

Bets are void in the two-way market if the match result is a tie.

13.5 Handicap

Predict which player will win the match after the handicap scores have been applied. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

13.6 Exact Score

Predict the exact score of the game. If match is not completed, then all bets are void.

13.7 Draw No Bet

Predict the winner. In case of draw, all bets are void. If match is not completed, then all bets are void.

13.8 Over/Under Full Time

Predict the total number of sets/legs completed in the match. If the match is not completed, then all bets are void unless the quote has been exceeded.

13.9 Winner Full Time

Predict which player will win the match. In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory is deemed the winner for settlement purposes.

Bets are void in the two-way market if the match result is a tie.

13.10 Handicap Full Time

Predict which player will win the match after the handicap scores have been applied. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

13.11 Over/Under Full Time

The prediction of the total number of sets/legs completed in the match. If the match is not completed, then all bets are void unless the quote has been exceeded.

13.12 Most 180s in Match

Predict which player will score the most 180s in the match. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if the match is not completed.

13.13 Over/Under Total 180s In Match

Predict the total number of 180s in the match. If the match is not completed, then all bets are void unless the quote has been exceeded.

13.14 Total Player 180s

Predict the total number of 180s for each player. If the match is not completed, then all bets are void unless the quote has been exceeded.

13.15 Handicap Alternative

Predict which player will win the match after the handicap scores have been applied. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if the match is not completed.

13.16 Over/Under Alternative

Predict the total number of sets/legs completed in the match. If the match is not completed, then all bets are void unless the quote has been exceeded.

13.17 Winner Highest Checkout

Predict which player will make the highest checkout in the match. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if the match is not completed.

13.18 Score Highest Checkout

Predict the highest checkout score in the match between both players. All bets will be void if the match is not completed.

13.19 Over/Under First set 180s

Predict the total amount of 180's in the first set. If the match is not completed, then all bets are void unless the quote has been exceeded.

13.20 First 180 In Match

Predict the player to score the first 180 in the match. All bets are void if the match is not completed, unless the outcome is already determined. If no 180 is scored bets will be void.

13.21 To Win 1st Set

Predict which player will win the first set. If the match is not completed, then all bets are void unless the first set has already been determined.

13.22 First Set Total Legs

Predict the total number of legs in the first set. If the set is not completed, then all bets are void unless the quote has been exceeded.

13.23 First Set of Darts

Predict first set of Darts. If match is not completed, then all bets are void unless the first set has already been determined.

13.24 170 Finish In Match

Predict whether there will be 170 Finish in the match. If the match is not completed, then all bets are void unless the market has already been determined.

13.25 First Set Exact Score

Predict the exact score of the first set. If the match is not completed, then all bets are void unless the first set has already been determined.

13.26 9 Dart Finish In Match

Predict whether will be 9 Dart Finish in the match. If the match is not completed, then all bets are void unless the market has already been determined.

13.27 First Leg 180

Predict whether any player will score a 180 in the first leg. If the leg is not completed, then all bets are void unless the market has already been determined.

13.28 First Dart in Match

Predict type of first Dart in match. If the match is not completed, then all bets are void unless the first Dart has already been determined.

Live Markets:

13.29 Winner

Predict which player will win the match. In the event of a match not being completed, the player progressing to the next round or being awarded the victory is deemed the winner for settlement purposes.

Bets are void in the two-way market if the match result is a tie.

13.30 Handicap

Predict which player will win the match after the handicap scores have been applied. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

13.31 Over/Under

The prediction of the total number of sets/legs completed in the match. If match is not completed then all bets are void, unless the quote has been exceeded.

13.32 O/U Total 180s

In Match Predict the total number of 180s in the match. If the match is not completed then all bets are void, unless the quote has been exceeded.

13.33 Total Player 180s

Predict the total number of 180s for each player. If the match is not completed then all bets are void, unless the quote has been exceeded.

13.34 Winner Next Leg

Predict which player will win the next leg. All bets void if match is not completed, unless the market has already been determined.

13.35 Over/Under Next Leg 180

Predict whether any player will score a 180 in the next leg. If the leg is not completed then all bets are void unless the market has already been determined.

13.36 Over/Under Next Leg Total Checkout

Predict the total checkout in the next leg. If the leg is not completed then all bets are void.

13.37 Most 180s In Match

Predict which player will score the most 180s in the match. In the event of the statutory number of sets/legs not being completed, changed, or differing from those offered for betting purposes then all bets are void. All bets will be void if match is not completed.

14 E-Sports

14.1 General

Settlement is made on the official result as declared by the relevant governing body of the specified competition.

If a match is not played or is postponed, bets on it will be void, unless it is played within 48 hours of the originally scheduled start time or new event will be opened for betting if necessary.

If a player/team plays with a misspelled nickname or with a smurf account, the result and the bets are still valid, unless it is clear that this is not the player/team that was supposed to play that match.

If a player/team is given a walkover for at least one game/map/round before the match starts, all bets will be void.

If a game in Counter-Strike: Global Offensive goes into overtime, the result after overtime will be used for settlement purposes.

In a match in which one team has an advantage of one or more maps, (due, for example, to coming from the winner bracket final), "map 1" refers to the first map played, "map 2" refers to the second map played and so on.

14.2 Winner Full Time

Predict which player/team will win the match (map/round if specified in the title). If a match, game or map begins, but it is not completed, all bets will be void. An exception is made when player gets disqualified, in which case player/team awarded the victory according to an official source for the competition will be settled as a winner. If scheduled number of rounds/maps is changed, bets on Winner are still considered valid.

14.3 Spread & Over/Under Full Time

Spread is a way of making odds more competitive by giving the outsider an advantage.

Spread markets are determined based on the league in which they are played. In Starcraft and Dota these are maps, in Counter Strike these are rounds, etc. The settlement is based on the final score (maps/rounds won by each team) with the given handicap (spread) being added.

Over/Under, or total betting, is a prediction whether over or under stated number of games/maps/rounds will be needed to decide the winner.

If the match is not completed for any reason or scheduled number of maps/rounds is changed after this market has been offered, bets on Spread and Over/Under will be void.

14.4 Live

If a match is replayed due to a draw or a disconnection, all bets will be void. The replayed match will be considered as a separate live event.

15 Golf

15.1 General

If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be canceled and the monies refunded.

Where a golfer withdraws before the start of a tournament then all bets on that participant will be declared void.

Bets stand once the player has teed off the first hole.

15.2 Outright Betting/Top Nationality Etc

All outright bets are settled on the player winning the trophy. The result of play-offs is taken into account.

All bets stand except for those placed on participants not competing in the first round.

Outright markets may be subject to a Rule 4 (Deduction).

Official tour site results at the time of trophy presentation are used for settlement purposes

In the event that there is a change to or decrease in the booked number of rounds or openings played in the competition, wagers set on this market will stand.

If a competition is diminished to less than the planned number of rounds, all bets placed after the last shot of the previous completed round will be void.

15.3 First round winner

The winner will be the player achieving the highest placing at the end of the first round.

15.4 Top 5,10,20 Finish

A Player to finish within the Top 5, Top 10 or Top 20 of a specific tournament. Dead heat rules apply.

15.5 Money line

If an individual match-up ends in a tie then bets will be void.

15.6 18 hole match-ups

Bets stand once the players have teed off the first hole. If a round is abandoned then bets on that round are void.

The winner will be the player with the lowest score over 18 holes.

If an individual match-up ends in a tie then bets will be void.

Play-offs do not count.

15.7 18 Hole 2 and 3 Ball Betting

Bets stand once the players have teed off the first hole. If a round is abandoned, then bets on that round are void.

In the event that pairings or groups change, then all bets will be made void.

The winner will be the player with the lowest score over 18 holes. For tournament using the Stableford scoring system the highest points scorer during the round is the winner.

In 2 ball betting, where a price is not offered for the tie then bets will be void in the event of a tie. In 3 ball betting dead heat rules will apply.

For Hole winner markets, bets stand once all nominated players tee off the designated hole. For a player to win the hole, he must score a lower score than every other player on that specified hole. If a player withdraws during the hole, then bets on the withdrawn player will be settled as a loser. Bets are settled once the players leave the green.

For Hole group betting, bets are settled based on the score over a specified group of holes. For a player to win the group of holes, he must score a lower score than every other player on the specified holes. Bets will be void if one of the players does not tee off on the first of the specified holes. If a player withdraws during the specified group of holes, then bets on that player will be settled as a loser.

15.872 hole match-ups

Bets stand once the players have teed off the first hole.

Whichever player completes the most holes is deemed the winner. If both players complete the same amount of holes the player with the lowest score is deemed the winner.

If an individual match-up ends in a tie then bets will be void.

Play-off is taken into account.

15.9 Dead-heat rules

If 2 or more selections finish in the same position, the stake will be divided proportionally.

Example:

The final positions in golf are the following:

1st position: Player A

2nd position: Player B

3rd position: Player C

3rd position: Player D

3rd position: Player E

6th Position: Player F

7th Position: Player G

Let's say you bet on Player E (e/w $\frac{1}{4}$ 1-2-3)

3rd position is shared by 3 players – Player E shares 3rd position with 2 other players - so the payment will be $\frac{1}{3}$ stake X e/w odds

Let's say you bet on Player E (e/w $\frac{1}{4}$ 1-2-3-4)

Positions 3 and 4 are shared by 3 players.

3rd and 4th (not really 4th position since there are 3 players in 3rd position) positions are shared by 3 players – that means 2 positions pay, out of the 3 players who reached those positions: $\frac{2}{3}$ stake X e/w odds.

Note – Dead-heat rules apply to the stake and not to the odds

15.10 To Make the Cut

The first official cut will be used to settle this market. Any subsequent cut will be irrelevant. Any player who withdraws or is disqualified prior to the first cut will be deemed to have missed the cut. Bets are resulted from the Official tournament website.

15.11 Hole in One?

Whether a hole in one will be scored during the tournament. Bets will stand as long as a minimum of 36 holes of a tournament are played. Bets are resulted from the Official tournament website.

15.12 Players Under Par

How many players will finish the tournament with an overall score under par. Bets are resulted from the Official tournament website.

15.13 Will there be a Play Off?

Will there be a play off hole(s) to decide the tournament winner. Bets are resulted from the Official tournament website.

15.14 Winning Nationality/Region of the Winner

To predict the nationality of the player who won the tournament. Bets are resulted from the Official tournament website.

15.15 First Time Winner?

Will the tournament be won by a player who has never won the specific tournament before. Bets are resulted from the Official tournament website.

15.16 Winning Margin

How many shots will the winning player win the specified tournament by. Bets are resulted from the Official tournament website.

15.17 Wire to Wire winner?

To predict the winner of the tournament to be the tournament leader at the end of each specified round from round one to round four. Bets are resulted from the Official tournament website.

15.18 Winning Score

To predict what the tournament winner's winning score is at the end of the tournament. Settlement will be upon the completion of 72 holes otherwise bets are void. Bets are resulted from the Official tournament website.

15.19 Highest Round Score

Predict the highest individual round score carded by a player during the tournament. Bets are resulted from the Official tournament website.

15.20 Lowest Round Score

Predict the lowest individual round score carded by a player during the tournament. Bets are resulted from the Official tournament website.

16 Handball

16.1 General

All bets will be settled based on the score at the end of regulation time, excluding overtime (if played), unless otherwise stated.

All games must start on the scheduled date (local time) for bets to have action.

All games are based on the result at the end of a 60-minute scheduled play unless otherwise stated. If the scheduled 60 minutes are not played, then bets will be void, unless otherwise stated. An exception is made for games in which a mercy rule is used: the result at the time of the mercy rule call will be used for settlement purposes.

If a match is postponed or abandoned for any reason, all bets will be void, unless re-arranged and played on the same day or stated otherwise in the rules. An exception is made if incorrect kick off time is announced on our website.

The statistics provided by the official website of the relevant competition or fixture will be used for settlement purposes. In case statistics are not available on the official website or there is significant evidence that the official website is incorrect, we will use an independent source to settle bets.

In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

16.2 Live-Betting

If the event is not completed, then all bets will be void, unless otherwise stated.

16.3 1x2

Bets are made by selecting a Home Win, a Draw or an Away win:

1 – Home Win

X – Draw

2 – Away Win

16.4 Handicap

Predict the winner, applying the given handicap.

16.5 Over/Under

Predict if the total number of goals scored by both teams will be over or under a given number.

16.6 1st Half

Bets (1X2, Handicap and Over/Under) are settled on the first half result only.

Bets will be void if the match is abandoned before half time.

If a match is abandoned during the second half, then all first half bets are still valid.

16.7 2nd Half

Bets (1X2, Handicap and Over/Under) are settled on the second half result only.

Bets will be void if the match is abandoned.

16.8 First team to score/Last team to score

Predict which team will score the first/last goal in the match. Own goals count towards the team credited with the goal. If a game is abandoned after a goal is scored, then all bets on First team to score will stand, while bets on Last team to score will be void.

16.9 Odd/Even

A prediction of whether the total number of accumulated goals by both teams will add up to an odd or even number.

16.10 Double Chance

A Double Chance bet allows you to cover two of the three possible outcomes with one bet. The following options are available:

The following options are available:

1 or X - if the result is either a home win or a draw, then bets on this option are winners.

X or 2 - if the result is either a draw or an away win, then bets on this option are winners.

1 or 2 - if the result is either a home or an away win, then bets on this option are winners.

16.11 Halftime/Fulltime

Predict the result of a match at halftime and at the end of regular time. If a game is abandoned, bets will be void.

Example: If you choose 1/X, you bet on the home team to lead in the first half and the match to end in a draw. Extra time doesn't count.

16.12 1st To 3/5/10/20 Goals

Predict the first team to reach 3/5/10/20 Goals.

16.13 Highest Scoring Half

Predict in which half most goals will be scored. Push rules apply.

16.14 Total team goals

"Total team goals" is similar to Over/Under Wager.

Win/loss is determined by the goals accumulated by a named team.

16.15 Team Odd/Even

Predict whether a team's total number of accumulated goals in a match will be an odd or an even number.

16.16 Team with Highest Scoring half

Predict which team will score the most goals in any (either 1st or 2nd) Half of the game.

16.17 Winning Margin

Predict by how many goals the winning team will win the game.

16.18 TriBet FT / TriBet 1st Half

Predict which of the two Teams will win with goals margin as follows: for FT - by 3 or more goals or any other result; for 1st Half - by 2 or more goals or any other result.

16.19 Halftime/Fulltime Alternative

Predict the result of a match at halftime and at the end of regular time. Selections are based on winning ones only without the tie options plus any other as additional selection. If a game is abandoned, bets will be void.

16.20 To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification bets will be void.

16.21 Finishing Position

Predict which team will be ahead in the final standings of the tournament.

If one or more teams fail to start the tournament, all bets are considered void and stakes will be refunded.

16.22 Group Winner

Predict the team to win the group. Bets will be settled on the final Group positions.

16.23 Top Goalscorer/Top Team Goalscorer

Goals scored in regular time (60 minutes) and extra-time count for settlement purposes.

However, penalty shootout goals do not count. Dead-heat rules apply. If a player takes part in the tournament, all bets will have action.

16.24 Outright/Winner

Predict the winner of the relevant competition. Bets are settled on the final league position, after play offs (if played), unless otherwise stated.

17 Ice Hockey

17.1 General

All games must start on the scheduled date (local stadium time) for bets to have action. The exception is if we advertise an incorrect start time.

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

Games must run for a minimum of 55 minutes for action. If a game is suspended before 55 complete minutes are played, all bets on the outcome of the game are refunded unless otherwise stated, except for bets on any markets that have been unconditionally determined.

Each one of the bet types available, either for pre-live or live betting, has been specified at the end of the respective bet type inside square brackets, clarifying how the settlement will affect the selections. Please refer to the naming as follows: [Excluding OT] and [Including OT].

17.2 Pre-Live Betting

Pre-Live betting will be settled according to the final score including overtime (and penalty shootout if needed) or excluding overtime, depending on the terms of the specific bet market. The results of matches decided by a penalty shootout will include the entire penalty shootout as one goal for the winning team.

Friendly and friendly international live matches will be settled based on regulation score unless otherwise stated.

In **Pre-Live betting** the following bet types will be settled **excluding** overtime:

Periods – All Periods bet types (1st, 2nd, 3rd) are settled Excluding Overtime

Draw No Bet

Exact Score

Race To Goals (2,3,4,5)

Time Of 1st Goal

Double Chance

Number Of Goals

Number Of Team Goals

Both Teams To Score

Highest Scoring Period
3 Way Handicap
To Win To Nil
Method Of Winning
First To Score
Last To Score
Winning Margin
1st Period/Full Time
Asian Lines

In NHL League for **Pre-Live betting** the following bet types will be settled **including** overtime:

2 Way ML
2 Way HC
2 Way OU
Exact Score
Odd/Even
Winning Margin

17.3 Live Betting

Live betting will be settled according to the final score *including overtime* (and penalty shootout if needed). The results of matches decided by a penalty shootout will include the penalty shootout as one goal for the winning team.

Friendly, Friendly International and Champions League (play-off phase) live matches will be settled based on regulation score unless otherwise stated.

The following bet types will be settled **excluding** overtime:

3 Way Moneyline (Regular Time Winner)
3 Way Handicap
3 Way Total Goals OU
Asian Lines – Handicap & OU
Draw No Bet
Double Chance
Next Goal
First to Score
Last to Score
Both Teams To Score
Number of Goals

Number of Team Goals
Exact Score (with draw)
Odd/Even
Race To Goals
Overtime
Periods – All Periods bet types (1st, 2nd, 3rd)
Team To Win Most Periods
Team To Win All 3 Periods
Race To Goals (2,3,4,5)
Both Teams To Score At Least 2 Goals (3 Goals)
To Win To Nil
Winning Margin

The following bet types will be settled **including** overtime for all ice hockey leagues:

Handicap FT (2 Way)
When Will Game End
Exact Score (without draw)
Winning Margin
Odd/Even
Total Team Goals (2 Way)
Total Goals (2 Way)
2 Way Money Line
2 Way Handicap
2 Way Over/Under

17.4 NHL

NHL bets (pre-match and live) include overtime and penalty shootouts unless specifically stated otherwise.

If a game is decided by a penalty shootout, one goal will be added to the winning team's score and the game total.

NHL regular time and pre-season match bets are settled on the score at the end of regulation time.

The following NHL bet types will be settled according to regulation time:

3 Way Moneyline

Puck Line (Handicap) (3 Way)

Double chance

First To Score

Last To Score

Draw No Bet

Number Of Team Goals

Number Of Goals

Highest Scoring Period

Next Goal

To Win Most Periods

1st To 3 Goals

Total Shots On Goal

Grand Salami – NHL

Predict total number of goals scored in all games scheduled in NHL for that given day. All scheduled games must play three full periods. If any of the games is canceled or abandoned before three full periods are played, all wagers will be void.

17.5 All Competitions (Excluding NHL)

All pre-match bets will be settled based on the score at the end of regulation time, excluding overtime if played, unless otherwise stated.

For live betting – see live betting rules.

Friendly and friendly international live matches will be settled based on regulation score unless otherwise stated.

17.6 1st/2nd/3rd Period

Bets settled on the first/second/third period result only.

The 3rd period excludes overtime.

The relevant period must be completed for bets to have action.

If a match is abandoned during the second period, all first period bets are still valid.

If a match is abandoned during the third period, all first/second period bets are still valid.

17.7 2W ML

Predict the winner of the match including overtime and penalties

17.8 Spread

Predict the spread between both teams at the final score.

Spread bets on pre live games (exclude NHL) will be settling with the regulation result.

Spread bets on live events will be settling with the overtime/penalty shootout result.

Examples:

+0.5 You win if your team draws or wins the match.

-0.5 You win if your team wins the match.

17.9 Over/Under

Predict the total goals achieved in a match.

Over/Under bets on pre live games (exclude NHL) will be settling with the regulation result.

Over/Under bets on live events will be settling with the overtime/penalty shootout result.

Examples:

Over 2 Bets win if there are three or more goals scored in the match. If there are two goals exactly, the stake is returned. Bets lose if there is 0 or 1 goal scored in the match.

Over 2.5 Bets win if there are three or more goals scored in the match. Bets lose if there are 0, 1 or 2 goals scored in the match.

Under 2.5 Bets win if there are 0, 1 or 2 goals scored in the match. Bets lose if there are three or more goals scored in the match.

17.10 Total Goals

Predict the total goals achieved in the match.

Over 2.5 - The bet will be a winner if there are 3 goals or more in the match.

Under 2.5 - The bet will be a winner if there are no goals or less than 3 goals in the match.

17.11 3 Way Handicap

In a 3-Way Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets. Handicap (-1) - You win if your team wins the match with a goal difference of two or more. Tie: You win if the team with (-1) Handicap wins the match with exactly one goal difference. Handicap (+1) - You win if your team draws or win the match.

17.12 Regular Time Winner

Predict the winner after regular time only.

17.13 Asian HC and O/U

Asian markets are settled on the result after Regular Time. Live Asian Handicap bets are settled according to the score for the remainder of the game after the bet was placed. Goals scored before the bet was placed are not included.

17.14 Number of Goals

Bet on the total number of goals scored by the two teams within the official 60-minute play. Own goals are counted for betting purposes.

17.15 Total Team Goals

Predict the total goals achieved by a named team.

Over 0.5 - The bet will be a winner if the team scores 1 or more goals

Under 0.5 - The bet will be a winner if the team doesn't score

Over 1.5 - The bet will be a winner if the team scores 2 or more goals

Under 1.5 - The bet will be a winner if the team scores 1 goal or less

Own goals are counted for betting purposes.

17.16 First to score / Last to score / Next Goal

Which team will score the first/last/next goal in a match. Own goals count to the team credited with the goal.

If an Event is abandoned after a goal was scored then all bets on team of "First to score" will stand, "Last to score" will be void, team of "Next Goal" goal which has already been determined will stand and "Next Goal" which has not been determined will be void.

If an Event is abandoned without any goal being scored, then all "First to score / Last to score" bets will be void.

17.17 Draw No Bet

Predict the winner team. In the event of a draw all bets are void and stakes are refunded.

17.18 Both Teams To Score

Yes = both teams to score.

No = either team not to score.

Bets stand if both teams have scored in the match irrespective of if the match is later abandoned.

17.19 Winning Margin

Predict the margin in which the winning team will win. Over time and penalty shootouts are included for this bet type for all leagues.

17.20 To Qualify

Should a team be disqualified from the tournament prior to the match, and a bye is awarded, all qualification/win the cup bets will be void.

To qualify bets Include overtime/shootouts.

17.21 To Win Series

Bets are void if the statutory number of games (according to the respective governing organizations) are not completed or are changed.

17.22 Head 2 Head

If one or more contestants fail to start, all bets are considered void and stakes will be refunded.

17.23 First/Last/Anytime Goalscorer

Predict if a player will score first/anytime goal in the match. Own goals are ignored for settlement purposes. If an own goal is scored, the previous or the next goal (if there are any) will be taken into consideration for settlement purposes. If only own goals are scored in the match, it will be considered a No Goalscorer result.

For all leagues (including the NHL), bets are settled according to regular time only. Stakes on players not included in the match lineup will be void.

If a match is abandoned after the first goal has already been scored, bets on First Goalscorer market and on Anytime Goalscorer market for players, who have already scored, will stand. All other bets placed on Anytime Goalscorer market will be void.

If a match is abandoned before a first goal is scored, all bets will be void.

17.24 Odd/Even

A prediction of whether the total number of accumulated goals in a match will add up to an odd or even number.

Any match resulting in 0-0 will be settled as an even number of goals.

17.25 Exact Score

Predict the score at the end of regular time (except NHL).

If an exact score occurs that is not an option in our offer, all bets are lost.

17.26 Double Chance

A Double Chance bet allows you to cover two of the three possible outcomes in a match with one bet.

The following options are available:

1 or X - if the result is either a home win or a draw, bets on this option are winners.

X or 2 - if the result is either a draw or away win, bets on this option are winners.

1 or 2 - if the result is either a home win or an away win, bets on this option are winners.

All bets are valid for regulation time in all leagues

17.27 Time of 1st Goal

If a match is abandoned after the first goal is scored, all bets stand.

If a match is abandoned before a goal is scored, all bets are void.

If a match ends without a goal being scored, all bets are void. This Bet Type is settled excluding Overtime.

As soon as a game starts, it is deemed to be in the first minute, so for example, a goal scored after 24 minutes and 16 seconds is settled as having been scored in the 25th minute.

17.28 Overtime

Predict whether the game will go to overtime or not

17.29 Most Goals

Predict in which period the most goals will be scored.

If 2 or more periods have the same score, all bets will be void.

Most goals excludes overtime (including NHL).

17.30 1st To 3 Goals

Predict which team will be the first to score 3 goals. Over time is included for this bet type for all leagues. All penalty shootouts will be considered as one goal. For example: if team A is the first team to score in a penalty shootouts when the regulation time is tied with 2:2, and team B won the penalty shootouts, then team B is the first team to score for this purpose.

17.31 Finishing Position

Predict which team will be ahead in final tournament position.

If one or more teams fail to start the tournament, all bets are considered void and stakes will be refunded.

17.32 Shots on Goal

Shots on Goal is similar to Handicap and Over/Under Wager.

Win/loss is determined by the number of shots on target by both teams, then comparing with the handicap given before the game start.

17.33 Relegation

If a team is removed from the league/tournament before the season has started, all bets on that market will be void, and a new relegation book will be opened.

17.34 Winner

Bets settled on final league/tournament position include playoffs.

17.35 Group Winner

Bets settled on final Group position.

17.36 Series score

Bets are void if the statutory number of games (according to the respective governing organizations) are not completed or are changed.

17.37 Elimination Stage

Predict in which stage of a tournament a team will be eliminated.

17.38 Penalty

Predict which penalty type will be first to be awarded.

17.39 Team To Win All 3 Periods

Predict if one of the two Teams will win all of the three Periods in the match.

17.40 Race To Goals (2,3,4,5)

Predict which of the two Teams will reach the goals figure first. Neither Team added as an optional selection.

17.41 Both Teams To Score At Least 2 Goals (3 Goals)

Predict if both of the Teams will score 2 or more goals in the match.

17.42 To Win To Nil

Predict which of the two Teams will manage to win the match without conceding a goal in regular time.

17.43 Highest Scoring Period

Predict which of the three Periods will have most goals scored in it.

17.44 Method Of Winning

Predict what will be the winning method of the match – after: Regular Time, Overtime or Penalties

17.45 1st Period/Full Time

Predict which of the two Teams will be winning at the end of the 1st Period and of Regular Time in one combined bet type.

17.46 Players

If the relevant player doesn't get any playing time in the match, bets on him will be void. Any stats achieved in overtime (if played) will be taken into account for settlement purposes. Win/Loss is determined by a comparison between the stats achieved by the named player and a pre-given number of stats.

A settlement will be made according to the statistics provided by the official site of the Tournament in which the game is played.

18 MMA/UFC

18.1 General

Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

If an event is postponed bets are void.

If the scheduled number of rounds in a fight change, bets placed on this market will stand.

Decisions

If the decision is a Majority win, then this will be classed as a Split Decision. If the fight does not go the distance, then all bets will stand. If we have an Unanimous decision bets will be settled involving striking in which all three judges agree on which fighter won the match.

18.2 When will the Fight End & Championship Rounds

If a bout has a Decision/Technical Decision, Points or Draw/Technical Draw then all betting within this market will stand. If the bout results in a No Contest, any bets on rounds that have concluded will stand.

18.3 Fight To Go the Distance

If the bout ends in a Technical Draw (Draw decision prior to the end of the scheduled amount), then distance bets will stand. In the case of a No Contest then bets will be void.

18.4 KO & Round Combos / Submission & Round Combos

If the bout goes to a decision or the alternative method is the outcome then all bets stand.

18.5 Round or Group of Rounds Betting

If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

For betting purposes betting on rounds or groups of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision.

18.6 Total Rounds (Over/Under)

Predict whether the fight will finish under or over a specified number of rounds.

For “Total Rounds” settlement purposes, 2 minutes and 30 seconds will represent half a round (if the round lasts for 5 minutes). For example, for a bet on “Over 1.5 rounds” to be a winner, the fight must last beyond 2 minutes and 30 seconds in round 2. If the number of rounds in a fight is changed after “Total Rounds” markets have been set, then all bets on these markets will be void.

If a fighter withdraws in the period between rounds, the fight will be deemed to have ended in the previous round for “Round Betting” settlement.

Should the scheduled number of rounds be changed before the fight, all “Round Betting” bets will be made void.

18.7 Settlement of Bets

Bets will be settled on the official result given by Judges after the bout has concluded, and will not be affected by any future appeals or amendment to the result (unless the amendment was made because of a human error made when announcing the result).

19 Motor Racing

19.1 General

If a race or qualifier is postponed for any reason, all wagers will remain valid for 48 hours.

19.2 Formula One Racing - Race Outright

All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), the sports governing body, at the time of the podium presentation.

19.3 Championship Outright

Wagers will be graded as per FIA classification immediately after the final race of the Season and will not be affected by any subsequent penalties or demotions.

19.4 Constructors

Each participant is priced to be the top constructor over the Formula 1 season in accordance with Constructors Championship standings, and rules as specified by the FIA.

19.5 First Retirement

First Retirement bets will have action once the 1st formation lap starts. A winning bet is on the constructor or driver of the first car to retire. Should more than one car/driver retire on the same lap then dead-heat rules apply.

19.6 Fastest Lap

The official FIA result at the time of the podium presentation for the race will be used.

19.7 Podium Position

The result for settlement is at the time of the podium presentation.

Subsequent disqualifications and/or appeals will not affect bets.

19.8 Head to Head

Two drivers may be paired for betting purposes and prices offered on which of them will finish in a higher position in a specific race.

In the event neither driver finishes the race, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of full laps, bets will be void.

19.9 NASCAR - Outright Race

The Official NASCAR winner of the race shall be the winner of the race for wagering purposes; this includes all races which are halted prematurely for any reason.

Any drivers who do not qualify for the race will be deemed no action, i.e. all bets on such driver will be declared void.

19.10 Rally

All race bets are settled on the official classification as defined by the official race organizers and will not be affected by any subsequent enquiries.

19.11 MOTORBIKES - Championship Outright

All-in compete or not. Bets will be determined by the number of points accumulated following the podium presentation of the final race of the season and will not be affected by any subsequent enquiries.

19.12 Race Outright

Non-Runner no-bet.

The podium positions will be used to determine the winner for betting purposes.

Subsequent disqualifications and/or appeals will not affect bets.

20 Netball

20.1 General

In the event of a match starting but not being completed all bets will be void unless stated otherwise in the rules. All bets will be settled based on the regular time result only, unless otherwise stated in the rules.

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

If a match is postponed or abandoned for any reason all bets will be void, unless re-arranged and played in the same day or stated otherwise in the rules. An exception is made if we advertise incorrect starting time.

If a market is offered as 2Way and happened to finish with a draw result, Push rules apply.

20.2 Outright

Predict the winner of the league/tournament. Bets will be settled according to the final standings, including playoffs if played, unless otherwise stated.

20.3 Money Line

Predict the outcome:

1 – Home team wins

X – Draw

2 – Away team wins

20.4 Spread

Predict the winner, applying the given handicap (spread) to the result.

20.5 Over/Under

Predict whether the total points scored by both teams will be over or under a given number.

20.6 1st/2nd Half

Bets (money line, spread, over/under) on halves will be settled according to the relevant half score only. A relevant Half must be completed for bets to stand, unless they are already determined. If the game is suspended in the second half, first half bets will be settled, the others will be void.

20.7 1st/2nd/3rd/4th Quarter

Bets (money line, spread, over/under) on quarters will be settled according to the relevant quarter result only. A relevant quarter must be completed for bets to stand, unless they are already determined. If the game is suspended - bets on finished quarters will be settled, while bets on running as well as not started quarters will be void, unless bets on the running quarter are already determined. For example: a game is suspended in the 3rd quarter:

- bets on 1st and 2nd quarters will be settled
- if there are any O/U bets on the 3rd quarter that could be settled, they would be
- all other bets will be void.

21 Rugby League / Union

21.1 General

All games must start on the scheduled date (local stadium time) for bets to have action.

If a match is postponed or abandoned for any reason all bets are void, unless re-arranged and played on the same day or stated otherwise in the rules. The exception is if we advertise an incorrect kick off time.

Unless otherwise stated Rugby 7s (sevens) & 10s (tens) match bets are settled on the specific tournament regulation play and exclude extra-time (overtime) if played.

All Rugby bets are settled on 80 minutes' play. The term "80 minutes' play" includes any stoppage time unless otherwise stated.

If a venue is changed from the one advertised then all bets on that match are void. In the event of a change of opponent from the one advertised, then all bets for that match are void.

21.2 1st Half

Bets are settled on the first half result only.

Bets are void if the match is abandoned before half time.

If a match is abandoned during the second half then all first half bets are still valid.

21.3 2nd Half

Bets are settled on the second half result only.

21.4 10 Minute Betting

Includes: 2 Way/3 Way Money Line; Handicap; Over/Under; Total Tries; Total Team Tries; Total Team Points; Winning Margin.

Predict what will be the game Score in the first 10 minutes of the match. The designated 10 minute period must be completed for bets to stand. All bets will be settled according to the Result which occurred between kick-off and 9:59 minute.

21.5 Team to Score most Tries 3 Way Money Line and Handicap

Predict which Team will score the most Tries in the match.

21.6 1st Team Try

Predict which team will score the first try in the match.

21.7 Will the 1st Try be Converted

Predict whether or not the first try in the match will be converted.

21.8 Total Match Points

Predict the total number of points scored in the match.

21.9 Total Match Tries

Predict whether the total number of tries scored in the match will be over or under a specific figure.

21.10 Total Team Points Odd/Even

Predict whether the total number of points scored in the match will be an odd or an even number.

21.11 Total Team Tries Odd/Even

Predict whether the total number of points scored by the home/away team in the match will be an odd or an even number.

21.12 Total Team Points – Home and Away

Predict the total points scored by the home/away team in the match.

21.13 Total Team Tries – Home and Away

Predict whether the total number of tries scored by the home/away team in the match will be an odd or an even number.

21.14 Race To Points

Predict which team will be the first to reach desired certain number of points – Home Team / Away Team / Neither selections are available for betting.

21.15 Time of 1st Try/Time of 1st Try 2nd Half

Predict whether the first try will be scored before or after a specific time.

21.16 Outright

Bets are settled on final league position include playoffs unless stated otherwise.

21.17 Group Winner

Bets are settled on final Group position.

21.18 To Qualify

Predict the team to qualify. Settlement will include extra time and kicking competition if played.

21.19 First to score/Last to score

First/Last team to Score means betting on which team will score the first or the last point in a match.

If an Event is completed without any point being scored then all wagers on First/Last Team to Score are void.

If an Event is abandoned after a point is scored then all bets on First Team to Score stand, while bets on Last Team to Score are void. If an Event is abandoned without any point being scored then all wagers on First/Last Team to Score are void.

21.20 Halftime/Fulltime

Predict the result of a match at half-time and at full-time.

Example: If you chose 1/X, you bet on the home team to lead in the first half and the match ending in draw.

21.21 Highest Scoring Half

Predict in which half most points will be scored.

Bets are void if the match is abandoned.

21.22 Winning Margin

Predict which team will win the match and the victory margin. Settlement is executed upon the regular time result only.

21.23 Tryscorer Betting

Predict who will be First/Last/Anytime Tryscorer from list of Players. Penalty tries **do not count**. In the event of a penalty try, settlement is deferred to the next awarded try.

Bets on players not taking part in the match will be void.

21.24 Rugby Union Pre-Match

Draw No Bet

Predict which team will win the match in 80 minutes, excluding the draw.

All bets will be void if the match is not completed.

3 Way Handicap

Predict which team will win the match after the handicap scores have been applied, including the handicap draw

All bets will be void if the match is not completed.

Winning Margin 5 Way

Predict the winning margin and team of the match.

All bets will be void if the match is not completed.

Winning Margin 17 Way

Predict the winning margin and team of the match.

All bets will be void if the match is not completed.

Double Result/Half Time – Full Time

Predict the correct result at half time and at full time.

All bets will be void if the match is not completed.

First Scoring Play 6 Way

Predict the first scoring play and team of the match.

If the match is not completed then all bets are void unless the market has already been determined.

Team A Points

Predict the total number of Team A points in the match

If the match is not completed then all bets are void unless the market has already been determined.

Team B Points

Predict the total number of Team B points in the match

If the match is not completed then all bets are void unless the market has already been determined.

Total Tries

Predict the total number of tries in the match

If the match is not completed then all bets are void unless the market has already been determined.

Team A Tries

Predict the total number of Team A tries in the match

If the match is not completed then all bets are void unless the market has already been determined.

Team B Tries

Predict the total number of Team B tries in the match

If the match is not completed then all bets are void unless the market has already been determined.

Half Time 3 Way Winner

Predict which team will be winning at half time, including the draw.

If the half is not completed then all bets are void.

Half Time Draw No Bet

Predict which team will be winning at half time, excluding the draw.

If the half is not completed then all bets are void.

Half Time 3 Way Handicap

Predict which team will be winning at half time after the handicap score have been applied, including the draw.

If the half is not completed then all bets are void.

Half Time 2 Way Handicap

Predict which team will be winning at half time after the handicap score have been applied, excluding the draw.

If the half is not completed then all bets are void.

1st Half Points

Predict the total number of points at half time.

If the half is not completed then all bets are void unless the market has already been determined.

Race to 10,20,30,40 Points

Predict which team will reach the designated points total first, including neither team.

If the match is not completed then all bets are void unless the market has already been determined.

Total Points Odd/Even

Predict whether the total number of points in the match will be odd or even.

All bets will be void if the match is not completed.

Alternative 2 Way Handicap

Predict which team will win the match after the handicap scores have been applied
All bets will be void if the match is not completed.

Alternative Total Points

Predict the total number of points in the match. If the match is not completed then all bets are void unless the market has already been determined.

22 Snooker & Pool

22.1 General

Non-Runner no-bet - With the exception of bets placed on any player who takes part in a given tournaments' qualifying but fails to qualify for the main tournament. Such bets will be deemed losers for settlement purposes. All participants in a given tournament will be priced to win the tournament outright. Each-Way betting is available. Details are displayed under the competition title.

22.2 Money line

Predict which player will win the match.

In the event of a match starting but not being completed the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

In the event of a match not starting at all, all bets are refunded.

22.3 Handicap Betting (including Alternatives)/Asian Handicap/Frame Betting/Total Frames(including Alternatives)/Asian Total/Correct Score

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. In the event of a disqualification or retirement bets will be void.

In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.

22.4 Over/Under

If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. In the event of a disqualification or retirement bets will be void.

In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets are refunded.

22.5 1st Frame Markets

In the event of the first frame not being completed bets will be void, unless the outcome has already been determined.

First Legally Potted Colour/To Pot First Ball/To Pot Last Ball - In the event of a re-rack the original frame will count for settlement purposes providing a colour/ball has been potted. Settlement will be determined by official tournament sources. Betting does not include foul shots.

First Frame Player Total Points Odd/Even - For settlement purposes zero counts as Even.

First Frame Total Points – In the event of a re-rack all points count towards First Frame Total.

First Frame Breaks – In the event of a re-rack breaks of above 50 and 100 count before and after a re-rack is agreed. First Frame Foul – In the event of a re-rack a foul can occur anytime before or after a re-rack is agreed.

22.6 Match to go to the Deciding Frame

If the original scheduled number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void. All bets void if match is not completed.

22.7 147 in the Match

In the event of a match starting but not being completed bets will be void, unless the outcome of the specific market is already determined.

22.8 Number of Centuries in the Match

If the original scheduled number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void, unless the outcome has already been determined. In the event of a disqualification or retirement bets will be void.

22.9 Highest Break in the Match

In the case of a re-rack only the highest break in the officially counting frame will determine settlement. Dead-heat rules apply. If the original scheduled number of frames in a match are not completed, changed, or different from those offered for betting purposes, bets will be void.

22.10 Half Time/Full Time

Predict the result after the first 4 frames and the overall winner of the match.

All bets void if match is not completed.

22.11 1st to 3 Frames

Predict which will be the first to reach 3 Frames.

Either player must win 3 frames for bets to stand.

22.12 Score After 1st 4 Frames

The first 4 frames must be completed for bets to stand.

23 Volleyball

23.1 General

If a match is not completed, all full time bets will be void.

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

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules. An exception is made if incorrect kick off time is announced on our website.

23.2 Live-Betting

If the event is not completed, all bets will be void. Exceptions are made for bets on sets which are already over, in this case the bets will be settled.

Points are considered regardless of whether they are scored before or after the bet is placed.

23.3 Winner

Predict the winner of the game. A best-of-five sets format is used. Golden Set is not counted for settling purposes.

23.4 Handicap

Predict the winner of the game in sets. Bets are determined by sets accumulated by both teams, applying the given handicap. Bets are void if the statutory number of sets is not completed, or changed.

23.5 Over/Under

Predict over or under a given number of sets will be played in order for the winner to be determined.

23.6 Set Score

Predict the sets' score at the end of the match.

Bets are void if the statutory number of sets is not completed, or changed.

23.7 Total Points

Total Points is similar to Handicap and Over/Under Wager. Win/loss is determined by the number of points accumulated by both teams, and then by comparing these points with the handicap and/or over/under given before the match started.

23.8 1st/2nd/3rd/4th/5th set Winner

Predict the winner of the relevant set.

23.9 1st/2nd/3rd/4th/5th Handicap

Predict the winner of the relevant set, considering the given **point** Handicap.

23.10 1st/2nd/3rd/4th/5th set Over/Under

Predict if the sum of the points scored by both teams in the relevant set will be over or under a given number.

23.11 Match Odd/Even, 1st/2nd/3rd/4th/5th set Odd/Even

Predict if the sum of the points scored by both teams in the match/relevant set will be an odd or an even number.

23.12 1st/2nd/3rd/4th/5th set Winning Margin

Predict by how many points a named team will win the relevant set.

23.13 1st/2nd/3rd/4th/5th set exact score

Predict the correct score in points of the relevant set.

23.14 Total team points

Predict if the points scored in the match by a relevant team will be over or under a given number.

23.15 Outright

Predict the winner of the relevant competition. Bets are settled according to the final league position, after play offs (if played), unless otherwise stated.

23.16 Group Winner

Bets are settled according to the final Group position.

24 Gaelic Sports

24.1 General

All bets are settled on the regular time result. Extra time does not count, unless otherwise specified.

All games must start on the scheduled date (local time) for bets to have action. An exception is made if incorrect kick-off time is announced on our website. If a match venue is changed, bets will stand as long as home team is designated as such. If the home and away team for a listed match are reversed, then bets based on the original listing will be void.

Abandoned or postponed matches are void unless rearranged and played on the same date (local time) or stated otherwise in the rules.

For settlement purposes a goal is counted as 3 points and a point as 1 pt in order for the final score to be determined.

24.2 Outright

All outright bets shall stand irrespective of changes in season format or length.

24.3 Money line

Predict the winner of the game. There are 3 possible outcomes::

1 – Home team wins

X – Draw

2 – Away team wins

24.4 Spread

Predict the winner of the game, applying the given handicap to the final score (goal=3, point=1). If a market is offered as 2way (without a price for the tie) and after a handicap has been applied the result is a draw, bets will be refunded. .

24.5 Over/Under

Predict if the points scored by both teams, including goals (1 goal=3points) will be over or under a given number.

24.6 Half-time/Full-time

Predict the outcome at the end of the 1st half and the full time result. Extra time does not count. If a game is abandoned, bets will be void.

24.7 1st Half: Money line, Spread and Over/Under

Bets will be settled on the first half result only. If a match is abandoned before half time, bets will be void. If a match is abandoned during the second half, then all first half bets are still valid.

25 Greyhounds

25.1 General

Bets on Greyhound Racing are accepted for all BAGS (Bookmakers Afternoon Greyhound Service) Meetings, BEGS (Bookmakers Evening Greyhound Service) Meetings, races covered live on terrestrial TV or Sky Sports and selected other meetings in the **UK and Ireland** that are covered by a full service on SIS and where we specifically advertise acceptance or where betting opportunities are available on the site.

Bets are settled on the official result called by the judge and any subsequent amendments will be ignored for settlement purposes.

Unless a show, early or ante post price is either offered or requested, all bets on greyhound racing will be settled at starting price returns. The starting price (SP) is the price available at the 'off' of a race. Where a **(OPERATOR)** SP or an industry SP is returned, this will take precedence over any other declared SP and will be used to settle bets where a no show, early or ante post price is requested. Where no SP is returned and no show, early or ante post price is requested, settlement will be based on the final show of betting transmitted by SIS. Where no betting shows are transmitted, greyhound bets will be void.

We cannot be held responsible for any errors or omissions in respect of accuracy in publishing or issuing of prices or information, despite every effort being made to ensure total accuracy. We reserve the right to correct these errors.

25.2 Each way

Bets are accepted on win or each way. Using the each way checkbox will double the unit stake placed on the winner selection. It will contain one bet on the Winner and another bet on the Place. Terms will be written in the header of the event eg. E/W 1/4 1-2

Number of Runners	Not Handicap race
2 - 4	Win Only
5 - 7	¼ odds for Place 1, 2
8	1/5 odds for place 1, 2, 3

The each way terms shown above are determined by the number of runners at the start of a race, not by when the bet was placed. If you place an each way bet for a race that is win only, the total stake will be invested in a win. For the purpose of settlement, each way doubles, trebles etc. are settled as two distinct bets, i.e. win on 'to win' and place on 'to place'.

Each way bets are not accepted on unnamed favourites.

25.3 Ante post

Standard Ante Post rules apply.

25.4 Show/Early Prices

Show prices are the current prices on offer at the course during the period before a race. Early prices are special prices compiled by **(OPERATOR)** and are usually offered up until 15 minutes before the off of a race. Prices are subject to fluctuation. If you want a bet at show/early price you must request it at the time of placing your bet.

In the case of a non-runner, any bets at show prices or early prices will be settled at the starting price.

25.5 Re-Runs

Where a race has been declared a no-race and is re-run, all bets will stand for the greyhounds that take part in the re-run. The prices returned on the re-run will govern the settlement. Show/Early prices will stand for a re-run unless there is a non-runner, in which case all bets will be settled at the SP. A re-run greyhound race is taken in the order in which it was originally placed in the programme, irrespective of the time at which it was re-run. Where a race has been declared a no-race and is not re-run, all bets for that race will be made void and will not count for any additional race.

25.6 Forecasts

A Straight Forecast is a bet where you name two selections to finish 1st and 2nd in the correct order in a specified event.

A Reverse Forecast is a bet where you name two selections to finish 1st and 2nd in any order in a specified event.

A Combination Forecast is a bet where you choose three or more selections, with any of these to finish 1st and 2nd in a specified event.

Any winning Forecast is paid according to the official Computer Forecast return, which is declared to a £/€//\$1 stake.

Forecasts will be accepted only in races of three or more runners and will be settled in accordance with the officially declared SP Computer Forecast Dividend. In races with fewer than three runners, the forecast bet will be declared void.

If one of the selections becomes a non-runner in a forecast bet, the total stake will be placed on the other remaining selection as a win single bet at the SP.

In a Combination Forecast, where a selection becomes a non-runner, the total stake of the bet will be divided equally between the possible forecast combinations, with the remaining selections and the forecasts, including the non-runner, becoming singles.

In the event of a dead heat, separate dividends will be declared for all the runners involved in the dead heat and forecast.

Unnamed favourites are not accepted for forecast betting.

Forecasts are accepted for singles only.

25.7 Tricasts

A Tricast is a bet where you name the first three selections to finish first, second and third in the correct order in a specified race, in races where a Computer Forecast Dividend is declared.

A Combination Tricast is a bet where you name three selections to finish first, second and third in any order.

Any winning Tricast is paid out according to the official Computer Tricast return which is declared to a £/€//\$1 stake.

Tricasts are offered on all races with 4 or more runners. If one of the selections in a tricast bet becomes a non-runner, the bet will be settled as a forecast on the remaining selections in the

order they were selected. If two of the selections in a tricast become non-runners, the bet will be settled as a win single on the remaining runner.

In the event of two or more runners dead-heating for first, second or third place, separate dividends will be declared and paid for each qualifying tricast. In fixed price tricasts, the full odds will be paid with the stake being split according to the number of runners which dead-heat.

Unnamed favourites are not accepted for tricast betting.

Tricasts are accepted for singles only.

25.8 Favourites

Bets on the Favourite are accepted win-only at the starting price. Early prices or board prices cannot be taken on unnamed favourites.

The favourite is the greyhound quoted at the shortest odds in the official starting prices.

Where you nominate the favourite and two or more runners start at the same odds and these odds are shorter than those quoted against any other, then these two are equal first favourites and equal second favourites.

If two or more co-favourites are selected, the stake will be divided equally between them and paid at full odds.

26 Winter Sports

26.1 General

All bets are settled according to the official results of winter sports federations governing the relevant race, even if not all of the scheduled events are held. Bets will be settled according to the official result declared after the race has finished. Any later appeals and disqualifications will not affect bets.

If an event does not take place as scheduled, unless it is postponed due to weather conditions, all bets are void. An exception is made if incorrect kick-off time is announced on our website.

If an event is abandoned or suspended and not staged within 36 hours (local time) and on the same field (track) all bets are void.

There is an exception of the above rule for Winter Olympic events.

Bets on any participant who takes part in qualifying for a specified event but then fails to qualify for the main Round(s) will be classed as losers.

Dead heat rules apply.

26.2 Outright

Predict the winner of the stage, race (it will be specified in the name of the outright). If the participant does not start the official event, bets will be void.

26.3 Podium Position

Predict if a participant will finish on the podium (1st, 2nd or 3rd place). If the participant does not start the official event, bets will be void.

26.4 Head to head / Winner Full Time

Both participants must start the race for bets to stand. If both of them don't finish the event, bets will be void, unless it is a multistage event. In that case the player that completes later

stage will be settled as winner. For example if Player A withdraws or gets disqualified in 1st Round and Player B finishes 1st Round, Player B will be the winner.

If both of them withdraw or get disqualified at the same stage – bets will be void.

27 Bowls

A match must be played within 48 hours of the original scheduled start time for bets to stand. If a match does not take place for any reason (e.g. a player withdraws injured) all pre-match bets will be void and stakes returned. In the event of a match starting but not being completed then the player progressing to the next round will be deemed the winner.

For the following markets bets are void if the statutory number of sets are not completed or are changed. In the event of a set starting but not being completed, the following markets will be void, unless the specific market outcome is already determined:

Match Handicap

Total Points (2-Way)

Total Sets

Total Points Odd/Even

Player Total Points (2-Way)

If no draw selection is offered and a match finishes in a tie, then the result at end the of the tie-breaker will be used for settlement purposes. If no draw selection is offered and no tie-breaker takes place, then all bets on the match betting market will be void.

28 Other Sports

28.1 General

All games must start on the scheduled date (local time) for bets to have action.

Abandoned or postponed matches are void unless rearranged and played in the same date (local time) or stated otherwise in the rules. The exception is if we advertise an incorrect start time.

Should any match be played prior to the date or start time denoted then bets will stand provided the wager is placed not later than the revised start time.

If a match venue is changed then bets will be void unless stated otherwise.

In 2-way markets push rules apply unless otherwise stated. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

For the Olympics, following rules will apply:

- The podium presentation will determine the settlement of the bets.
- Subsequent disqualifications and/or appeals will not affect bets.

28.2 Badminton

In the event of any of the named players in a match changing before the match starts then all bets will be void.

If the event starts but not being completed then all bets will be void.

28.3 Beach volleyball

In the event of any of the named players in a match changing before the match starts all bets will be void.

In the event of a match starting but not being completed then all bets will be void.

28.4 Floorball

All matches played will be settled on the score at the end of regulation time and will exclude overtime if played.

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

28.5 Futsal

All match markets will be settled on regulation time, unless stated otherwise.

Regulation time must be completed for bets to stand unless otherwise stated.

28.6 Hockey

If the event takes place at a different venue then bets will be made void and stakes returned.

All match odds are based on the result at the end of a scheduled 70 minutes play unless otherwise stated. Bets are settled on the score standing at the end of the scheduled 70 minutes including any added injury or stoppage time. This scheduled period does not include extra time or time allocated for a penalty stroke shootout. Any hockey match abandoned before the completion of 70 minutes play will be void unless the match is rearranged and played the in the same day.

Where the venue of any arranged match is changed the selection will be void.

28.7 Table tennis

In the event of any of the named players in a match changing before the match starts all bets will be void. In the event of a match starting but not being completed, all bets will be void.

28.8 Water polo

All match markets will be settled on regulation time, unless stated otherwise.
Regulation time must be completed for bets to stand unless otherwise stated.
In the event of a match starting but not being completed then bets will be void.

28.9 Athletics

For Outright bets, all bets stand except for those placed on competitors not competing in first round /qualification.

28.10 Kayak

The competitors must pass the starting line for bets to stand, otherwise bets will be void.

28.11 Gymnastics

The competitors must start one round for bets to stand, otherwise bets will be void.

28.12 Shooting

The competitors must start one round for bets to stand, otherwise bets will be void.

28.13 Surfing

Outright bets predict the winner of the league/tournament. Bets will be settled according to the final standings, unless otherwise stated.

28.14 Swimming

The competitors must pass the starting line for bets to stand, otherwise bets will be void.

28.15 Triathlon

The competitors must pass the starting line for bets to stand, otherwise bets will be void.

28.16 Rowing

In the event of a race starting but not being completed then all bets will be void.

28.17 Speedway

If a match is postponed prior to its scheduled start date/time then bets will be void unless it is rescheduled to start within 24 hours.

All markets will be settled based on the result after the completion of the final heat.

28.18 Cycling

All bets are settled on the result at the time of the podium presentation. Any disqualification or appeal leading to change in the results made after that will not be taken under consideration.

Bets made on players who don't start relevant race will be voided.

Race/Stage Winner

Predict which cyclist or team will win the Race/Stage in question.

Individual/Team Head 2 Head

Predict which team/cyclist will achieve higher finishing position in the race. All teams/cyclists in question should start the race, otherwise bets will be voided. At least one of the teams/cyclists in question should finish the race, otherwise bets will be voided.

Special bets

Predict the winner of a special category in the race, such as 'King of the Mountains', 'Best sprinter', 'Best young player' etc., which are awarded with relevant coloured jersey (red, green, white, etc.)

28.19 Horse Riding (Equestrian)

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. Bets stand regardless of riders changing named horses during an event.

28.20 Fencing

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - Prices are offered for each participant to win the duel and in the event of a draw all bets will be void and stakes returned. If either participant is replaced with another fighter all bets will be void and stakes returned.

28.21 Weight Lifting

All-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

28.22 Judo

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

28.23 Wrestling

The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - In the event of a draw all bets will be void and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

28.24 Modern Pentathlon

Participants must pass the starting line for bets to have action otherwise bets will be void and stakes returned. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

28.25 Taekwondo

Outright Betting is all-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Prices are offered for each fighter to win the fight and in the event of a draw all bets will be void and stakes returned. If either fighter is replaced with another fighter all bets will be void and stakes returned.

28.26 Archery

Outright Betting is all-in compete or not. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Match Betting - In the event of a match starting but not being completed the following markets will be void, unless the specific market outcome is already determined:

To Win Match

Total Points (2-Way)

Set Winner (3-Way)

End Winner (3-Way)

For betting purposes Extra Arrows will count.

28.27 Sailing

All-in compete or not. Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

To Win Match - In the event of a race starting but not being completed then the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

28.28 Curling

Full Time Money Line

Predict which team will win the match. If the match is not completed, all bets are void.

Full Time Handicap

Predict which team will win the match after the handicap scores have been applied. All bets will be void if the match is not completed.

Full Time Over/Under

Predict the total number of points in the match. If the match is not completed then all bets are void unless the market has already been determined.

Outright

Predict the team that will win the tournament. Bets will be settled on the official standings.

29 Soccer Aggregates

29.1 General

In-Play Aggregates is a new set of betting markets covering a group of events that all start at, or around the same time.

The markets are settled based on the aggregate result of all the matches.

For example, if on a Tuesday night six Champions League matches start at the same time (22:00), the In-Play Aggregate markets cover all six games. Players can then bet in-play on the aggregate for all six games, such as Over/Under 22.5 goals.

Note: In-Play Aggregates is currently only available on mobile.

The In-Play Aggregates Event View can be accessed from:

- An icon on the Live Carousel
- Live Summary on Homepage

Links on the Hamburger Menu (both Sports and Live Tabs)

It contains Statistics and Incidents Widgets updated in real time using the Sports Data API.

If one of the matches in the aggregated event, is delayed with more than 5 minutes or postponed/abandoned, then whole aggregated event will be cancelled.

29.2 1X2 - Match Winner

Predict the final result of the aggregated event. All bets will be void if the match is not completed.

29.3 FT Asian HC

Predict which team will win the match after the handicap scores have been applied, excluding the handicap draw.

All bets will be void if the match is not completed.

29.4 FT O/U

Predict the total goals scored in the aggregated event. If the event is not completed, then all bets are void unless the market has already been determined.

29.5 Total Goals

Predict alternative total goals scored in the aggregated event. If the event is not completed, then all bets are void unless the market has already been determined.

29.6 Total Team Goals

Predict total goals scored by a certain side in the aggregated event.

If the event is not completed, then all bets are void unless the market has already been determined.

29.7 All Teams To Score

Predict whether all teams in the aggregated event with score at least one goal each. If the event is not completed, then all bets are void unless the market has already been determined.

29.8 Winning Margin

Predict the team to win the match and the victory margin. All bets will be void if the match is not completed.

29.9 3way Handicap

Predict which team will win the match after the handicap scores have been applied, including the handicap draw. All bets will be void if the match is not completed.

29.10 Halftime/Fulltime

Predict the result of the aggregated event at halftime and at the end of regular time. All bets will be void if the match is not completed.

29.11 First Team To Score

Predict which team will score the first goal in the aggregated event. If the event is not completed, then all bets are void unless the market has already been determined.

29.12 Last Team To Score

Predict which team will score the last goal in the aggregated event. All bets will be void if the match is not completed.

29.13 1st Home Team To Score

Predict which home team will score first in the aggregated event. If the event is not completed, then all bets are void unless the market has already been determined.

29.14 1st Away Team To Score

Predict which away team will score first in the aggregated event. If the event is not completed, then all bets are void unless the market has already been determined.

29.15 All Home Teams To score

Predict whether all the home teams in the aggregated event will score at least one goal each. If the event is not completed, then all bets are void unless the market has already been determined.

29.16 Total Goals 1st Half

Predict the total goals scored in the 1st Half of the aggregated event. If the half is not completed, then all bets are void unless the market has already been determined.

29.17 Total Team Goals 1st Half

Predict alternative total goals scored in the 1st Half of the aggregated event. If the half is not completed, then all bets are void unless the market has already been determined.

29.18 All Away Teams to Score

Predict whether all the away teams in the aggregated event will score at least one goal each. If the event is not completed, then all bets are void unless the market has already been determined.

30 Singles, Accumulators and System Bets

Broaden your betting possibilities by going beyond the 1 selection opportunities offered by singles betting... Discover a world of winning chances across multiple selections with Accumulators and System bets...

30.1 Singles and Accumulators

Bet name	No. of Selections
Single	1
Double	2
Treble	3
4-Fold	4
5-Fold	5
6-Fold	6
7-Fold	7
8-Fold	8
9-Fold	9
10-Fold	10
11-Fold	11
12-Fold	12
13-Fold	13
14-Fold	14
15-Fold	15

16-Fold	16
17-Fold	17
18-Fold	18
19-Fold	19
20-Fold	20

In all cases, all selections must be successful to be a winner. If one or more selections from the accumulator are cancelled, the bet stands as soon as at least one of the remaining selections is settled as a winner or loser.

Push

This is a game / selection that is tied after taking the handicap/spread into account. All bets will be void.

Non-Runner

A non-runner is a selection that is named but doesn't take part in the event. If your selection is a non-runner, your bet will be void (and your stake returned). If the selection is part of a accumulator (multiple), the bet will become the next accumulative bet down, e.g. a treble becomes a double, a double becomes a single, etc.

Void

In all cases where the term 'void' is used, settlement will be as follows:

- Single bets - stakes will be refunded.
- Accumulator (Multiple) bets - void selections will be treated as non-runners within the bet, meaning If the selection is part of an accumulator (multiple), the bet will become the next accumulative bet down, e.g. a treble becomes a double, a double becomes a single, etc.

30.2 System Bets

30.2.1 What is a system bet?

System bets are similar to accumulators or accumulators in that you choose several selections within one bet, but all possible combinations of bets from those selections are covered, with the advantage of winning even if not all picks are winners.

Systems bets are presented as two numbers separated by a slash: eg. 2/4, with the first number denoting the type of bets involved (in this case, doubles), and the second number denoting the number of selections involved.

For example, in a 2/4 system bet, you would choose 4 selections and click on the System tab at the top of the bet slip, where you would then see your system bets options. The 2/4 system bet is made up of the 6 possible combinations using your 4 selections, so a stake of £0.50 would cost £3. Even if only 2 of those possible combinations were winners, your bet would win, with the return amount dependant on how many possible combinations actually win. If none or only one of your picks wins, your system bet loses. When you place your system bet, the amount of winnings shown is the maximum winnings possible if all picks win.

You can see the details of active system bets by checking Open Bets under My Account.

30.2.2 Systems involving 3 selections

System 2/3

A 2/3 system consists of 3 bets involving 3 selections in different events - 3 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/3 costs £3.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
3	-	3	-	-	-	-	-	-

Trixie

A Trixie consists of 4 bets involving 3 selections in different events, 3 doubles and 1 treble. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Trixie costs £4.

Number of bets placed	Single bet	Accumulator bet
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		Double	Treble	4folds	5folds	6folds	7folds	8folds
4	-	3	1	-	-	-	-	-

Patent

A patent consists of 7 bets involving 3 selections in different events, 3 singles, 3 doubles and 1 treble. Any one winning bets guarantees a return. More winning bets means a higher return. Please note that a £1 Patent costs £7.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
7	3	3	1	-	-	-	-	-

30.2.3 Systems involving 4 selections

System 2/4

A 2/4 system consists of 6 bets involving 4 selections in different events - 6 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/4 costs £6.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
6	-	6	-	-	-	-	-	-

System 3/4

A 3/4 system consists of 4 bets involving 4 selections in different events - 4 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/4 costs £4.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds

4	-	-	4	-	-	-	-	-
---	---	---	---	---	---	---	---	---

Yankee

A Yankee consists of 11 bets involving 4 selections in different events, 6 doubles, 4 trebles and 1 four-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Yankee costs £11.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
11	-	6	4	1	-	-	-	-

Lucky 15

A Lucky 15 consists of 15 bets involving 4 selections in different events, 4 singles, 6 doubles, 4 trebles and 1 four-fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a £1 Lucky 15 costs £15.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
15	4	6	4	1	-	-	-	-

30.2.4 Systems involving 5 selections

System 2/5

A 2/5 system consists of 10 bets involving 5 selections in different events, 10 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/5 costs £10.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
10	-	10	-	-	-	-	-	-

System 3/5

A 3/5 system consists of 10 bets involving 5 selections in different events, 10 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/5 costs £10.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
10	-	-	10	-	-	-	-	-

System 4/5

A 4/5 system consists of 5 bets involving 5 selections in different events, 5 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 4/5 costs £5.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
5	-	-	-	5	-	-	-	-

Super Yankee

A Super Yankee system consists of 26 bets involving 5 selections in different events, 10 doubles, 10 trebles, 5 four-folds, and 1 five-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Super Yankee costs £26.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
26	-	10	10	5	1	-	-	-

Lucky 31

A Lucky 31 system consists of 31 bets involving 5 selections in different events, 5 singles, 10 doubles, 10 trebles, 5 four-folds, and 1 five-fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a £1 Lucky 31 costs £31.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
31	5	10	10	5	1	-	-	-

30.2.5 Systems involving 6 selections

System 2/6

A 2/6 system consists of 15 bets involving 6 selections in different events, 15 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/6 costs £15.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
15	-	15	-	-	-	-	-	-

System 3/6

A 3/6 system consists of 20 bets involving 6 selections in different events, 20 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/6 costs £20.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
20	-	-	20	-	-	-	-	-

System 4/6

A 4/6 system consists of 15 bets involving 6 selections in different events, 15 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 4/6 costs £15.

Number of bets placed	Single bet	Accumulator bet

		Double	Treble	4folds	5folds	6folds	7folds	8folds
15	-	-	-	15	-	-	-	-

System 5/6

A 5/6 system consists of 6 bets involving 6 selections in different events, 6 five folds. Any five winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 5/6 costs £6.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
6	-	-	-	-	6	-	-	-

Heinz

A Heinz system consists of 57 bets involving 6 selections in different events, 15 doubles, 20 trebles, 15 four-folds, 6 five-folds, and 1 six-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Heinz costs £57.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
57	-	15	20	15	6	1	-	-

Lucky 63

A Lucky 63 system consists of 63 bets involving 6 selections in different events, 6 singles, 15 doubles, 20 trebles, 15 four-folds, 6 five-folds, and 1 six fold. Any one winning bet guarantees a return. More winning bets means a higher return. Please note that a £1 Lucky 63 costs £63.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
63	6	15	20	15	6	1	-	-

30.2.6 Systems involving 7 selections

System 2/7

A 2/7 system consists of 21 bets involving 7 selections in different events – 21 doubles. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 2/7 costs £21.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
21	-	21	-	-	-	-	-	-

System 3/7

A 3/7 system consists of 35 bets involving 7 selections in different events – 35 trebles. Any three winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 3/7 costs £35.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
35	-	-	35	-	-	-	-	-

System 4/7

A 4/7 system consists of 35 bets involving 7 selections in different events – 35 four-folds. Any four winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 4/7 costs £35.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
35	-	-	-	35	-	-	-	-

System 5/7

A 5/7 system consists of 21 bets involving 7 selections in different events – 21 five-folds. Any five winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 5/7 costs £21.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
21	-	-	-	-	21	-	-	-

System 6/7

A 6/7 system consists of 7 bets involving 7 selections in different events – 7 six-folds. Any six winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 6/7 costs £7.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
7	-	-	-	-	-	7	-	-

Super Heinz

A Super Heinz system consists of 120 bets involving 7 selections in different events, 21 doubles, 35 trebles, 35 four-folds, 21 five-folds, 7 six-folds, and 1 seven-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Super Heinz costs £120.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
120	-	21	35	35	21	7	1	-

30.2.7 Systems involving 8 selections

30.2.8

System 2/8

		Double	Treble	4folds	5folds	6folds	7folds	8folds
56	-	-	-	-	56	-	-	-

System 6/8

A 6/8 system consists of 28 bets involving 8 selections in different events – 28 six-folds. Any six winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 6/8 costs £28.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
28	-	-	-	-	-	28	-	-

System 7/8

A 7/8 system consists of 8 bets involving 8 selections in different events – 8 seven-folds. Any seven winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 System 7/8 costs £8.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
8	-	-	-	-	-	-	8	-

Goliath

A Goliath system consists of 247 bets involving 8 selections in different events, 28 doubles, 56 trebles, 70 four-folds, 56 five-folds, 28 six-folds, 8 seven-folds, and 1 eight-fold. Any two winning bets guarantee a return. More winning bets means a higher return. Please note that a £1 Goliath costs £247.

Number of bets placed	Single bet	Accumulator bet						
		Double	Treble	4folds	5folds	6folds	7folds	8folds
247	-	28	56	70	56	28	8	1

31 Handicap Betting

31.1 Asian Handicap

The Asian Line is a special type of handicap used for soccer matches. Depending on the strength of each team, a handicap is issued for the game. This enables the odds for each side to be more similar, allowing for more competitive betting opportunities. All bets on the Asian Handicap in live betting (including 1st/2nd half bets) are settled according to the score line. Any goals prior to the bet being placed are ignored for settlement purposes.

Asian Handicap	What it means
0	You win if your team wins the match. If there's a draw (0 goals difference), you are refunded your stake.
0.25	You win if your team wins the match. If there's a draw, your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
0.5	You win if your team draws or wins the match.
0.75	You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the amount staked.
1	You win if your team wins or draws the match. If it loses with a goal difference of one, your stake is refunded.
-0.25	You win if your team wins the match. If it draws you lose half of the amount staked.
-0.5	You win if your team wins the match.
-0.75	You win if your team wins the match with a goal difference of two or more. If it wins with one goal your bet is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.
-1	You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, your stake is refunded.

Live betting example:

Juventus vs Man.United - Live score 1:0

Team	Asian Handicap	Odds
Juventus	-0.75	5/6 (1.80)
Manchester	+0.75	23/20 (2.15)

Final score 3:0

If you bet on Juventus €100, your net win is €80

Final score 2:0, 3:1

If you bet on Juventus €100, your net win €40

Final score 1:0, 1:1, 1:2, 1:3,2:1, 2:2, 3:2, 3:3

If you bet on Man. United €100, your net win is €115

31.23-Way Handicap

In a 3-Way Handicap, the line is set so that there can also be a draw outcome, giving you 3 potential bets.

Handicap (-1) - You win if your team wins the match with a goal difference of two or more.

Tie: You win if the team with (-1) Handicap wins the match with exactly one goal difference.

Handicap (+1) - You win if your team draws or win the match.

32 Each-Way Betting

32.1 What is an Each-Way bet?

An Each-Way (E/W) bet is a bet consisted of two separate parts - a win part and a place part. The win part of the bet is on your selection to win the event, and the place part is on your selection to finish either first or within the race's specified place terms (e.g. 2nd, 3rd, 4th, etc). The bet is very popular in horse racing since it allows you to gain returns even if your horse doesn't finish first.

32.2 How do Each-Way bets work?

When you place an Each-Way bet (by ticking the e/w check box), your stake is doubled, with half allocated to the outright win, and the other half allocated to your runner finishing within the place terms. Each race has specified place terms depending on the number of runners, eg. $\frac{1}{4}$ 1-2-3. In this example, an Each-Way bet placed on a runner that finishes 1st will pay in two ways: you will win the outright portion of the bet, but you will also win the place portion at $\frac{1}{4}$ the outright odds as it finished in the top 3.

Example:

You place a 2 GBP Each-Way bet on a 12/1 shot in a race with E/W terms $\frac{1}{4}$ 1-2-3

If your selection finishes 1st:

- You win 12 GBP plus your stake for the outright win
- You also win 3 GBP (quarter the outright odds: 3/1) plus your stake for placing (ie. finishing in the top 3)

If your selection finishes 2nd or 3rd:

- The outright portion of the bet will lose
- You win 3 GBP plus your stake for placing

If your selection finishes outside the place terms for the race, both bets lose.

32.3 How do Each-Way Accumulators work?

In the case of settling Each-Way Accumulators, the win portion of the first bet will be carried over to the win portion of the following bet, and similarly, the each-way portion of the bet will be carried over to the each-way portion of the following bet.

Example:

You place a 1 GBP e/w accumulator on selection A in Race A and selection B in Race B. This means you have an outright (win) accumulator and a place accumulator

If selection A wins and selection B only places, the outright portion of the accumulator will lose, but the place portion will win.

If selection A only places and selection B wins, again, the outright portion of the accumulator will lose, but the place portion will win.

33 Teaser Bets

33.1 General

A teaser bet allows you to adjust the points spread and game totals on two or more American Football or Basketball teams by choosing a fixed number of points. The number of teams and points selected determines your payout odds.

33.2 How do teaser bets work?

All selections must be successful for the teaser bet to win. If a selection in a two team teaser is a push, the bet will be a loser. A push in teasers of more than two teams will result in the bet dropping to the next level down, if available, or losing if not.

Teaser bets will only be allowed on pre-match events and only for selected leagues, including:

- i. Regular teasers for NBA, NCAAB, NFL, NCAAF or any other league in which teaser bets are allowed (4, 4.5 and 5 for Basketball and 6, 6.5 and 7 for American Football)
- ii. SUPER TEASERS: 3 teams teaser - buying 8 points, ties lose, odds -120/1.83
- iii. MONSTER TEASER: 4 teams teaser - buying 10 points, ties lose, odds -120/1.83

33.3 Buying points

Buying points allows you to change the point-spread or game total of an American Football or Basketball game. You can move the point-spread so you get more points when betting the underdog, and fewer points when betting on the favourite. You can move the total so you get a higher total when betting the under or a lower total if betting the over.

34 Fast Markets

34.1 General

Fast Markets allow you to bet on whether you think a specific event will happen within the next 1 or 5 minutes of a live football match, giving you the incredible potential to win on every minute of your favourite live games!

Think Rooney's about to lose it? Bet on a booking!

Think the goalie's lost his grip? Bet on a corner!

You can choose to bet on goals, corners, bookings, penalties, throw-ins, free kicks and goal kicks to happen during the game's next 1 minute or 5 minutes:

Event	Description
Goal	The time at which a goal is scored
Corner	The time at which a corner is awarded
Booking	The time at which a yellow or red card is shown to a participating player
Penalty	The time at which a penalty is awarded
Throw-In	The time at which a throw-in is awarded
Free Kick	The time at which a free kick is awarded
Goal Kick	The time at which a goal kick is awarded

1 minute refers to 00:00 – 00:59 seconds of the relevant 1 minute period.

5 minutes refers to 00:00 – 04:59 seconds of the relevant 5 minute period.

Asian Handicap betting with these figures means you're essentially splitting your bet to cover certain outcomes.

Injury time is not included.

Here's how it works:

- Select the live match you want to bet on

- Choose the specific Fast Market from the list of options
- Select your bet
- Enter your stake on your bet slip and click on 'Place bets'

Turn up the heat on your live betting experience: try Fast Markets now.

35 Virtual Sports

35.1 Game Play Rules

A virtual betting event takes place every 3 minutes for Football and every 2 minutes for Horse Racing and Greyhounds.

When the event is not specified by the customer, bets are registered on the next event.

Bets on the next event are accepted until the "bets closed" message appears on the screen, after which the bet will be allocated to the successive event.

Winnings can be collected once the result of an event is displayed on the results screen.

The minimum stake per bet is £0.10 with a maximum daily payout of £50,000 per customer.

A customer who places any bet on these events takes sole responsibility for his actions in placing a bet, and in checking his ticket to ensure it correctly reflects his chosen bet, and cannot hold the operator liable for any loss or damage suffered.

The operator will also not be liable for any system malfunction that may result in the nullification, cancellation or refund of a bet at any time.

No horses or greyhounds are scratched from virtual races.

There are no dead heats (position draws) in virtual races.

In case of event cancellation outstanding bets are deemed void and settled as 'cancelled'. It means that the bet stake is fully reinstated.

Bet types offered may be altered from time to time.

A winning bet may be claimed within 90 days of the event date. Unclaimed tickets after that period will expire and cannot be claimed.

35.2 Virtual Soccer

35.2.1 Match Result Full Time

Select the game outcome of the full time - Home win (1), Draw (X) or Away win (2).

35.2.2 Correct Score

Select full-time goal score for each team, both home and away.

35.2.3 Total Goals

Select full-time total goals scored by both teams.

35.2.4 Double Result (Half-time / Full-time)

Select the team that will lead at half-time and the full-time match winner.

35.2.5 Double Chance

Select 12 for either the home or away team to win.

Select 1X for either the home team to win or draw.

Select X2 for either the away team to win or draw.

35.2.6 Double Chance In

Select 1X for either the home team to win or draw.

Select 2 for away team win.

35.2.7 Double Chance Out

Select X2 for either the away team to win or draw.

Select 1 for home team win.

35.2.8 Double Chance In/ Out

Select 12 for either the home or away team to win.

Select X for draw.

35.2.9 Over / Under 2.5

Select Under to back a score of 0, 1 or 2 total goals

Select Over to back a score of 3 or 4 total goals.

35.2.10 1st Goal Scorer

Select the team that will score the 1st goal. This bet type is not displayed on the data screens.

35.2.11 Time of 1st goal

Select the time range in which the 1st goal will be scored.

35.2.12 Penalty

Select the Penalty option if you think a penalty will be awarded in the game.

35.2.13 Yellow Card

Select the Yellow Card option if you think a yellow card will be shown during the game.